

graphic designers 🎨  
architects 🏠 interior  
makers 👤 performance  
actors 🎭 animators 🎮  
designers 🎨 fine artists 🎨  
makers 🎨 make-up  
s 🎨 communicators 🎨  
s 🎨 event managers  
come together  
community? 🎨

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# I felt like I could be myself because everyone else was themselves.

— Nebras Jamali, BA (Hons) Acting, featured in Amazon Prime's *The Looming Tower*, and UK TV's *Our Girl*, currently airing on BBC One.

\*The percentage of students in employment or undertaking further study according to DLHE 2012/13-2016/17.

\*\*Source: DCMS, November 2016.

\*\*\*Source: DCMS statistics, July 2019.

## Belong

Creative people are different. We see the world differently. We learn differently. Which is why we've remained a creative specialist institution since our foundation in 1883. AUB is a community designed for creative people and creative learning. A place that champions the individual and encourages innovation and creative risk-taking. A community that welcomes diversity and doesn't judge. A place to explore possibilities and become your creative self.

You might have always known you want to become a film editor, a textiles designer or a creative events manager. Or perhaps you don't yet know which route into the creative industries you want to take. But, whatever the stage in your personal journey, you know that you want to belong to a creative community.

Welcome to your AUB. Who do you want to become?

## Proud of our alumni, proud of our reputation

We're super proud of our alumni like Oscar-winning director Simon Beaufoy, actor and presenter Mel Giedroyc, Turner Prize winner Wolfgang Tillmans, writer, director and producer Edgar Wright, actor Harry Reid, architect Sir Peter Cook, director Suri Krishnamma, humanitarian photographer Giles Duley, *Company Magazine* editor, Zuki Turner and many others.

But we're even more proud of the fact that our employability record is second to none amongst our competitors. 97% of our graduates find employment or go on to further study within 6 months of leaving\*. This makes us fifth out of all 160 UK universities for employability, ahead of Oxford and Cambridge. But it also reflects the essential fact that the creative industries are perhaps the single biggest success story of the UK economy over the last 10 years – accounting annually for over £100 billion\*\* and 1 in 11 UK jobs\*\*\*. The Sunday Times Good University Guide ranks us in the top 50 of all UK universities – quite an achievement for a small specialist with a student body of just 3000. But within the arts sector, we lead all other UK universities for our teaching quality, student experience, graduate prospects and degree completion.

Our compact size matters to us. And to our alumni also, who invariably comment on the personal quality of teaching they received and the sense of belonging that comes from living and working within our intimate campus.

# Our courses are designed to equip you with the skills and knowledge to succeed in today's changing economy.

## How do we do it?

Since 1883, creative teaching and learning has been at the heart of AUB. Our teaching has been rated at the highest level for UK universities – OFSTED Outstanding for Foundation and Gold in the Teaching Excellence Framework for Bachelor-level study. Teaching at AUB embraces live briefs and adopts industry-led models of learning. You'll gain not just skills and knowledge, but also an understanding of how to “do it for real” and apply your creative energy in the workplace. Our students develop the attitudes and behaviours to set them apart in the job market.

Our facilities support this approach – they're state of the art and in parallel with, if not ahead of, current creative industry practice. We equip students with the right skills to thrive when they leave AUB and encourage industry to work alongside us to drive contemporary practice, research and innovation. AUB's vibrant Graduate School sits at the junction of cutting edge industry practice and leading contemporary research into our creative subjects.

We're committed to studio-based learning, so every undergraduate course has its own studio space, as does the Foundation school. Importantly, all of these courses sit alongside each other on our single campus and, unlike many other art schools, are open to access to all students across the university, whatever their chosen course. This openness underpins the cross-discipline respect and understanding that is fundamental to successful collaboration and the blended careers which typify the creative industries. It also means our graduates leave with a ready-made network of peers to support their career journey in the inter-connected world of the creative industries.

Our built environment is outstanding, demonstrating our belief that creative education is better delivered in a purpose-built, design-led environment. Our library has been voted one of the top five university libraries in the UK, according to the National Student Survey. The extraordinary CRAB building, the only purpose-built drawing studio to be built at an art school for more than a century, was designed by AUB graduate and world-renowned architect, Sir Peter Cook. In 2020 we'll open a new Innovation studio, also designed by Peter Cook, which will provide a new interface between our students, our researchers and the Design industry.

We also recognise that with building comes environmental responsibility. Our campus has been awarded EcoCampus Platinum – the highest level of university accreditation for our commitment to sustainability.

Above all, AUB is a community of artists. But the real test of any community is how the individuals within it feel about it. Do they feel like they belong? Are they happy? According to the 2019 National Student Survey, our students are the happiest of those at any art school in the UK. But to judge whether it is right for you, please come and visit at one of our Open Days.

**[aub.ac.uk/opendays](http://aub.ac.uk/opendays)**

We're proud to be the leading arts university for Student Experience, Teaching Quality, Graduate Prospects and Degree Completion\*. We've had an average employment rate of 97% for the last five years\*\*. We've also been awarded Gold in the Teaching Excellence Framework (TEF), as well as being awarded OFSTED Outstanding for Foundation.



#### New Innovation Studio

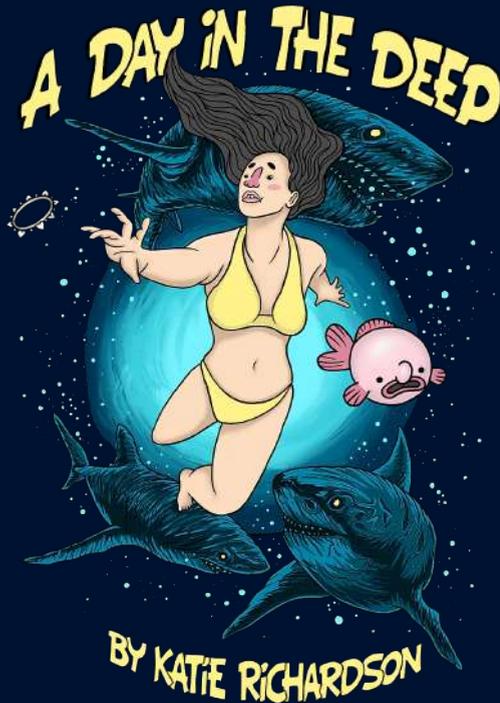
In 2020 we will be opening our new Innovation Studio, designed by alumnus Sir Peter Cook. This inspiring building will support talented graduates turning early-stage ideas into viable business, through studying MA Design and Innovation\*\*\*.

\*According to The Times and Sunday Times Good University Guide 2020

\*\*DLHE survey (Destination of Leavers from Higher Education)

\*\*\*Find out more about MA Design and Innovation on page 222

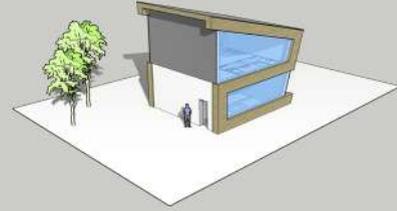
# Foundation Diploma in Art and Design



The Foundation Diploma sets out to help students discover a preferred area of practice, to develop core learning skills and to extend their understanding of the creative process, whilst developing a sense of greater autonomy in preparation for undergraduate degrees or employment. During stage one, students will explore broad core principles and working practices in Art, Design or Media which will lead students to discover their preferred area of study. Simultaneously, students will increase their critical comprehension and creative skill sets. The course provides insight into the range of options available for stage two study. The course offers seven 'specialist pathways', and you'll choose to study one from mid-November. The available pathways for stage two are: Graphic Communication; 3D — Art, Craft and Design; Fashion, Costume and Textiles; Photography; Fine Art; Film and Animation; and Illustration.

Each pathway has a specialist subject leader, and support from visiting tutors and technical staff. During this stage, you'll engage with two-four week projects and begin to focus your portfolio towards your specialist area and make your Higher Education applications through UCAS.

Finally, stage three consists of a self-initiated project, which is negotiated with your tutor and managed more independently. In this stage, you can put into practice all of the skills that you've learned from the first two stages. The final outcomes are exhibited in the University's gallery and studios.



# Foundation Diploma in Art and Design (Media)



The Media option for the Foundation is a specialist first stage of the course in which students will, for ten weeks, focus on lens-based practice, predominantly photography and film. Students from this option join the main course at the end of stage one, and can progress onto any of the seven specialisms although most opt to continue with lens based practice. Animators would generally choose to study on the main Art and Design Programme because drawing is key to animation practice.



#### Course Facts

- An intensive diagnostic course, that provides high levels of insight into contemporary creative practices, and the potential to focus studies into specialist areas. Simultaneously students develop sound understanding of the creative process and skills that prepare students fully for progression.
- Purpose-built Foundation building with state-of-the-art studios.
- The Foundation Diploma is an 'Outstanding' provider as rated in 2012 and 2018 achieving the highest grade in all four categories in the most recent inspection.
- The course benefits from the wider campus facilities and cultures.
- The awarding body for the course is University of the Arts London (UALAB).



# International Foundation

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## Diploma *January start*

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For International and EU students we also offer six-month courses with a January start. This course is ideal for students who can't commence a one-year Foundation in September, or those who would like to expand their portfolio and/or improve their language/communication and study skills. This is a fast-track course in Art, Design and Media, which includes an integrated programme of Preparation for Academic Study alongside the creative aspects of the course. The course helps students to develop their creative skills, identify their specialist practice and produce a professional portfolio of work, ready to progress to a degree course within just 24 weeks.

You'll study full-time for five days a week. The course aims to develop your ability to learn independently, as this is an essential skill for further study. You'll also work collaboratively with your peers on a number of projects, this reflects current creative practice. All students are encouraged to experiment, take risks and be ambitious in their thinking and production. The course is divided into three stages. Stage one covers Diagnostic Investigation into Creative Practice to help you identify your areas of interest, your strengths and weaknesses. Tutors will help you with this exploration as well as help support you in refining your decisions and choice of specialism for stage two, Developing Specialist Practice. The course culminates in stage three, Consolidating Practice, producing your final project and an exhibition on campus.





#### Course Highlights

- Specialist technical workshops across disciplines
- A drawing programme that includes life drawing and printmaking
- Small group tuition
- Preparation for Academic Study: developing your ability to express yourself in an academic way and improving communication and language skills.
- Interactive, student-centred learning
- During the course, you'll engage with course leaders from undergraduate degree courses at AUB to help develop your understanding of Higher Education study and progression opportunities.
- A guaranteed place on an undergraduate degree at AUB through our undergraduate progression scheme\*
- A chance to curate and exhibit
- The awarding body for the course is University of the Arts London (UALAB).

\*Except BA (Hons) Acting and BA (Hons) Dance as these are audition based.

# Acting



This course shows you what it takes to turn natural talent into a career and make dreams of performing on stage or film a reality.

Our recent graduates have appeared in feature films, BBC dramas, the West End, Shakespeare's Globe and the Edinburgh Fringe Festival. You'll learn the acting, voice, movement and singing skills you need as a creative artist. You'll try your hand at everything from classical acting to contemporary performance, on stage and on film. We'll give you practical insights, and help you build your motivation and self-discipline to support you in the notoriously demanding acting industry. Even the strong academic element is approached through practice in order to underline the vocational nature of this course.

Your skills will be in demand even while you're here. Our BA (Hons) Film Production, BA (Hons) Costume, BA (Hons) Make-up for Media and Performance and BA (Hons) Performance Design and Film Costume courses constantly draw on our actors. You'll work with these and students from other courses to create professional film and theatre productions in various locations, including our own studio theatre and other public venues. Your professional networking for industry begins right here, and our production process is what sets our students apart and gives them an edge.

First year introduces you to the tools and techniques that will help you to create performances for realistic drama on stage and screen. The work is Stanislavski based, and you'll be introduced to the core intellectual, imaginative and physical skills that you will need to learn and develop. Your first year provides a foundation, allowing you to develop a methodological approach to psychophysical acting. The course provides practical, studio-based, seminar and lecture-based learning. Throughout your first year you'll also attend movement, voice and singing classes. These are highly practical classes that aim to provide you with the specific skills and experiences that will further support your work.

In second year, you'll further develop your acting and investigative skills in relation to the world of the play, and explore the demands of different kinds of dramatic structures and styles of performance. You'll learn to see the audience as an integral factor in the creative process and continue to develop a personal methodological approach to acting through units, such as Shakespeare, Actor Creator and Applied Theatre. Practical work takes the form of taught sessions and workshops, leading to performances which will be viewed by an internal audience. At the end of your second year, you'll have developed acting, physical and vocal skills to a higher level; alongside extended skills in investigative techniques and textual analysis.

Your third year encourages you to extend your exploration of the acting process by providing you with a range of creative challenges. You'll create professional-quality theatre productions, both on and off-site, in collaboration with other courses. You'll also have the opportunity to create your own practical projects. A key focus of your third year is to equip you with the necessary skills and knowledge to manage your future career. In preparation for professional life, this year will include seminars on the business aspects of being an actor, such as CVs, photos, auditions, Spotlight and Equity; ensuring you are industry-ready by the time you graduate.



Course Facts

- Three-year degree
- Acting, Movement, Music/Voice and Sound Recording Studio
- Fully equipped black box theatre
- A rehearsal and performance space in central Bournemouth
- Course trips include The Globe Theatre, London
- Past guest speakers include Actresses Sarah Parish and Greta Scacchi, Director Mike Alfrede and Stephen Wrentmore, Casting Directors Carolyn McCleod and Nadine Rennie, Agent Jennifer Withers and Producer Paul Elliot.
- The acting department has an in-house studio theatre which hosts a number of productions during the first half of the academic year. During the second half of the year, students gain the opportunity to perform in external venues such as the Lighthouse Theatre, Poole, and Pavilion Dance South West, Bournemouth.

Awards

- Outstanding Performance in an Affiliate Theatre, Olivier award 2019
- Nomination for 2019 Alfred Fagon Award which recognises Black British playwrights from the Caribbean
- Best Emerging Actor, International Achievement Recognition Awards 2018
- Best Actor, 2018 Westfield International Film Festival, US
- Adopt a Playwright Award, Off Westend, 2018.

Career Destinations

- Graduate company Unpolished Theatre won the 2019 Olivier award for Outstanding Achievement in an Affiliate Theatre for their show *Flesh & Bone*
- Principal actor in *Eastenders*
- Principal actor in Netflix series, *Top Boy*
- Principal actor in BBC Three's *Witless and Overshadowed*
- Principal actor in West End production of *Spring Awakening*

- Lead role in new Thomas & Friends film: *Big World! Big Adventures! The Movie*
- Featured actor in BBC One series *Our Girl*
- Featured actor in Amazon Prime series *The Looming Tower*
- Featured actor in BBC film *Suffragettes with Lucy Worsley*
- *The Lion King*, West End
- *Blue Stockings*, Shakespeare's Globe
- *The Commitments*, UK No.1 tour
- *The Buddy Holly Story*, UK No. 1 tour
- Roles in BBC's *A Christmas Carol*, *Strike*, *Luther*, *Casualty*, *Holby City*, *Doctors* and *Crimewatch*
- ITV's *Cilla* and *The Sound of Music Live*
- Netflix series *Black Mirror*
- E4's *Misfits*
- Lead role in independent feature films *The Rise of the Krays* and *Fall of the Krays*
- Published playwrights: Elliot Warren: *Flesh & Bone*; Ryan Calais Cameron: *Typical* and *Queens of Sheeba*
- Theatre Producer: *Nouveau Riche*
- Roles at the Royal Court Theatre, Lyric Hammersmith, Southwark Playhouse, Royal Exchange Manchester, Birmingham Rep, Sheffield Crucible, Liverpool Playhouse and Pitlochry Festival Theatre
- International, national and regional tours with theatre companies, including White Horse Theatre, Solomon Theatre and Chapterhouse Theatre Company
- Postgraduate study at The Royal Central School of Speech & Drama; East 15; LAMDA, ALRA and The Shakespeare Institute, University of Birmingham.

If you're interested in this course you may also like to see information on:  
 BA (Hons) Costume – p62  
 BA (Hons) Dance – p86  
 BA (Hons) Film Production – p118  
 BA (Hons) Performance Design and Film Costume – p174



# Animation Production



Animation is everywhere, from the classic Disney fairytale to the quirky Aardman comedy and the dynamic Pixar blockbuster.

Graduates from this course have gone on to work in studios across the world, including Pixar, Aardman, Karrot, Lupus, and ILM. We'll introduce you to the fundamental skills of drawing and painting, which underpin animation in all forms.

Along with training in modern software, you'll be able to apply your skills to hand-drawn, stop-motion, and CGI work. In a production-based studio environment, you'll work in teams to develop your personal portfolio and produce graduate films. We have industry standard facilities, and you'll have access to the following throughout your studies – PC workstations with WACOM Intous Pro Tablet, Central Render Farm running Deadline Render Management Software, Adobe Creative Cloud, ToonBoom Harmony, Storyboard Pro, Flipbook, Dragon Frame, Mari, Maya, ZBrush, Da Vinci Resolve, Red Giant (complete site plugins). Visits from industry practitioners and opportunities for studio placements will add to your knowledge and prepare you for a career that could see you work in film, commercials or even video game production. We'll give you skills to shape the future of the industry. The animation revolution starts here!

First year introduces you to the fundamental principles of animation. Through workshops, seminars and lectures, you'll learn traditional animation techniques and how to use contemporary software. We'll teach you the 12 Principles of animation in theory and practice, using 2D animation exercises that are used by professionals. You'll learn to use the industry-standard software package, Maya, and study layout and background design. Using sketchbooks to explore a variety of media you'll develop a more subtle understanding of character performance and cinematic storytelling. You'll study critical theories, concepts and analysis, and develop an understanding of historical and contemporary practice within the specialism.

In second year you'll develop your specialist role within animation production by working on team-based projects. From conception to post-production you'll enhance your understanding of animation through workshops. You'll also advance in your drawing and painting skills and abilities in 2D, Maya and stop-motion. You'll research and develop your own personal project as part of the pitching process in line with industry practices and be given opportunities for industry experience or overseas study – you may also look at completing an optional work placement.

In your third year, you'll successfully demonstrate your commitment to the collective responsibility of production and post-production. You'll identify your specialist role and develop a portfolio of a 2D, CGI or stop-motion film production. A big focus of this will be communication, team-working skills and mentorship guidance. Enhancing your skills as an animation practitioner through exploration of theory and practice, you'll develop strategies for personal planning and self-reflection, consider career aspirations and produce a targeted portfolio. You'll have the opportunity to pitch your story idea and take part in the process of selecting which films go into full production.





#### Course Facts

- Three-year degree
- Individual workstations and computer suites with specialist software
- Regular visits from industry professionals
- Opportunities to collaborate with other courses
- Annual drawing trips
- Work placements have included: Golden Oak Entertainment (Nanjing, China); Karrot Animation (London); Fabrique D'Images (Luxembourg); Aardman Animations (Bristol); Volda University Norway; Kyoto Institute (Japan); MICA Maryland USA and PINCA Portland USA

#### Career Destinations

- Pixar (USA)
- Aardman Animations (UK)
- Electronic Arts Games (UK)
- Rocksteady Studios Ltd (UK)
- Climax Games (UK)
- Framstore CFC (UK)
- The Mill (UK/USA)
- Double Negative (UK)
- Bang Bang Studios (Portugal)
- Zinkia Studios (Spain)
- Lupus (UK)
- Brown Bag (Ireland)
- Cartoon Saloon (Ireland)

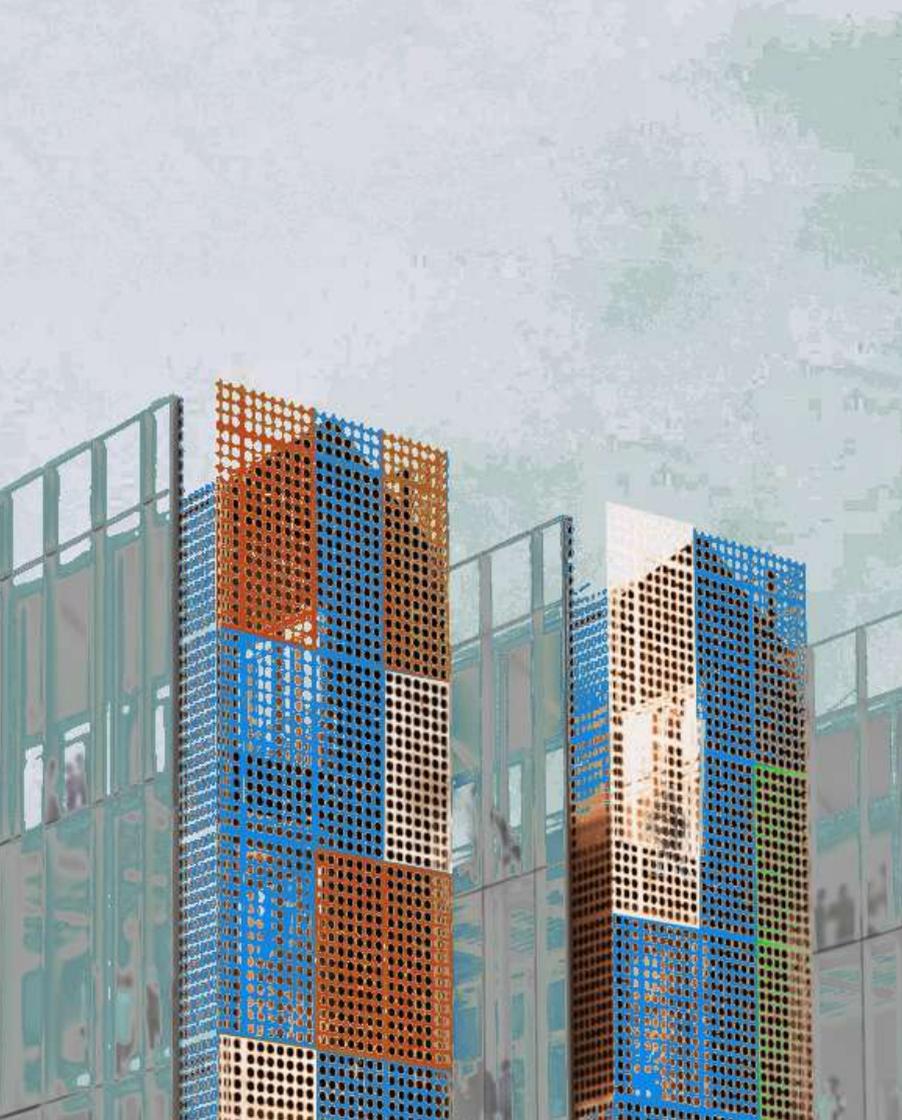
#### Awards

- National RTS Student Award Winner 2018
- Best of International Student Animation Winner at the 2018 Australian International Animation Festival
- Winner, Early Bird President of the Jury Award at the 2018 Early Bird International Student Film Festival
- Winner, Best Student Film at the 2018 Purbeck Film Festival
- Tech Ex Cup International University Student Video Contest: Best Creative Video
- Outstanding Tutor Award and Outstanding Organizing Academy Award
- London International Animation Festival: Best Cut-Out Animation
- Purbeck Film Festival: Best Animation, Official Selection at Aesthetica Film Festival

If you're interested in this course you may also like to see information on:  
 BA (Hons) Film Production – p118  
 BA (Hons) Modelmaking – p166  
 BA (Hons) VFX – p206

# Architecture (Part 1 ARB/RIBA)

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On this unique and stimulating course, you'll work in a studio-based environment to make places that make a difference.

This course is the first step towards becoming a creative architect. This degree will help you to prepare for professional practice (Part 1 ARB/RIBA) and investigate the ways we live in the world through material and spatial relationships. You'll learn the skills that will form the foundation of your career in architecture: making, collaborating, designing and communicating.

Integrating practice with theory is at the heart of professional architectural practice, so that's exactly what you'll do here. You'll raise issues, explore, experiment and make judgements. You'll discuss and present ideas about architecture through making tangible propositions, mindful of how they might be realised. This 'research-by-making' encourages risk-taking, innovation and entrepreneurship. Both inside and outside of the studio, as well as in regular seminars, lectures and reviews, you'll work on projects that require a creative balance of rigour and risk, informed by your technical and contextual knowledge. At every stage in your degree, you'll have opportunities to build on your own practice through collaborations with other courses, such as Graphic Design, Textiles, Interior Architecture and Design, Modelmaking, Fashion, Photography, Film Production, and Fine Art. You'll develop an understanding of the practice and theory of architecture, grounded in making, along with critical thinking and a familiarity with the material nature of architectural ideas. You'll explore the practice of making thoughtful, tangible, inhabited places that mediate between the individual, the world we live in, and the others we live with.

In your first year, you'll gain a sound conceptual knowledge and skill base for the study of the subject. You'll be introduced to the conceptual and practical skills and processes necessary for making architectural propositions, the methodologies of analysing and communicating architectural propositions, and an understanding of theoretical aspects of architectural design. A programme of studio projects, lectures, seminars, visits, case studies, guided reading and tutorials will be used to disseminate information and concepts. You'll gain experience through practical studio-based experimentation and develop your abilities through individual and group working opportunities.

In your second year, you'll explore issues around building in an urban context and future scenarios for architecture. You'll propose innovative and thoughtful interventions and urban spaces to house public activities associated with the economics and physical opportunities of the area. Throughout the year, you'll continue to increase your professional competence through the development of skills, knowledge and understanding. You'll extend your knowledge through the study of construction, structure and environmental control. Your communication skills will be applied to the development of an existing environment and the making of an architectural proposition. Visiting lecturers and subject specialists will contribute their knowledge to your development.

Your third year begins with experimentation through research by making. You'll further explore the ways that these ideas can inform architecture. You'll investigate architectural design as a way in which our built environment is conceived and perceived, focusing on contemporary issues. You'll look at the role of the architect alongside the influence of clients, development, construction, planning, legal, regulation and wider social, economic and cultural values. You'll demonstrate skills in models, drawings and digital media and produce a portfolio of work to prepare you for employment or postgraduate study.





#### Course Facts

- Three-year degree
- Accredited by ARB and RIBA
- Past trips to Venice Architecture Biennale, London, Barcelona, Rome, Paris and Berlin
- Access to 3D workshops with manual and digital manufacturing equipment
- Preparation for spending one year in practice before choosing to progress to Master of Architecture.

#### Career Destinations

- Foster + Partners (London)
- BrightSpace Architects (Fordingbridge)
- BUJ Architects (London)
- Architecture PLB (Winchester)
- Design Engine (Winchester)
- DMWA (Wimborne)
- Glenn Howells Architects (Birmingham)
- HCC (Winchester).

#### Awards

- RIBA President's Medal: Student Bronze Award annual nominations
- A National Timber Innovations Award: Shortlisted.

If you're interested in this course you may also like to see information on:

BA (Hons) Interior Architecture and Design – p150

BA (Hons) Modelmaking – p166

## Art and Design History

Every piece of art and design tells a story. Immersed in our creative community at AUB, you'll study the rich histories of art and design attitudes, materials and practices.



On this course we'll introduce you to art and design from around the world, from Europe, the USA, Latin America, the Middle East, Africa and Asia. Exploring histories and theories of visual and material culture from the 1750s to the present, you'll learn how to analyse images and objects within their social and cultural contexts. You'll gain the skills and knowledge needed to analyse and communicate histories and theories of art and design. You'll explore how art and design can be narrated through art collections, exhibitions, curation and criticism. Our course will help you to become a successful communicator who is able to make historical cultures relevant in contemporary terms. Giving you both knowledge and skills, this course will be a springboard for a future career in the creative industries.

The first year introduces you to the disciplines of art and design history, alongside newer fields of visual and material cultures. Focusing on the eighteenth century Industrial Revolution to the end of the nineteenth century, you'll study key historical movements within social, cultural, historical and economic contexts, examine the influence of new technologies and consider how art and design have responded to diverse global issues. You'll begin to develop your individual areas of research and hone your skills within your chosen area of study.

In your second year, you'll continue to explore your own interests in greater depth while examining key cultural movements of art and design from the early twentieth century to today. A focus on contemporary issues of visual and material culture, including screen cultures, issues of collecting and curatorship, display and exhibition, will lead you right up to current practices. You'll investigate recent practice through critical writing and undertake a practical project to apply your academic knowledge to create/realise a public-facing outcome.

In your third year, you'll focus on your own research and undertake a collaborative project. You'll work towards a final essay of your own, and an exhibition or published text made in collaboration with other students from the course and wider University. Your dissertation will be an extended reflection of a subject of your choice related to the discipline. Your final exhibition will be a public-facing presentation, and a culmination of your research and practical skills, built up since your first year.





#### Career Destinations

This course will help you to develop the skills that you need for a range of careers in the vibrant cultural sector, including commercial art and design, the public sector, heritage or charity. These include:

- Art and Design journalism
- Curating
- Gallery education
- Gallery management
- Archives and conservation
- Communications, public relations, marketing
- Art and design sales
- Publications editing

If you're interested in this course you may also like to see information on:

- BA (Hons) Architecture – p38
- BA (Hons) Creative Events Management – p70
- BA (Hons) Interior Architecture and Design – p150

# Commercial Photography



The media relies on creative imagery to communicate messages. This course gives you the opportunity to develop a specialist career, working within fashion, advertising, documentary, editorial and portraiture.

Through the combination of creativity and technical skill, our students aspire to challenge perceptions, and push boundaries, through making imagery that's at the forefront of contemporary photographic practice.

Graduates from this course have gone on to create images for clients including Louis Vuitton, Stella McCartney, Chanel, The Times Fashion Supplement, Love Magazine, Dazed & Confused, Kit Magazine, Huck, The Telegraph, The Guardian, Vogue (UK, India and Italy), Nike, Adidas, Lacoste, Wall Street Journal and the BBC. If you want the opportunity to set the future agenda for commercial photography, and have the commitment and drive to make the most of every opportunity the course can give you, then we would love you to join. We'll help you to gain a broad understanding of photographic practice and theory, so that you graduate confidently with the creative and critical visual language needed to work in the industry as an individual and within a creative team.

Employment prospects are good, even before you graduate. In recent years, many students have been commissioned and published while still on the course and have had success through prestigious competitions. Career options are varied, too. As well as setting up freelance businesses, many graduates go on to work in a variety of roles within studio management, retouching, assisting, styling, and advertising.

Over the three years of study, you can choose to focus your specialism within one of the three award titles. We offer:

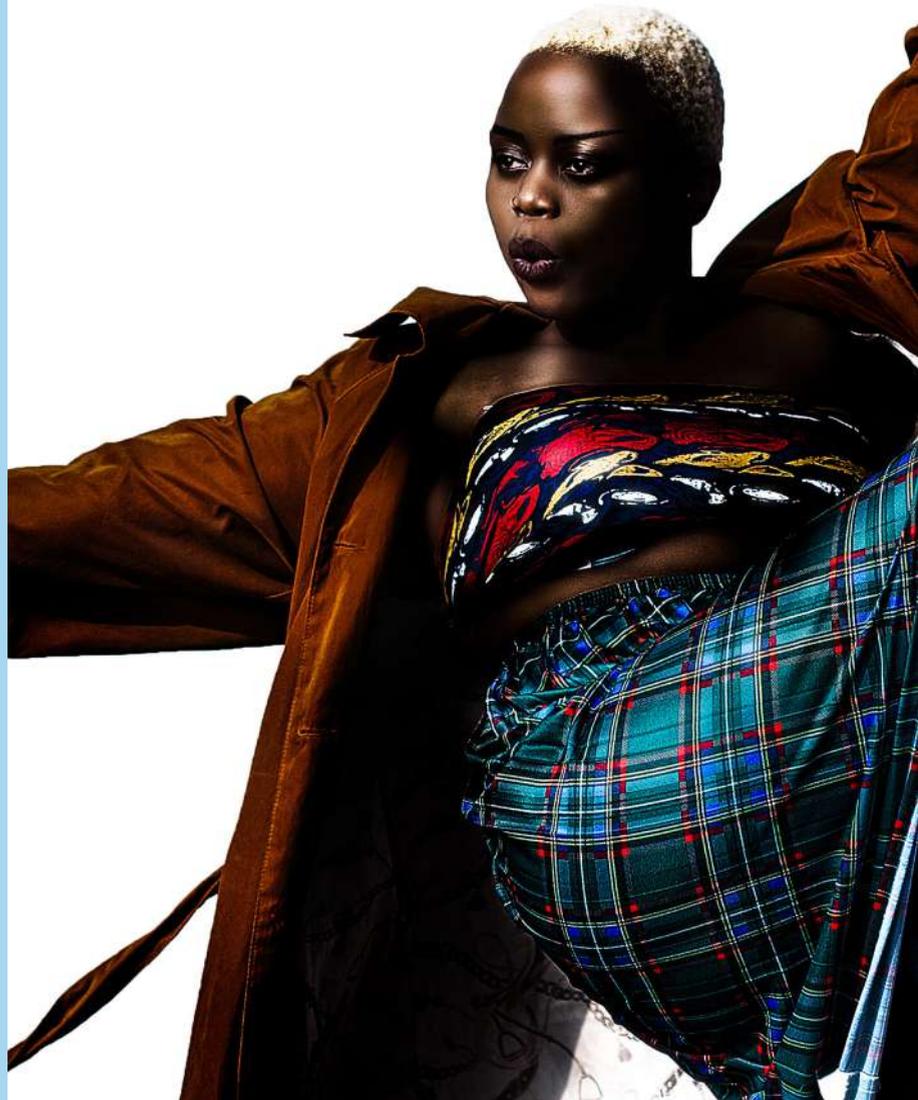
- BA (Hons) Commercial Photography (Advertising)
- BA (Hons) Commercial Photography (Fashion)
- BA (Hons) Commercial Photography (Documentary/Editorial)

In your first year, you'll learn the creative, practical and theoretical skills that you'll build upon during your degree. We'll introduce you to a variety of traditional and digital photographic techniques and processes, giving you a strong technical foundation in location and studio lighting, analogue and digital capture, as well as moving image and digital postproduction techniques. This year also covers key historical and theoretical themes through written assignments, used to reinforce learning and development.

During second year, you'll continue to develop your creative skills through enhanced ability within moving image, digital skills and promotional awareness, building upon your first-year experience and developing your genre-specific interests. Your industry understanding will be consolidated by undertaking a work placement, allowing you to gain hands-on experience, working alongside industry professionals. Our 'Critical Analyses' unit explores some of the themes and approaches used in the exploration of photographic meaning and semiotics, developing research and written communication skills, providing you with the academic ability to better understand your practice in broader socio/political contexts, while preparing you for the third year major written assignment.

Your third year allows you to build on your platform of skills and knowledge, with an extremely focused approach to your career ambitions, working in genre-specific study groups. Two major practical units provide the opportunity to create the work that will become your professional portfolio, and the unit 'Research Paper' will allow you to engage with a critically informed analysis of a subject-related topic. Graduating from the course you'll have the opportunity to produce an accomplished commercial portfolio and the critical skills with which to enter the creative industries. It also provides a platform for potential postgraduate study.

As part of this course, at all levels, you'll attend guest lectures by visiting photographers and industry professionals.





#### Course Facts

- Three-year degree
- Accredited by The Association of Photographers
- Large range of specialist photographic equipment available
- Creative, collaborative hub
- Prestigious alumni include Giles Duley, Nick Knight and Wolfgang Tillmans
- Previous placements include GQ Magazine, Wonderland Magazine, Getty Images, Wolfgang Tillmans, TANK magazine and Skinny Dip Agency
- Past trips have included New York, Berlin and London – Seven dedicated photographic studios, colour and black and white darkrooms, state-of-the-art digital and printing facilities.

#### Career Destinations

- Freelance photographers working for Vogue, The Guardian, VICE, Huck, Telegraph Magazine, Saatchi & Saatchi
- Art Partner for L'Oreal: Fashion Photographer
- Photographer: Harvey Nichols
- Picture Editor: The Economist
- Senior Retoucher: ASOS.com
- Photoshoot Coordinator: Burton Menswear
- Design Creative at NOW TV.

#### Named Awards in

- Fashion
- Advertising
- Documentary/Editorial

#### Awards

- EIZO award for fashion film
- British Journal of Photography, three students chosen as the Ones to Watch Graduates
- Hunger Magazine, graduate nominated for the feature Five Emerging Fashion Photographers to Watch Right Now
- British Journal of Photography Breakthrough Awards; Winner of Single Image
- Royal Photographic Society: Photographic Essay Award and the Open Awards
- Association of Photographers Student Awards
- Portrait of Britain Winner 2019
- AoP Student Awards 2019: Best in Show
- Photographers Gallery: Fresh Faced and Wild Eyed and TPG New Talent Awards
- World Photography Awards: Professional Category
- Magnum Photography Award: Ideas Tap
- D&AD: Collaboration Award 'Pencil Winner'

If you're interested in this course you may also like to see information on:  
 BA (Hons) Fashion Branding – p110  
 BA (Hons) Photography – p182

## Costume



Our graduates have gone on to make costumes and costume supervise shows for theatre, film and TV productions all over the world.

Recognised as a centre of excellence, in 2017 the current BA (Hons) Costume and Performance Design course was awarded the Queen's Anniversary Prize for its 'Distinguished degree-level education in costume design for the UK's leading creative industries'. To allow students to dive deeper into specialised pathways two courses have been developed – BA (Hons) Costume and BA (Hons) Performance Design and Film Costume. BA Costume offers a comprehensive approach to the study of costume, focusing in the first year on both design and making up until the start of the summer term. At this point you have the option to switch to our sister course, BA (Hons) Performance Design and Film Costume. If you decide to remain on BA (Hons) Costume you will then start to work exclusively on exciting costume making and costume supervisory projects. Students will learn to become skilled at producing accurate historical recreations of costumes, contemporary costume and tailoring, as well as expressing imaginative flair.

In your first year, the aim is to give you a solid grounding in both Performance Design and Costume Interpretation. You will explore a wide range of sewing skills, including draughting a 'costume block' and corsetry. Design-orientated projects include life drawing, costume design processes and scale model making, as well as exploring contextual and theoretical issues. You will develop a performance design through the study of a text, culminating in a full set of sampled costume designs and scale model. The year may culminate in a short film or a professionally styled photoshoot and you may have the opportunity to perform in a costume made by one of your peers.

Your second year begins with the Historical Costume unit –where you will learn about how to be a 'dress detective' and how to analyse the historical context of clothes. You will then get the opportunity to make an historically-inspired costume or part of a costume – this may be historical 'pattern cutting on the stand' or how to make period underpinnings. This unit is followed by the Tailoring unit – where you will make a tailored garment step by step. The final practical unit will require you to make and supervise a costume that will challenge you to push boundaries and break rules so that you develop your creativity. This unit may offer live project briefs, including working with BA (Hons) Film Production students on their films and making and supervising for BA (Hons) Acting productions.

In your third year, the focus is on 'live' film, theatre and site-specific projects. These will range from supervising or making for a production that will be staged by our BA (Hons) Acting course, to making a costume for a museum or exhibition, to making costumes for short films produced by our BA (Hons) Film Production students. The atmosphere in the studio reflects the pace and intensity of the industry; students work in tight creative teams, solving problems as they occur. In the 'Research Project' unit, you will choose your own topic for research and complete a 5000-word essay. The 'Major Project' unit is designed to build your professional skills in either costume making or supervising. You'll be developing your professional identity, by designing your portfolio, CV and personal promotional materials for your launch into the world of theatre and film. You'll also be putting together the work you will exhibit as part of your final graduate summer exhibition in Bournemouth and in London\*.

\*Note the London exhibition is subject to competition.





#### Course Facts

- Three-year degree
- Past trips have included London, Venice, Prague and New York
- Open plan studio spaces, industrial sewing machines, a fully equipped dye room and studio theatre, extensive costume store and archive of historical dress.

#### Awards

- Awarded to BA (Hons) Costume and Performance Design students and alumni:*
- The Queen's Anniversary Prize for Higher and Further Education (2016-18) for 'Distinguished degree level education in costume design for the UK's leading creative industries'.
  - Winner for the Costume Society 'Patterns of Fashion' award: Brancott Estate World of Wearable Art Awards, New Zealand
  - Podium Awards: Bronze Award for Successful Student Led Activity
  - Podium Awards: Silver Medal in Creative Cultural Project Award
  - Prime Cuts Festival; Free Range: Best Costume The Linbury Prize 2017, for costume and set design.

#### Career Destinations

- Costume maker for TV/Film and/or Theatre
- Costume Supervisor for film
- Costume Supervisor for a Theatre
- Head of Running Wardrobe
- Costume Assistant
- Dresser Costume Buyer
- Tailor
- Costume Prop Maker
- Milliner
- Couture Dress Maker (Bridal and Fashion)
- Alterations Hand

#### Credits Include

- Costume Makers for Disney's *Beauty and the Beast* and *Cinderella*
- Tailor: National Theatre
- Tailor: Knights Tailoring (Royal warrant for uniform tailors)
- Costume Department: *Pirates of the Caribbean*
- Personal Costumier for Johnny Depp
- Costume Team on *Star Wars*
- Trainee Costumier: *Fantastic Beasts and Where to Find Them*
- Costume Department: *The Trial of Christine Keeler*
- Oxford Playhouse: Costume Assistant
- Tailor: Royal Shakespeare Company
- Tailor: *2020 Dracula*
- Costume Assistant: *Rocketman*
- Tailor: Scottish Opera, National Theatre
- Costume Maker: *Six the Musical*
- Dresser: *Les Misérables*
- Costume Assistant: White Horse Theatre Company.

Our alumni have done significant costume department work on *Doctor Who*, *Poldark*, *Downton Abbey*, *Sherlock*, *EastEnders*, *Lewis*, *Casualty*, *Doctor Foster*, *Father Brown*, *WPC56*, and the Netflix sensation *The Crown* (where students are currently on work placement).

If you're interested in this course you may also like to see information on:  
 BA (Hons) Fashion – p102  
 BA (Hons) Performance Design – p174  
 BA (Hons) Textiles – p190

# Creative Events Management



The world of creative events is part of an exciting and fast-growing industry that requires a combination of knowledge, skills and imagination.

This course is designed to meet these requirements by developing your individual pathway into this burgeoning sector of the creative and cultural industries. Events don't just happen. Festivals, celebrations, exhibitions, pop-up events and multi-media events need creative, energetic and well-organised people to make them a reality. In this course, you'll develop the skills and knowledge to conceive, plan and manage successful creative events.

Creative events are the product of teamwork involving people from a wide range of backgrounds and interests working together. A unique aspect of this course is that you'll work with fellow students each year to devise and deliver a live creative event. You'll discover and develop your own specialist interests and have the satisfaction of seeing the events you organise go 'live' in front of an audience. Our work placement unit in the second year allows you to put these skills into practice in an industry setting. You'll be surrounded by a wealth of creative talent and will have the opportunity to work with creative practitioners and external clients in the events world.

You'll also learn how the events industry operates, and will develop skills in digital technology and business planning. Our graduates have gone on to use their skills in organisation, management, and marketing in festival production companies and in many of the top digital businesses, such as Spotify. They also work in multiplatform marketing and events companies, fashion businesses, world-class museums, and leading charities. Through theory, technique and practice, we'll help you to develop as a successful creative events manager, with plenty to offer the arts and creative industries.

Through taught classes and workshops in your first year, you'll be introduced to the ideas, theories and policies that underpin creative practice, as well as the historical and social contexts which have shaped them. You'll learn to conceive, plan and manage successful creative events. With guest lectures from specialist speakers, you'll be introduced to the arts industries and the way they operate. You'll examine the legal and policy frameworks that influence the types of cultural products we enjoy, and enhance your knowledge of leading-edge artistic practices. Forming small production teams and with tutor supervision, you'll plan your first live events which will take place in the second half of the year.

In your second year, you'll progress to more specialist study, building on experience gained in your first year. Live events focus on working with partners to external client briefs. You'll study how to develop exciting creative programmes that respond to and develop audience interests and learn how to pitch for business investment for a new creative enterprise. You'll study philosophies and social trends that have changed and shaped cultural output and learn how to plan an extended piece of writing. In the summer term, you'll undertake a six-week work placement allowing you to apply your learnings in a professional creative environment.

In your third year, the focus is on independent learning, challenging you to think conceptually and strategically about your chosen profession. Through live case study, you'll act as a consultant and examine strategic management and development issues. You'll research and develop an idea for a major creative event and pitch your idea to an industry panel. You'll conclude with two extended pieces of work, your Dissertation and your Major Event, a public live event produced as part of a team.



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CREATIVE EVENTS MANAGEMENT

Y ARTS UNIVERSITY Bournemouth



#### Course Facts

- Three-year
- Dedicated computer suite
- Access to sound, projection and production equipment
- Six-week industry work placement

#### Notable Alumnus

Jo Vidler –  
Former Owner and Director:  
Secret Garden Party  
Creative Director:  
Elrow Family, Barcelona.

#### Career Destinations

- Production Manager, Boomtown Fair and Co-founder of Shangri-la, Glastonbury
- Meetings and Events Executive, Chelsea Football Club
- Head of Operations, Designwerk
- Support Services Manager at National Theatre
- Global People and Development Manager at Moving Brands
- Global Head of Delegate Acquisitions at *Financial Times*
- Managing Director at Port Elliot Festival
- Head of Event Production at Somerset House
- Marketing Executive at BH Live
- Director at MRC Presents
- Head of Visitor Events at Natural History Museum
- Marketing Manager at Spotify
- Project Manager at ITV Experiences
- Production Manager and Music Booker at Secret Garden Party
- Operations Manager at Royal Horticultural Society
- Sheffield Theatres Programming and Producing Trainee
- Senior Event Manager The Royal Parks
- Senior Events Officer, Arts and Events, Bristol City Council
- Music Programme Co-ordinator Boomtown Fair
- Owner, Founder, Director, Jimmy's Iced Coffee/Entrepreneur
- Senior Events Officer, Arts and Events, Bristol City Council
- Music Programme Co-ordinator, Boomtown Fair

If you're interested in this course you may also like to see information on:  
BA (Hons) Acting – p22  
BA (Hons) Commercial Photography – p54  
BA (Hons) Graphic Design – p134  
BA (Hons) Visual Communication – p198



## Creative Writing

Stories are at the heart of how we communicate and understand the world. Through this course, you'll gain the skills to join the next generation of creative storytellers.

You'll learn to draw inspiration from existing literature, before developing your own voice. Through a range of exciting projects, you'll explore the whole writing process – from ideas generation and research to editing.

With visits from published writers and industry professionals, you'll be able to explore career opportunities and build contacts. When you graduate, you'll have a strong portfolio and a professional network to kickstart your career.

Writers rarely work alone, so this course will give you the opportunity to collaborate with other courses. You might write scripts with animators or filmmakers, or explore narratives with illustrators – at a specialist arts institution, the collaborative possibilities are endless.

First year allows you to experience different areas of Creative Writing, providing you with a toolkit of fundamental creative and academic skills. A dynamic series of workshops, lectures and seminars, facilitated by staff and visiting industry professionals, are designed to build your competency. You'll read widely throughout this level, gaining a solid knowledge of other authors and their work, and an understanding of how this research can impact on your own practice. At the core of the course experience will be writing workshops that provide safe environments for you to share your work with lecturers and peers, gaining invaluable constructive feedback. These workshops will build confidence in sharing your work with your peers and develop strategies for giving and receiving feedback.

Second year encourages you to apply your developing skills, equipping you with strategies for pushing boundaries, taking risks and experimenting with responsive writing on location. Through a series of trips, you'll develop a more nuanced understanding of form, genre, and style whilst gaining first-hand experience of the different roles of a writer in today's world. You'll be paired with a professional writer or editor, where possible, who will guide you, alongside academic staff, as you undertake a project of your choice.

You'll enter your third year looking to strengthen existing industry links and networks introduced in second year through further practical engagement and experiences. You'll develop an awareness and understanding of publishing options, literary agencies, and other creative arts and literature-based organisations and will undertake practical community or industry-based live projects that reflect your interests. You'll actively explore the mechanics of being a professional writer, developing knowledge in the areas of self-promotion, marketing and managing finances. Concluding the year, you'll work on an extended project in your chosen area of interest.





#### Course Facts

- Three-year degree
- Regular guest speakers, including writers, publishers and agents
- Cross-course collaboration

#### Guest Speakers

- Robert Popper (Writer/Creator *Friday Night Dinners*; Script Editor *Peep Show*, *The Inbetweeners*)
- Henrietta and Jessica Ashworth (Screenwriters *Killing Eve*)
- Kate Adie OBE (Broadcaster, Memoirist)
- Kayo Chingonyi (Poet)
- Janet Ellis MBE (Broadcaster, Author)
- Andrew McMillan (Poet)
- Inua Ellams (Poet/Playwright)
- Okechukwu Nzelu (Author)
- Lucy Morris (Literary Agent)
- Natasha Pulley (Author)
- Yaba Badoe (YA Author/Documentary Film-maker)

#### Visiting Experts and Organisations

- Macmillan Publishers
- Writers and Artists' Yearbook
- Bloomsbury Publishers
- Curtis Brown Literary Agency
- National Writing Day - Official Partner
- Discover Story Centre

#### Opportunities

- Weekly trips in second year including London, the Jurassic Coast and a two day writing retreat in the heart of the New Forest
- Pitch to a top literary agent in second year
- Writer mentorship scheme
- Industry experience including live briefs and competitions
- Collaborative opportunities
- Exhibitions, shows and events

If you're interested in this course you may also like to see information on:

- BA (Hons) Film Production – p118
- BA (Hons) Illustration – p142

# Dance



Now more than ever, dance has become big business and is a vital creative force in the UK.

Our BA (Hons) Dance programme provides students with an environment to explore, collaborate, create, produce and perform; preparing them for the ever-changing landscape of the dance industry. This contemporary-focussed degree was created and runs in partnership with Pavilion Dance South West (PDSW), the National Dance Development Agency for the South West of England. This creative collaboration offers a unique and invigorating perspective into the realities of being a dance artist. Not only are classes taught in our own, purpose-built dance studios on campus, but also in PDSW's professional studio spaces, where you'll be immersed in a working dance house that has international recognition as a touring venue and for its community programmes.

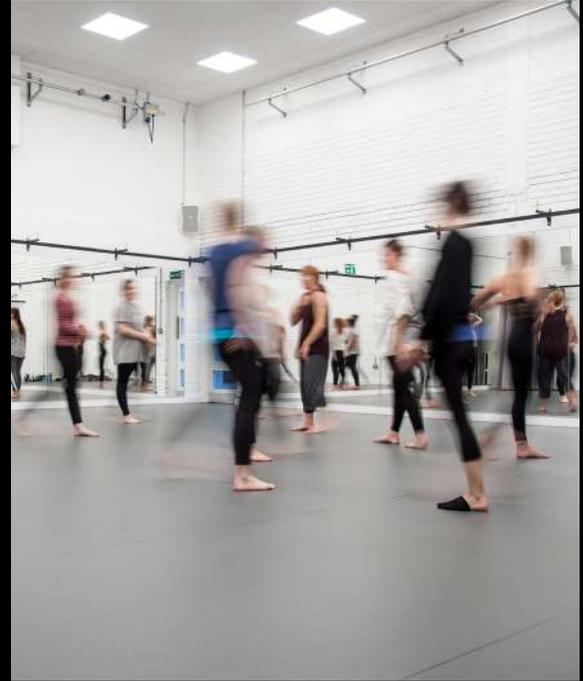
This combination of both professional and educational environments lets you experience both worlds at your own pace. AUB is one of only ten arts specialist universities in the UK. Our tight-knit creative community and culture of collaboration will give you the opportunity to build a network of future contacts in everything from film, event producing, fine art, costume and more.

As a dance graduate you'll graduate with not only a degree but the skills to thrive as a dance artist, capable of thinking about dance in new and relevant ways. The arts are a competitive market, but you are one of a kind and have something great to offer. Whether your interest is in choreography, event producing, performance or teaching we'll help you become a dance professional with an edge.

First year develops the core skills needed to enhance your understanding of making, performing and producing across a range of dance contexts. Practically we'll focus on three key aspects: Dance Technique, Improvisation and Composition. You'll apply these technical, creative and performance skills through a variety of performance opportunities while developing frameworks for reflection and analysis. By the end of your first year, you'll have a sound knowledge of the fundamental technical, creative and entrepreneurial concepts that are the foundations of a successful dance artist.

In second year, we expect you to engage in more complex issues through your creative work, as well as in theoretical units. Your technical knowledge will increase and you'll consider the audience as an integral factor in the creative process. You'll learn current industry standards for safe and effective dance practices, while working intensively on more complex choreographic and performance projects. Throughout this year we encourage you to think about specialised areas of study that reflect your developing interests in performance, choreography, and applied dance practice or producing, including a spring term placement within the industry.

In your third year, you'll consolidate your expertise and take your work into more advanced areas of research and performance, and organising and leading projects. You'll apply the working methods you've developed over all three years to a final independent project. A unit in investigative study gives you the opportunity to pursue a course of advanced independent research in your chosen specialism. You'll work with your peers to create small scale dance companies, testing out your skills as choreographers, performers and event producers. By the end of your third year, you should be able to evaluate your development in performance, choreography, applied practice and producing, while demonstrating your ability to work at a professional level.





#### Course Facts

- Three-year degree
- Purpose-built, state-of-the-art dance studios on campus
- The course is in partnership with Pavilion Dance South West (PDSW), the National Dance Development Organisation for the South West
- A strong focus on technique, fitness, choreography and critical thinking
- Regular guest lecturers and visiting dance professionals from the industry
- Course trips to relevant performance or industry opportunities
- Cross-course collaboration
- 100% NSS student satisfaction: NSS 2019.

If you're interested in this course you may also like to see information on:  
BA (Hons) Acting – p22  
BA (Hons) Costume – p62

# Design

- 
- PROCESS
  - PROBLEM SOLVING
  - DESIGN PRACTICE
  - DESIGN METHODS
  - ANALYSING SITUATIONS
  - UNDERSTANDING BEHAVIOURS
- INTERROGATE

This course explores the subject of design, with a strong emphasis on strategic design thinking and hands on making to develop ideas.

The course will begin with a broad design curriculum that allows you to gradually develop your own individual specialist design focus in the context of learning the design process. It concentrates on the development of your inherent design talent. As you build your knowledge and skills you'll progress through the course by working with the wider design community at AUB in shared units. Upon graduation you'll have a broad understanding of design practice and context. The design course builds on the established expertise within the School of Art, Design, and Architecture here at AUB.

The design thinking, strategy and 2D communication aspects of the course link well with our BA (Hons) Graphics and BA (Hons) Visual Communication courses, reflecting current industry practice where the definition of the product is wider than a singular object. The 3D design, prototyping and realisation aspects complement the Modelmaking, Interiors, Architecture and Fashion courses available at AUB. Topics such as design strategy, user centred-design and the commercialisation process familiar to Product Design are core to the course. Your personal design journey will become more focussed as the course progresses.

Your first year is about forming a foundation for good design knowledge, as well as introducing you to the core skills of a professional designer. This includes introduction to design history with an emphasis on combining theory and practice in the form of projects. You'll be introduced to design tools and methods, making processes and techniques, and research and exploration, as well as communication and presentation of your design concepts and solutions. Attending the course will support you in your independent decision-making, and you'll be introduced to realistic self-assessment. This will build your resilience and confidence as a designer. During this year, you'll start to think about your personal position as a designer. We'll challenge your previous assumptions about design through the exploration of ideas, critical thinking, visualisation skills and interpretation. You'll attend specialist demonstrations and practical studio and workshop sessions.

The second year is a continuation of your first year, during which we expect you to deepen your understanding of design and further develop your practice. We'll challenge your ability to communicate your concepts and solutions through projects, research, making and writing. You'll be living and breathing design through increased engagement with industry and society. We'll encourage you to develop interests and lines of enquiry which will inform the choice of creative and career directions in the third year. The journey through your second year will be one of self-discovery, improved design skill sets, confidence-building and independence.

Your third year will be a project-driven year with opportunities to work on live industry briefs, enter competitions, write your own briefs and work collaboratively with other students in your year and potentially across other courses. The final year is exciting, intense and inherently more complex as it'll be dominated by research-driven project work. Some of the project work will overlap, so you'll have to manage your time well as you'll be working to tight deadlines. You're encouraged to promote your professional intent, direction, creativity, individuality and strength in your specialist area. There'll be an opportunity to showcase your work at the end of the year in local and national graduate shows.





#### Course Facts

- Three-year degree
- Studio environment
- Industry led
- Access to state of the art digital manufacturing equipment
- Linked to a fully equipped design and making workshop

#### Career Destinations

- Design can lead you to a career in both creative and non-creative industries. This course aims to prepare you for careers in both creative and strategic sectors of the design industry.
- Creative
  - Experience design (UX/UI, Games, VR, AR)
  - Digital design (Graphic Design, Visual Communication, Film, Animation)
  - Physical design (Product, Industrial Textiles, Fashion, Jewellery, Transport, Spaces, Stage, Theatre, Film)
  - Experimental design
- Strategic
  - Design Researcher
  - Design Thinker/Strategist
  - Design Project Management

If you're interested in this course you may also like to see information on:

BA (Hons) Graphic Design – p134  
 BA (Hons) Modelmaking – p166  
 BA (Hons) Visual Communication – p198

## Fashion



This course gives you an opportunity to merge traditional skills and craftsmanship with contemporary cutting-edge technology and ethical practice, essential in today's ever-changing fashion world.

The 21st-century fashion industry is a fast-moving and dynamic place to work, our course responds quickly to these ever-changing demands and opportunities. We have a reputation for producing industry-ready graduates who have gone on to work with brands, such as Burberry, Vivienne Westwood, Celine, Roksanda, COS (UK), Missoni (Italy), H&M (Sweden), and Ralph Lauren (New York).

The global fashion industry depends on creative individuals who want to make a real difference through their work. You'll be encouraged to challenge assumptions, take creative risks, and develop your own individual style and creative DNA. You'll learn traditional craft skills and ways of thinking that will shape your own design philosophy as you build towards a specialism. Over three years, you'll develop a creative and entrepreneurial outlook. The journey of a fashion product, from concept through to realisation and ultimately to market is fascinating. You'll discover the complexities of a diverse development and how to attract and speak to a fashion market.

Over the three years of study, you can choose to focus your studies and specialise in one of the four award-titled BA (Hons) pathways offered:

- BA (Hons) Fashion Design
- BA (Hons) Fashion Design Technology
- BA (Hons) Fashion Design Menswear
- BA (Hons) Fashion Product Design

In your first year, you'll study four skill-based units. Theory is embedded throughout, offering you the opportunity to critically reflect on the study of fashion. These units encourage you to investigate a range of study areas which you may later specialise in. You'll undertake a series of projects, exercises, and activities which will teach you the traditional skills and craftsmanship required to realise and develop fashion products, as well as teach you the modern cutting-edge digital technologies critical for contemporary fashion design practice. This year concludes with an individual project where you'll begin to define strengths and specialist choices.

In your second year, you'll explore industry practice and market opportunity for multiple aspects of fashion product design. Theory is embedded throughout the year which underpins the understanding and realities of professional practice within the industry. You'll be encouraged to develop your individual design handwriting, and identify markets and brands which operate in a way you aspire to. In the third term, you'll have the opportunity to go out into industry and spend a period of time as an intern working directly with a company you relate to. Alternatively, you have the option to work on a live industry project, working directly on a product range for a live client, e.g. Vivienne Westwood, Burberry or COS.

Your third year is the most challenging year. You'll apply all the previous knowledge and focus on your specialist study, while also preparing for the 'Final Major Project'. In the 'Research Project' unit, you'll either conduct research to produce a dissertation relevant to your practice, or develop a business proposal that further prepares you for a professional career. In the 'Final Major Project' unit, you'll develop a specialist body of work whilst the 'Design Futures' unit prepares you further for a career in fashion, and culminates in attending and exhibiting your work at Graduate Fashion Week, the world's largest exhibition profiling graduate work to the industry.



Course Facts

- Three-year degree
- Opportunities for industry engagement and professional practice
- Privileged partner with Lectra and UK's leading provider of digital fashion education
- Accredited by the BFC Colleges Council
- Previous field trips include: London, Paris, New York, Antwerp, Beijing.

Career Destinations

- Design: Ralph Lauren New York, Missoni Italy, Christopher Raeburn, Victoria Beckham, Roksanda, Erdem, Vivienne Westwood, COS, River Island kids
- Buyer/product developer: Ted Baker, Debenhams, Mothercare, Tommy Hilfiger, House of Fraser, Arcadia
- Digital Technologist: Burberry, Vivienne Westwood, COS, H&M Stockholm, Turnbull & Asser, F&F
- Fashion textiles: Melissa Oberdash, Celine.

Awards

- GFW Graduate Fashion Week Awards: Christopher Bailey Gold Award, Vivienne Westwood x Lectra Design Award, Mothercare Kidswear Award, Clarks Footwear Award, Debenhams & Henry Holland Design Award, Debenhams Menswear Design Award, Catwalk to High Street Award
- FAD x Missoni: Design Award
- Sophie Hallette Lace: Design Award
- ID: Diversity Now Award
- Hand & Lock: Wilcom Award for Digital Embroidery
- London Fashion Week: Student Showcase Exhibition
- Bodyform: Designer Vagina Award.



If you're interested in this course you may also like to see information on:  
 BA (Hons) Fashion Branding and Communication – p110  
 BA (Hons) Textiles – p190

## Fashion Branding and Communication

Behind every successful fashion brand or publication is a team of top communicators, working tirelessly across the diverse and rapidly evolving areas of marketing, branding, PR, styling, social media, and trend prediction, which fuels the £26 billion British fashion industry.



**bellicose**  
/beli-co-se/

ENCOURAGING US TO BRIDGE OUR DIFFERENCES,  
TO CELEBRATE OUR SIMILARITIES

Our BA (Hons) Fashion Branding and Communication course will help you to become a part of this rapidly growing and exciting aspect of the fashion industry. On this course, you'll gain practical skills and explore the thinking behind fashion branding and communication. You'll create image and film, and develop visual identities using the latest creative software. We'll also teach you the theory behind everything from creating a narrative for an image to building a global brand identity.

Great fashion communication comes about through collaboration. In AUB's creative community, you'll have the chance to do just that. You'll be introduced to, and work with, students on other BA (Hons) courses, including Fashion, Commercial Photography, Textiles, Film Production and Make-up for Media and Performance, so the opportunities to apply your skills and collaborate are limitless. According to the British Fashion Council, the UK Fashion Industry supports 797,000 jobs. With a degree from AUB, you'll also make your own unique mark in this exciting space.

Throughout this course, you'll experience challenges and new possibilities while seeking innovative solutions to concept origination, application and final outcomes. You'll develop key skillsets, inform your professional growth and develop a sense of place in the industry. Historical design studies and academic theory are embedded across the units, introducing students to a range of practices and areas of study. Concluding your first year, you'll create an individual project concept which may involve aspects of collaboration, helping you to define strengths and specialist choices through the production of a publication.

During your second year, you'll be able to undertake a UK or international work placement or take part in an AUB in-house 'Live Project' with a current brand or design company. You'll also undertake a trip to a major fashion capital that will broaden your professional experiences and networking skills. You'll develop a critical understanding of consumer awareness and market diversity, whilst directly informing focused communication development and market analysis. Your second year prepares you for a professional role in industry, encouraging you to question existing practices while developing a portfolio of visual and written material.

In your third year, you'll undertake a 'Final Major Project' and units relevant to your desired future career or postgraduate study. Where possible, you'll have the opportunity to be involved with exhibitions in the Bournemouth locality, Graduate Fashion Week or publish a plausible branding and communications outcome. You'll undertake a 'Personal Branding' unit, preparing you further for your career by developing a professional portfolio and CV. The final year requires you to define the final direction of your theory and practice. We actively encourage you to form collectives, start-up businesses, organise events, complete internships, enter competitions and work collaboratively.





#### Career Destinations

- Marketing Creative: Protein media, On Road Research
- Stylist: White Room, Inca, Freelance styling
- Production Buyer/Merchandiser: Top Shop, Selfridges, M&S
- Publication: Condé Naste, WGSN
- Sales and Marketing: Free People, 3rd Rock, Office Shoes
- Product Design and Marketing: GP & Baker Eyewear, Rokku
- Visual Merchandiser: Mulberry, Anthropologie, Allsaints
- Digital and App Design: Digital Labs.

#### Graduate Awards

- Graduate Fashion Week: Styling Awards, Publication Awards, Portfolio Awards
- ID: Diversity Now Award
- ASVOFF: Fashion film awards
- Aesthetica Film Festival 2019: Student film awards.

If you're interested in this course you may also like to see information on:  
 BA (Hons) Fashion – p102  
 BA (Hons) Textiles – p190  
 BA (Hons) Visual Communication – p198



## Film Production

We have an international reputation in the film business. Recent graduates have worked on Oscar-winning productions, BBC documentaries and dramas, and for major studios such as Dreamworks.

As one of the few courses in the UK with full membership status for CILECT, our degree in Film Production gives you practical experience of many of the aspects of filmmaking, alongside historical and conceptual knowledge that accentuates the importance of research. You'll learn the skills needed to take on key creative and production roles in both live-action drama productions and documentaries.

Creating any sort of film depends on a team of technically gifted individuals working together. You'll discover the relationship between the various roles and stages of film production, including designing, editing, sound, cinematography, production and direction. As a film student at AUB, you'll have access to state-of-the-art equipment and well-equipped studios. We have professional filmmaking equipment for each part of the process, from pre-production to the delivery of completed films.

In first year, all students will gain a common understanding of all disciplines.

This level introduces you to a range of technical knowledge, theoretical concepts and creative opportunities. You'll be introduced to fundamental aspects of health and safety, which are essential within the film industry. Through practical workshops, you'll engage in many aspects of the production process, enabling an informed and guided choice of specialisms at the end of the year. The first year of the course aims to immerse you in the community and practice of making films.

During second year, your specialist skills are developed, your practical and critical abilities are enhanced, and you become accustomed to the necessity of teamwork within a film production process. You'll deepen your specialist learnings and develop your ability to reflect on and evaluate your work. Your contextual knowledge and understanding are extended, and you become prepared for the more rigorous pace and scale of work demanded by your third year. Relevant health and safety practice will continue to be emphasised.

As a third year student, you'll demonstrate your abilities within your respective specialist roles and your commitment to the collective responsibility for the production and post-production of graduation films. You'll develop and consolidate your specialist production roles, building on your previous learning. You're required to undertake significant independent study whilst also contributing effectively as a team member. Successful fulfilment of the demands of the third year will allow you to demonstrate the professional knowledge that is necessary for effective operation in the film and media industries.



Course Facts

- Three-year degree
- Three film studios, professional filmmaking equipment, editing suites, production hub and recording booths
- The course offers full membership status for CILECT
- Course trips include London.

Career Destinations

- Film Director: *Shaun of the Dead*, *Hot Fuzz*
- Screenwriter: *Slumdog Millionaire*
- Director: *The Killing* and *Bora Bora*
- Boom Operator: *The Hurt Locker*, *The Sweeney*
- Recordist: *Men Don't Lie*, *The Glowing Hours*
- Partner/Co-Founder: BOKO Creative, BOKO Advertising
- Film Editor: Finnish TV
- Prop Assistant: *Les Misérables*
- Sound Assistant: *Fast and Furious 6*

Awards

- 21st Madrid Experimental Cinema Week: The Audience Award
- The Cambridge International Student Film Festival
- Best Cinematography at Waterspate Festival
- The National Student Film Festival
- Screentest Festival: Best Sci-Fi Fantasy, Best Performance (Ensembles): Nominee, Best Production Design, Nominee
- Exposures Film Festival Manchester: Best Screenplay Award Nominee
- Kodak Student Commercial Awards: Winner
- New York City International Film Festival
- Toronto International Film Festival Exhibition
- Saatchi New Director's Showcase



If you're interested in this course you may also like to see information on:  
 BA (Hons) Animation Production – p30  
 BA (Hons) VFX – p206



## Fine Art

Be part of an exciting and enterprising fine art course, set within our dynamic and supportive culture of making in our North-Light studios.

Developing your art practice is paramount and our curriculum is carefully designed for you to thoroughly progress your art practice. The first year encourages you to broadly experiment with different approaches in a mixed discipline studio. In the second and third years, you select a specialist zone of practice to work in; painting, sculpture, or media & performance. You can move between zones and student group discussions — that we call critiques — are mixed across zones.

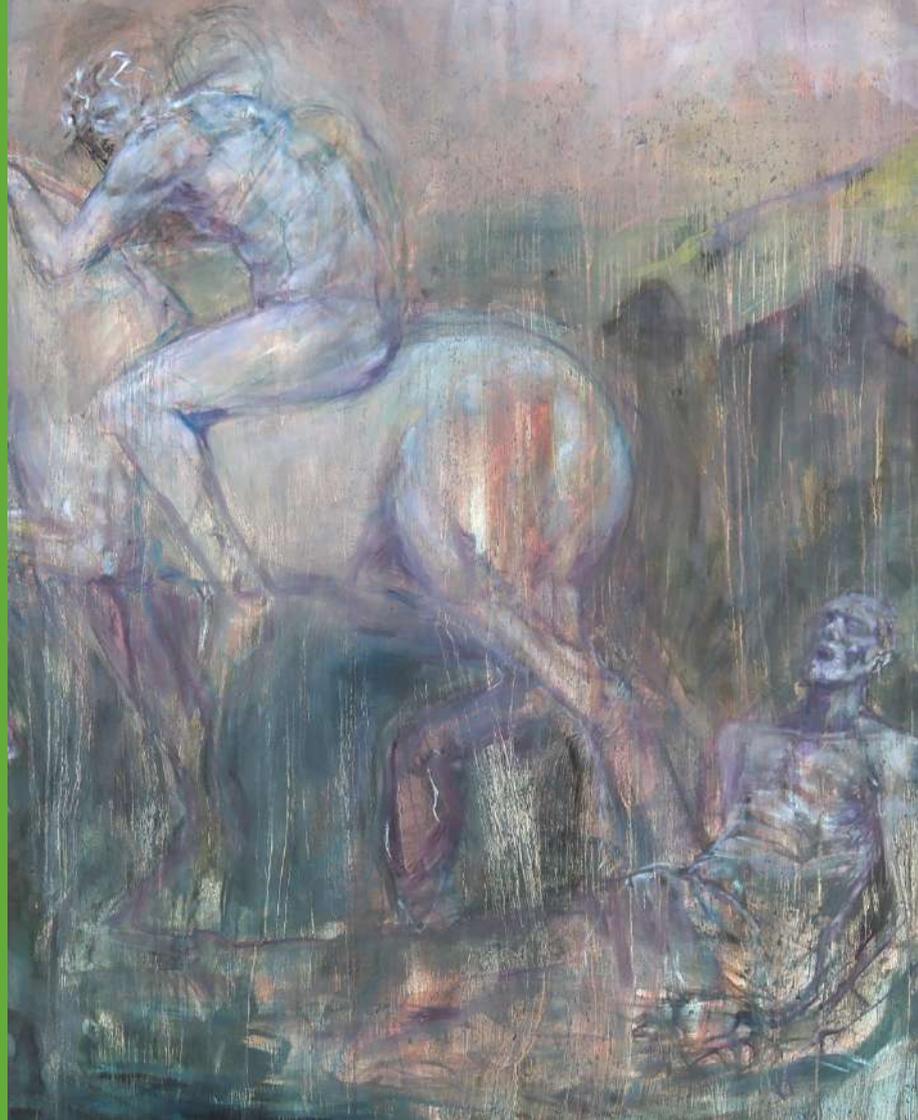
We offer a wide range of workshops across all years, for example in sculpture, painting, drawing, printmaking, video, digital media and performance, all providing you with skills to test the physical and conceptual potential of materials. Regular lectures, group critiques, artist talks, study visits and independent study all assist you in developing your practical and critical faculties. We have an outstanding teaching team of permanent tutors, technicians and visiting professional artists who are on-hand to assist you. Currently there are exhibition and residency opportunities in Athens, Copenhagen, Milan and Venice, as well as residential study visits in other international cities.

Our course fosters a flexible and enterprising attitude by encouraging the consideration of the broader cultural, social and political landscapes you are part of and for you to understand your place within it. You'll leave as an independent thinker with confidence in your own practice. Graduates from this course go on to become leading contributors in a variety of fine art disciplines, whether as the next generation of contemporary artists, inspiring teachers, curators, or as assistants to renowned artists.

Your first year builds upon your previous learning; you'll experiment broadly, acquiring new skills and knowledge, from both practice and theory sessions. You'll attend various workshops, work in a mixed practice studio and learn about curating and how to exhibit your work. An important part of the first year is helping you to confidently speak and write about your work. In the final unit, you'll define your practice and determine which areas you wish to specialise in.

Your second year encourages you to examine the positioning of your work within the Fine Art industries and to consider its relationship to audiences by exhibiting publicly. You'll have opportunities to study abroad and participate in exciting site-specific projects. We encourage work experience in this year. Your research into career options and professional practice will also begin.

In your third year, you'll continue to develop and refine your understanding of your own practice, specifically your Fine Art discipline, its visual and conceptual language and how it's interpreted by viewers. This is a crucial year which has a celebratory ending as you exhibit twice, firstly at AUB in your degree show and secondly in London at Freerange. These two exhibitions allow your work to be viewed by thousands of people, giving you a springboard into professional life.





#### Course Facts

- Three-year degree
- Previous field trips to Amsterdam, Madrid, Paris, Berlin, New York, Venice and Krakow
- Purpose-built 'North Light' studios
- We have regular London visits to ensure we are well connected to new contemporary art developments.

#### Career Destinations

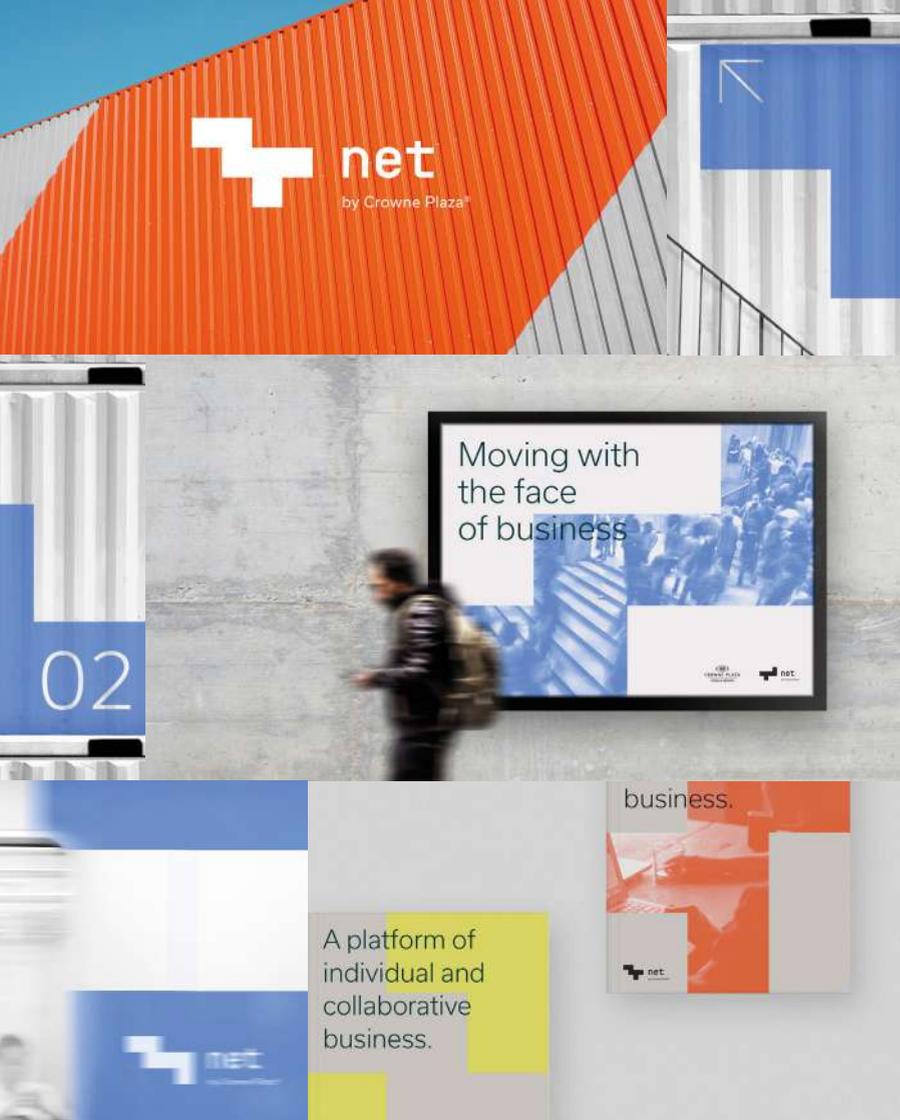
- Founder of Celine Gallery Glasgow
- Studio Assistant: Damien Hirst and Ian McKeever
- Founder: Toomer-Labzda Contemporary Art Gallery, Manhattan New York
- Manager: Contemporary Art Gallery, Trondheim, Norway
- Gallery Manager: Hackelbury Fine Art
- Associate Director at Museum of Art & Photography (MAP)
- Prop Maker at Pinewood Studios
- Jewellery Designer/Maker at Spearworks Jewellery
- Art Therapist: The Arts of Change
- Creative Director at HP Music.

#### Awards

- ITV Creates, eight student's work on commission for new logo ident seen by 34 million viewers 2019
- Europa Capital Prize London, 9 graduates selected for exhibition in London offices, awarded £1000 each 2019 and artists mentoring.
- Best Individual Work at the 2018 Free Range Art Week, runner up 2019
- Shortlisting for John Moores Painting Prize
- Five students selected for 'Camouflage' video art competition in Milan gallery
- National 'Lynne Stainer Painting Prize'
- Two graduates selected for inclusion in the Dangerous Women exhibition, alongside Tracey Emin
- Five students selected for Hans Brinker Painting Prize exhibition in Amsterdam.

If you're interested in this course you may also like to see information on:  
 BA (Hons) Art and Design History – p46  
 BA (Hons) Illustration – p142  
 BA (Hons) Visual Communication – p198

# Graphic Design



This course is about the innovation of design communication to inform, educate, delight, and persuade in a wide variety of social, cultural, technological and ecological contexts.

On this course you'll learn in dedicated year group studios taught by staff who are specialist practitioners in both traditional and digital areas. The learning experience of this course is expressed in an integrated, outward facing, collaborative approach. The course achievement is evident in the number of awards that our students win: from D&AD New Blood awards, Adobe Design, Creative Conscience and Shine awards, to name just a few. Our graduates contribute positively to the creative industries, employed in areas such as strategic branding consultancies, motion design, digital media, UX design, service and system design and publishing. Many of our graduates have established their own companies.

Asking questions, discovery, experimentation, and reflection are values encouraged on this course. There is no 'right answer' and you'll be supported to find your own path as you develop specialist skills and creative design strategies. We encourage you to bring your own experiences and interests to your work. We value conceptual approaches that create visual attention, and then evoke an idea or emotion that is relevant and on target. As a graphic designer, you'll have to react quickly to new information, exploring new audiences, evolving briefs and recognising advances in technology. You'll learn to innovate under pressure and handle the design implications of issues in an ever-changing world, such as environment, sustainability, and emerging technologies. You'll engage throughout the course with leading design companies who set 'live' briefs, give talks, and help us to develop the curriculum.

In your first year, you'll be exposed to the full breadth of graphic design skills and solutions, introducing you to a range of techniques to develop during the course. All first year units including 'real' briefs are designed to provide a broader contextual understanding, and equip you with the opportunities to develop cognitive, technical and craft skills through a learning approach that combines critical and historical analysis with collaborative studio practice engagement.

During second year, you'll build on your knowledge and understanding to relate issues of current design practice and creative aims to critical and wider contextual frameworks. You'll challenge established ideas and explore a human-centered process-led approach. 'Innovate Consolidate' is a unit that includes 'live' industry briefs. This allows you to develop more confident and reflective approaches and demonstrate increased self-directed learning.

Your third year encourages you to strategically direct your particular creative aspirations and to extend the scope and depth of visual enquiry. The Major Project unit provides an opportunity to demonstrate the maturity of your creativity, critical enquiry and expressive abilities. The creative challenge is defined through Learning Agreements, which you'll negotiate with the teaching team. Your Major Project will focus on your 'voice' as an individual designer. You'll discover your own approach to visual problem solving and graduate from AUB with the conceptual, collaborative, and technical skills that are highly prized by the creative industries.



Course Facts

- Three-year degree
- Study trips have been made to: Berlin, New York, Madrid, Venice and Barcelona
- Showcase event D&AD in London
- Close network connection with leading industry experts across all levels.

Career Destinations

- Our graduates are employed in some of the world's most exciting design consultancies, including, Google Creative Lab, Google Fiver
- Bond + Coyne, Designers
- Forpeople, Designer
- Multiadaptor, Founder & Creative Director and Creative Strategist
- Icon Magazine, Art Editor
- Ogilvy Group, Art Director
- Royal Navy, Designer
- Bournemouth Football Club, Designer
- NB Studios, Designer
- MCCGLC, Digital Designer
- Redweb, Lead Web Designer
- Templo, Designer
- Dyson, Graphic Designer
- 20Ten, Motion Designer
- Walker Agency, Designer
- Walt Disney, Designer
- Sky, Senior Motion Designer
- Bright Blue Day, Designer.

Awards

- ISTD Accreditation Award
- RSA Student Design Awards: One Winner and Eight Finalists
- Three Creative Conscience Winners: Gold/Silver/Bronze
- Winner Coley Porter Bell Shine Award
- Adobe Awards: Finalists
- Shine Award: Finalists 2018
- Adobe Awards: Finalists.

If you're interested in this course you may also like to see information on:  
 BA (Hons) Fashion Branding and Communication – p110  
 BA (Hons) Illustration – p142  
 BA (Hons) Visual Communication – p198

# Illustration



Illustration is a way of seeing and understanding the world around us.

Through a variety of techniques, traditional and digital, you'll discover how to work on live briefs, explore creativity, and create work that connects with people. In our studio environment, you'll learn to experiment, test, and develop your work through the diverse world of illustrative practices. Through processes that might range from drawing, painting, and printmaking, to photographic, moving image, digital 3D and interactive media, we'll help you create your own unique voice within the discipline. On this journey, you'll be a member of a lively community of illustrators exploring and engaging together.

You'll be able to enter competitions, exhibit in London shows, and work closely with other students to form illustration collectives. Our tutors will help you to gain the confidence, skills and ideas needed to make a success of your career within the creative industries. Our Illustration graduates have gone on to work with publishers, animators, creative agencies and digital businesses – and many go on to enjoy success as independent illustrators. On this course, you'll explore the excitement of a rapidly evolving discipline, one that blurs boundaries between different kinds of visual creativity. You'll challenge and interrogate the way that we think about imagery and style.

You'll have the option to graduate with a specialist named award in your second year. The choices available are:

- BA (Hons) Illustration (Animation)
- BA (Hons) Illustration (Printmaking)

First year is all about experimentation and taking creative risks as you're introduced to the diversity of illustration. The emphasis is on learning through gaining practical experience and critical reflection, in order to form your own unique visual vocabulary. You'll attend workshops by our dynamic group of tutors, as well as specialist visiting lecturers. You'll develop your study through independent learning, studio practice, tutorials and group critiques, and benefit from regular feedback.

In second year, your practice will become increasingly independent. You'll develop a critical understanding of key concepts and principles and create a presentation of your study proposal. You'll immerse yourself in the eclectic nature of image making and explore the synergy between traditional and digital modes. You'll investigate the evolving contents for illustration and the place of your practice within the world we live in. You'll have the opportunity to articulate your ideas through animation or printmaking, with the option of graduating with a specialist named award.

In your third year, the emphasis is on professionalism, ambition and innovation. You'll be encouraged to manage your own practice. Through the 'Pre-Major Project' and 'Investigative Study', you'll identify the subject matter and contexts that influence and position your practice. These findings will then be developed, tested and refined within the 'Major Project' and 'Professional Practice' units. We'll encourage you to relate your research and learning to your professional aspirations. You'll build a portfolio of work that will prepare you for career opportunities within the creative industries.



Course Facts

- Three-year degree
- Regular guest speakers
- Emphasis on primary research, location drawing, study trips to museums and galleries, including London and Pitt Rivers Museum
- Illustration store offering equipment and materials
- Three purpose-built, multi-use studio spaces
- Open access to specialist print areas
- Regular life drawing sessions.

Career Destinations

- Freelance Illustrator working for Carluccio's, Marks and Spencer and Jamie Oliver
- Senior Interactive Developer for Qwiki, New York
- Motion Designer for Channel
- Freelance Illustrator working for Waitrose, Penguin Books and The Independent
- Macmillan Prize: Winning Book Illustrator

Named Awards in

- Animation
- Printmaking

Awards

- Three students won Creative Conscience Awards in 2018
- Student named in 'The Graduates 2018' list as 'most exciting' by It's Nice That
- Winner of the D&AD New Blood Awards 2018
- Shortlisted for V&A illustration Awards 2018
- Macmillan Prize: Highly Commended
- D&AD New Blood: Wood Pencil
- D&AD New Blood: 'Top Dog' (Best in show)
- The Book Illustration Competition: Longlist
- Folio Society: Longlist.

If you're interested in this course you may also like to see information on:  
BA (Hons) Animation Production – p30  
BA (Hons) Fine Art – p126  
BA (Hons) Graphic Design – p134

# Interior Architecture and Design



This course will teach you to understand the three-dimensional potential, the atmosphere, and the identity of the spaces in which we live, work, rest, and play.

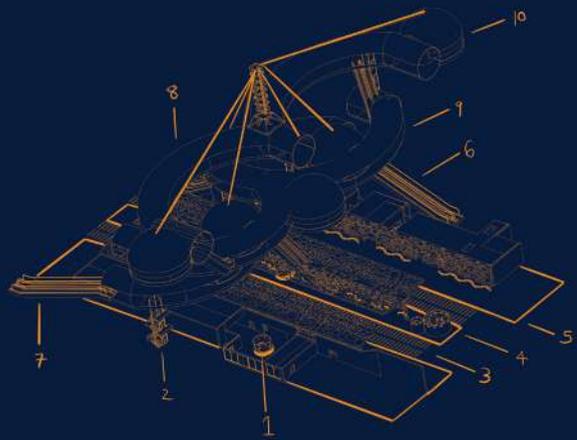
Through the adaptive reuse, rebranding, remodelling, recycling and recommunication of existing spaces, structures and environments, this course will offer you the skills, knowledge and work experience that you need to become a leader in one of the most dynamic, creative, economically valuable and diverse areas of design. Our students explore this diversity throughout their course by pushing the boundaries of interior architecture and design into areas such as commercial, exhibitions, festivals and performance, hospitality, residential and retail as well as into non-physical space through virtual and augmented reality.

Interior Architecture and Design has an enviable record in graduate employment both nationally and internationally, often working with clients on real design projects in a studio-based, professionally-focused learning environment. We offer you the chance to gain extended work experience in your second year; a uniquely valuable opportunity among UK degree courses and one which increases your graduate employment potential.

Your first year aims to generate a fundamental understanding of space: its analysis, theoretical manipulation, habitation, technological construction and materiality and scale. The units, throughout the years, are intended to show how the course looks across both interior architecture; generally considered to be the remodelling of existing buildings and the development of attitudes towards those spaces and structures, and interior design; the creation of a range of interior environments that articulate identity and atmosphere through the manipulation of spatial volume, placement of specific elements and the treatment of surfaces.

Second year will enhance your creative and professional development, encouraging you to develop your own methods of realisation and visualisation. Technical knowledge will also be established with design units being used to demonstrate your knowledge and critical understanding. Technological developments and developments in the nature of interior practice will be explored, such as the communication of semiotics, atmosphere and identity, ideas of brand and image, interactivity, the real and the virtual. In the summer term, you can choose between an extended work placement of up to 10 weeks or a comprehensive, research-intensive, design project. You'll also determine the broad area for research to be explored in the dissertation and design project that will occur in the first unit of third year.

Your third year is your opportunity to consolidate your learning, skills and knowledge in the production of professionally orientated, creative work that will examine and emphasise your research theme. One of the fundamental strengths of the course is that it does not attempt to define the interior for you, rather it encourages you to challenge, theorise, conceptualise and visualise your notion of the "interior" in contemporary society. At the end of the year, you'll have produced a comprehensive body of written and design work that will demonstrate your professional, practical and thinking skills.





#### Course Facts

- Three-year degree
- Extended work placement option during Year 2
- Dedicated design studio, computer suite and state-of-the-art digital manufacturing suites.

#### Career Destinations

- High-end domestic and commercial at Ob Architecture
- Super-yacht interiors at Design Unlimited
- Hospitality, restaurants and hotels at Focus Design
- Retail and exhibition at Studio TILT
- Lighting, exhibition and event design at Michael Grubb Studio.

#### Awards

- Best Model in Show at Free Range for 'Traveling Studio' Project
- Gold award winner and four Bronze at Creative Conscience Awards.

If you're interested in this course you may also like to see information on:

- BA (Hons) Architecture – p38
- BA (Hons) Modelmaking – p166
- BA (Hons) Textiles – p190

# Make-Up for Media and Performance



Spectacular make-up and dramatic special effects can transform a production.

Our recent graduates have worked on BBC and ITV productions (such as A Midsummer Night's Dream, Coronation Street, Casualty, Granchester and The Durrells), films (such as Beauty and the Beast, Maleficent 2, Star Wars: Episode VIII - The Last Jedi, Fantastic Beasts The Crimes of Grindelwald, Redcon 1, The Mummy, Star Wars: Rogue One, Spectre, Cinderella, Pan and War Machine), theatre productions at the Royal Shakespeare Company, musicals (such as Wicked, The King and I, Matilda and Priscilla Queen of the Desert), and at Leavesden Warner Brothers and Pinewood Studios. Make-up for Media and Performance gives you the skills that you need to play a key creative role in performance, fashion, film or television.

The make-up artist is an important member of any production team and you'll have the chance to work with students who are studying Acting, Commercial Photography, Costume, Fashion, Fashion Branding and Communication, Performance Design and Film Costume, Film Production and Visual Effects to create 'live' collaborative projects. On this course, you'll learn a diverse range of make-up skills. You'll study make-up and hair design for drama, ballet, opera and music. A different perspective will give you the skills for fashion and photography shoots. You'll also construct wigs and hairpieces, and create prosthetic make-up FX for film and television. In short, you'll develop skills that are a real asset to a wide range of performance industries, from theatre to TV, and from the music business to the world of fashion and film.

The first year aims to teach you the fundamental creative, practical, analytical and critical skills needed by make-up artists working in various media and performance industries. Workshops and practical projects will help you to extend existing skills in make-up, wigs and hair design and application through learning about postiche. Interpersonal, communication and employability skills are developed through practical make-up and hair projects. The development of analysis, critical thinking, research, reflection and writing skills are an important part of the course and link with the development of your practical and creative work.

The second year develops the skills and knowledge that you have gained and gives you the opportunity to consider your specialism and career pathways. Employability and professional skills are developed through exploring professional make-up contexts, digital technology in make-up, industrial links and collaborative engagement. You'll refine your technical abilities and work on a variety of live projects, including live performances, shoots and make-up events – an important aspect of the course. You'll develop a contextual understanding of the art of make-up transformation and performance work through research.

In your third year, you'll formulate and identify your particular professional and academic interests. Your final year will further develop your potential to become intellectually motivated and increasingly autonomous professionals. There is a strong emphasis on balancing conceptual skills, research methods, practical and technical skills, working independently and as part of a team, and acquiring lifelong learning skills. You'll develop your specialist interest, such as prosthetic transformation, extend your portfolio of work and investigate your own practice, developing philosophical understandings of key critical and contextual issues.



Course Facts

- Three-year degree
- Work placement opportunities throughout your study
- Educational visits include New York and India
- State-of-the-art make-up studios
- Specialist workshop facilities, including life casting, body painting, mould making, silicone and plaster rooms, specialist foam ovens and wig drying cabinets
- The Studio Theatre, photographic spaces and off site opportunities at local performance spaces
- Accredited by ScreenSkills

Career Destinations

- Prosthetic make-up FX assistant, artist, designer, mould maker or workshop assistant
- Commercial and repertory wigs, make-up departments, and international wig makers
- Freelance fashion, commercial and photographic make-up artist, agency work, bridal hair and make-up
- Make-up and hair assistant, artist, supervisor, designer for TV and film productions

Awards

- Illamasqua 'Distinction in Make-up Artistry': Finalist
- Warpaint Make-up Championship, London
- 'The Art of Bodypainting', Olympia
- Body Paint Pro at the North Make-up Championships
- Warpaint Make-up Championships
- National Make-up Awards
- Brush Wars Fashion Make-up Competition

If you're interested in this course you may also like to see information on:  
BA (Hons) Costume – p62  
BA (Hons) Modelmaking – p166

# Modelmaking



Our graduates enjoy working with the precision of Formula One, the fantasy of Star Wars, and the innovation of rapid prototyping.

This engaging and creative course will be your stepping stone to an exciting career in making. Our graduates have joined teams creating the tallest skyscrapers and the lightest folding bikes. With access to the latest technology and traditional resources, you'll learn to make things using an extensive array of materials, tools, and techniques. You will develop the making skills needed for rewarding careers in film, architecture, exhibition, and design. You'll develop as an independent thinker, who is capable of solving problems, and taking imaginative leaps in creative design and making.

You will work on live collaborative projects with students from other courses and with industry professionals. Using our strong links with the creative industries, you'll have opportunities to undertake work experience with leading companies in the UK and abroad.

Our graduates have progressed in their careers to run departments at Pinewood Studios, RSHP, Foster + Partners, Chalk Studios and Rusty Squid. This course has been the first step in the journeys of many successful graduates, leaders, and innovators. You'll get the opportunity to work in our award-winning and purpose-built 'CRAB' Drawing Studio, designed by Professor Sir Peter Cook RA. In addition to our studio based CAD/CAM facilities you'll also have access to our central, fully equipped workshop facility.

Your first year introduces you to the core skills of a professional modelmaker, including making processes and techniques, design thinking, and the essential function of the model as a form of communication. You'll challenge, reframe and develop your previous assumptions about skills, methods, thought processes, and representation to build the necessary foundations for professional practice. Teaching seeks to move you swiftly from 'rule-seeking behaviour' to independent decision making. You'll explore design ideas, critical thinking, visualisation skills and interpretation. You'll attend specialist demonstrations and practical studio and workshop sessions.

In the second year, you'll continue to develop your understanding of modelmaking as communication. You'll turn your attention outwards to clients, industry and society as a whole. Engagement and interaction with industry, audiences and consumers are integrated throughout, as is research, reflection and the use of writing to develop understanding. We'll encourage you to develop interests and lines of enquiry which will inform the choice of creative and career directions in the third year. Teaching seeks to facilitate your self-discovery and build your confidence in pursuing independent paths in skill development.

In your third year, you'll work on more complex studio projects and carry out a major theoretical piece of research. Both the direction of the course and of your decision-making will be firmly towards the outside world, as characterised by clients, the industry and audiences. You'll carry out a 'live' or simulated project, working to a client-led brief which must succeed within the constraints and expectations of the commercial world. Your final major project is designed to promote your professional intent, direction, creativity, individuality and strength in your specialist area. Your third year traditionally culminates in a show in London where you can meet potential employers.





#### Course Facts

- Three-year degree
- Essential materials provided
- Accredited by ScreenSkills and the Association of Professional Model Makers – Optional work placements
- Agreed work experience at Foster + Partners
- Internship opportunities at Aardman
- International internships available
- Award-winning purpose-built studios and CAD suite
- Studio-based 3D Printing, 3D scanning, Laser Cutting and CNC.

#### Career Destinations

- Animation: Aardman, Mackinnon & Saunders
- Architecture: Foster + Partners, RSHP, Wilkinson Eyre, Allies and Morrison.
- Costume: Robert Allsopp
- Film: Shepperton, Pinewood, Leavesden Film Studios
- Formula 1: Toro Rosso, Force India
- Medical Prosthetics: Dorset Orthopaedics, Otto Bock
- Product: Dyson, Berry Place
- 3D Printing: Chalk Studios
- Digital Sculpture: Propshop
- Visual Effects: Analog Pixel.

If you're interested in this course you may also like to see information on:  
 BA (Hons) Animation Production – p30  
 BA (Hons) Architecture – p38  
 BA (Hons) VFX – p206

# Performance Design and Film Costume



This course encourages students to be innovative, individual and adaptable designers.

Graduates from the design pathways of BA (Hons) Costume and Performance Design have gone on to design set and costume for theatres and costume for film studios all over the world.

Recognised as a centre of excellence, the BA (Hons) Costume and Performance Design course has been awarded the Queen's Anniversary Prize for its 'distinguished degree-level education in costume design for the UK's leading creative industries'. To allow students to dive deeper into specialised pathways two courses have been developed – BA (Hons) Costume and BA (Hons) Performance Design and Film Costume. BA (Hons) Performance Design and Film Costume encourages students to be innovative, individual and adaptable designers. Paying attention to historical, contemporary and experimental costume for film, theatre and site-specific projects. At the end of your first two terms, you have the opportunity to continue with BA (Hons) Performance Design and Film Costume or consider opportunities to study on our sister BA (Hons) Costume course.

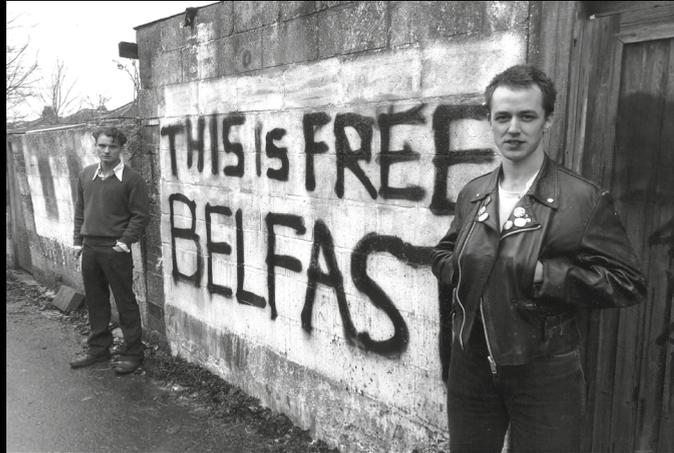
During first year we aim to give you a solid grounding in both set and costume design for theatre and performance and costume design for film and TV. You'll be introduced to essential sewing and costume construction skills that will help you to experience the creative process and ground your work in the practical as well as the conceptual part of being a designer. Design-orientated projects include life drawing, costume design processes and scale model making, as well as exploring contextual and theoretical issues. You will develop design ideas through the study of a text, culminating in a full set of costume designs and a scale set model. The final unit of this year explores the role of the costume designer in more detail, specifically looking into costume design for film and TV. You will explore the key principles in costume design highlighting the transferable skills between film and theatre.

The course is dedicated to promoting ethical and sustainable practices in the performance industry. We push the boundaries of traditional theatre and film making and encourage our students to think out of the box. In the second year, students will explore these

ideas within their practice. The first unit looks at Historical Design. During this unit, you'll be inspired to develop your historical knowledge by engaging in a design project based on a historical text. You'll go on to create a scale theatre set model and a set of costume designs based on primary research and creative interpretation. You'll also develop your knowledge of digital platforms to support your design development. Additionally, through a written project you will also develop your critical theory. Throughout this year you'll attend industry masterclasses and explore emerging performance platforms such as site-specific design, festival design, carnival and puppetry. In the final unit you'll have the opportunity to develop as a creative designer with high aesthetic standards and strong technical ability. The unit Creative Projects deepens your knowledge of costume design for film through an in-depth lecture series dedicated to film analysis. You will also start to plan your final year of study by exploring projects which you will take into the third year.

The third year focus is on 'doing it for real'. Projects will range from designing for live film, theatre and site-specific projects. Projects include costumes and set design for an AUB production performed by BA (Hons) Acting students, designing costumes for graduate films produced by BA (Hons) Film Production students or working with an industry partner realising festival installations. Some students will be working in the Scenic Studio: a large workshop dedicated to the construction and painting of sets, props and puppets. The atmosphere in the studios reflects the pace and intensity of the industry. Students work in tight creative teams, solving problems as they occur. In the 'Research Project' unit, you'll choose from your own topic for research and complete a 5000-word essay. The 'Major Project' unit is designed to develop your professional skills by working on a production or film project that will directly feed into your graduating portfolio and web-presence. You'll also be putting together the work you will exhibit as part of your final graduate summer exhibition at Bournemouth and in London\*.

\*Note the London exhibition is subject to competition.



Course Facts

- Open plan studios and access to costume design studios
- A 300m<sup>2</sup> scenic studio,
- A dye room
- A studio theatre on campus and an extensive costume store
- Past trips have included London, Prague, Venice and New York

AwardsAwarded to BA (Hons) Costume and Performance Design:

- The Queen's Anniversary Prize for Higher and Further Education (2016-18) for 'Distinguished degree level education in costume design for the UK's leading creative industries'
- Winner of the Linbury Prize for theatre design: Winner for the Costume Society
- Brancott Estate World of Wearable Art Awards, New Zealand
- Podium Awards: Bronze Award for Successful Student Led Activity
- Podium Awards: Silver Medal in Creative Cultural Project Award
- Prime Cuts Festival; Free Range: Best Costume

Career Destinations

- Theatre Designers including both set and costume design for theatre
- Event and Festival Designers
- Performance Producers
- Costume Designers for Film and TV
- Costume Illustrators
- Personal Assistants to Costume Designers for film
- Assistants and Modelmakers for Theatre Designers
- Dressers in theatre and film
- Stand-by on film
- Continuity for film

Credits include

- *Pirates of the Caribbean*: Personal Costumier for Johnny Depp
- Costume team on *Poldark*
- *Star Wars*: Trainee Costumier
- Creative Producer: Inside Out international performance festival
- Installation Designer: Larmer Tree Festival
- Costume Illustrator: *Good Omens*
- Costume Designer: *Phoenix Dance*
- Associate Designer: Globe Theatre
- Costume Designer: Royal Shakespeare Company
- Set and Costume Designer: Edinburgh Fringe Festival
- Installation Designer: Camp Festival
- Festival Designer: The Big Festival
- Costume Designer: Angel Exit Theatre Company
- Personal Assistant to Film Designer: *Paco Del Dado Death on the Nile*
- Personal Assistant to Film Designer: *Joanna Johnston Jurassic World 3*
- Costume Designer: *One Day Closer to Death*
- Costume Designer: *Father Brown*
- Costume Co-ordinator: *Fast and Furious*
- Principal Actors Standby (dressers): *The Crown*
- Creature FX Co-ordinator: *Star Wars: Episode VIII - The Last Jedi, Solo and Rogue 1.*

Plus significant roles in costume department roles on *Doctor Who*, *Poldark*, *Downton Abbey*, *The Crown*, *Sherlock*, *EastEnders*, *Lewis*, *Casualty*, *Doctor Thorne*, *Father Brown*, *WPC56*, and at Oxford Playhouse, Nuffield Theatre, RSC and National Theatre.

If you're interested in this course you may also like to see information on:  
BA (Hons) Costume – p62  
BA (Hons) Fashion – p102  
BA (Hons) Film Production – p118



# Photography

World leading photographers such as Giles Duley, Wolfgang Tillmans and Nick Knight started their careers at AUB.

As a Photography student at AUB, you'll be joining a course with an international reputation, a challenging curriculum, and inspiring teaching. We encourage you to engage with contemporary photography in an individually creative and experimental manner. Visually led, the course offers an opportunity to define your practice against a historical background and position it within a contemporary context.

To support your practical work, we hold an extensive range of professional analogue and digital cameras and ancillary equipment that you can access for use in studio or location. You'll be introduced to our professional-standard production areas, outstanding analogue and digital facilities in the form of state-of-the-art lighting studios, traditional darkrooms and post-production suites. There, you can embrace a range of processes and technologies - from nineteenth century to high end digital, with the potential to create virtual and computer-generated imagery.

We introduce each unit with a briefing and contextual lecture. These are followed by a range of seminars, lectures, individual and group tutorials, workshops, presentations, viewings and critiques.

In your first year, through group and individual learning, we'll introduce you to the technical skills, historical and contemporary practices and theoretical issues that are fundamental to photography. You'll work on a range of visual projects, develop your creativity and establish a strong grounding in photographic production. In support of this, a series of technical workshops will provide you with skills and working-knowledge of studio and darkroom practices, and digital image editing and printing.

In your second year, you'll begin to define your own practice and engage with more complex issues in art and photography, as you continue to take risks, experiment further and test out potential modes of display. During this time, you'll develop an understanding of the creative industries and start to consider future career directions.

In your third year you'll refine your practice and produce a substantial body of work for exhibition. The relationship between theory, practice and technical skills will be consolidated and your knowledge of professional practice deepened. With the opportunity to use our extensive alumni and professional network you will be able to make informed choices in preparation for your future career.





Career Destinations

We are immensely proud of our alumni and their considerable achievements.

Their roles include:

- Contemporary Artists and Photographers
- Exhibiting in commercial galleries and museums worldwide.
- Commercial Photographers and Directors working for the most prestigious clients worldwide, represented by leading agencies such as Webber Represents
- Artist Filmmakers, winners of the 2019 Jerwood/FVU Award
- Film Directors, commissioned by BBC New Creatives 2019
- Museum Directors
- Gallerists
- Gallery Managers, worldwide
- Creative Producers, working for Apple in San Francisco, California
- Photographic Agency Directors
- Advertising Directors
- Art Directors
- Art buyers
- Photographer's Assistants
- Art Institution photographers
- Medical/Forensic photographers
- Photographic Technicians
- Lighting Technicians
- Studio Managers
- Studio Assistants
- Creative Retouchers
- Artist's Assistants
- Art Handlers
- Installation Technicians
- Fine Art Framers and Fabricators
- Picture Librarians
- Archivists
- Curators
- Gallery Education Officers
- Teachers
- Technician Tutors
- Lecturers
- Course Leaders

Named Awards

- Portrait of Britain 2018
- Portrait of Britain
- Eizo Award: Winner
- South West Graduate Photography Prize
- Float Art Prize
- APHE Bursary: Winner

If you're interested in this course you may also like to see information on:  
BA (Hons) Commercial Photography – p54  
BA (Hons) Fine Art – p126

# Textiles



On this course, you'll learn the practical, professional and entrepreneurial skills to work as part of a team, or even set up your own business in Textiles.

'Made in Britain' is a sought-after label throughout the world, so a career in the creative textile industry could see you working with businesses that range from fashion to interiors. On this course, you'll learn the practical, professional and entrepreneurial skills to work as part of a team, or even set up your own business in Textiles. You'll study textiles in its widest sense and learn many skills, from print, stitch embellishment to dyeing and mixed media construction. You'll have the opportunity to focus on a variety of specialist areas, including textiles for fashion, textiles for interiors and textiles as design/crafts.

Traditional skills are taught together with expertise in modern design development, production, and contemporary invention. Whether you go on to work for a retail brand, or an international design house, we'll prepare you for the challenges that the creative textile industry holds.

Your first year provides an exciting and creative practical base for your study of the subject, contextualised by a parallel study of aspects of contemporary, historical and visual culture relevant to Textiles and Surface Pattern. Workshops, projects, lectures, seminars, practical demonstrations, visits, case studies, guided tutorials and peer reviews will be used to disseminate information to develop your necessary skills. You'll learn through experimentation and discovery, and develop skills within a personal context. You'll be introduced to a variety of applications and to the fundamentals of critical theory and professional studies that will underpin your knowledge of textiles design, production and creative usage. Work placements are run during the end of the first year and on your return, you'll present a report based on your experience and learning.

Your second year will focus on your individual interests, developing your professional and technical skills through first-hand experience with industry specialists and exploit your innovation skills. The units anticipate that you'll be able to apply the knowledge, concepts and skills addressed to fully exploit the range of opportunities for your personal creative development. You'll work with fellow students on live industry briefs and enter major national and international competitions. Previous briefs have included: Sling, Hand and Lock, live fashion and interior studio briefs, Style Council NY, and live Gallery briefs.

Your third year allows you to refine your existing creative practice. The course nurtures students to develop into original, mature and autonomous textile practitioners, encouraging them to lead rather than respond to industry trends. You'll be encouraged to formulate and identify your particular skills and potential. Intellectual and academic integrity will be further encouraged, both through written content and 'thinking through practice'. External experiences are highly prized throughout, from course trips to trade shows, Paris, New York and London exhibitions. This year focuses on employability and building professional portfolios.





#### Career Destinations

- Past placement opportunities include: Matthew Williamson, Eley Kishimoto, Zandra Rhodes, Mirjam Rouden studios, Eyefix Studios, Mollie Regan and with artist Susan Stockwell
- Fashion Print Designers: New Look, Bay and Brown
- Interior Print Designers: Blendworth fabric, Kristjana Williams
- Embroidery Designers: Ralph and Russo couture, Hand and Lock
- Assistant Designers for technology accessories and fashion fabrics: Rolls Royce, Clarks shoes
- Buyers for fashion accessories, hosiery, luggage and menswear
- Technical Testers of textiles
- Range Assistant for children's footwear design team
- Interior Design company textile assistants
- Menswear Print Design Assistants
- Designers for glasses and accessories design: Specsavers
- Materials designers

#### Awards

- Winner New Designer's Award W'innovate and Wilko award 2019
- Lucienne Day Prize 2019: Joint winner
- Texselect Award 2019: Winner
- I-Dott designs: Winner
- Quilters Guild Bursary 2019: Winner
- Crafts Council Kick start award 2019: Winner
- Batsford Prize for Applied Art 2019: Winner
- Finalist INDUSTART: International Industrial Design Awards 2020 for Jewellery & Accessories
- Shortlisted Design for Business Competition November 2018
- Hand and Lock: Winner
- Wilcom Award: Winner 2018
- New Designers Turner Blanca Associate Prize: Winner
- New Designers Wilcom Associate Prize: Winner 2018
- Winner Rocos Graphics Contest: Winner
- Batsford Prize: Winner 2018
- Winner of the 2018 Student Bursary Award from The Quilters' Guild
- TexSelect 2018: Winner
- Textile Society Bursary Award: Winner
- Creative Pool Design Award: Winner
- Mamas and Papas Award: Winner
- New Designers One Year On: Winner
- The Design Council: One to Watch Winner

If you're interested in this course you may also like to see information on:  
BA (Hons) Costume – p62  
BA (Hons) Fashion – p102  
BA (Hons) Interior Architecture and Design – p150

# Visual Communication

This course combines skills in illustration, graphic design, typography and digital design to create images that persuade or inform.

MODULAR



12

14

Visual Communication plays a powerful part in shaping our choices – from the icons on your smartphone to the signs in an airport, from the logo on a can of cola to the type on your favourite magazine. From the start, the course focuses on hand-drawn imagery to develop a feel for the shapes and styles that connect with audiences. Practical experiences will be used to develop your skills. We'll help you to build your visual awareness and understanding of the world around you. In addition to plenty of theory and debate, you'll have the chance to work on live briefs with other students and find work placements in creative businesses.

Visual Communication underlines the importance of good ideas. You'll leave with all the practical skills that you need to work in a vibrant and exciting industry. Our graduates work as freelancers in small design companies and with larger firms, both locally and internationally.

In your first year, we'll introduce you to the communications industries and the skills you'll need to make a career within them. We'll introduce you to the diverse areas of visual communication: text and image, illustration, photography and typography. You'll learn to think critically and gain an understanding of design methodology, as well as learn to appreciate the importance of experimentation and creativity. You'll develop practical skills, such as mark-making and typography, and design and software skills through workshops. You'll learn about the different aspects of professional practice and have the chance to work with industry, including creating ideas for advertising campaigns or editorial design.

In your second year, you'll add new skills to your portfolio – including digital design. You'll also have the chance to work with various creative agencies. This year will see you design for both print and screen. You'll learn about web design, the use of visual language, packaging and branding. You'll develop your conceptual skills, critical analysis, creativity and self-expression and work on a range of stimulating live projects. Your practical work will be underpinned by sound theoretical principles and an awareness of cultural, social, political, ethical and environmental issues.

Your third year focuses on your practical skills to create solutions for industry projects. We'll encourage you to develop individual, independent lines of creative enquiry and demonstrate design and technical skills at an advanced level. You'll have the opportunity to actively pursue your practice within contemporary discourses. Through carrying out extensive and specific research, you'll develop your practice and gain an understanding of the context and behaviours of an audience. You'll have the opportunity to work on collaborative projects with industry professionals and will leave AUB with plenty of useful contacts.



 An interior page from the book featuring a table titled 'FASTEST MALE MARATHONS'. The table lists various marathon events and their fastest times.
 

Event	Year	Time	Runner
London	2003	2:02:57	Dennis Kimetto
London	2004	2:03:02	Sam Tabor
London	2005	2:03:03	Sam Tabor
London	2006	2:03:03	Sam Tabor
London	2007	2:03:03	Sam Tabor
London	2008	2:03:03	Sam Tabor
London	2009	2:03:03	Sam Tabor
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London	2019	2:03:03	Sam Tabor
London	2020	2:03:03	Sam Tabor
London	2021	2:03:03	Sam Tabor
London	2022	2:03:03	Sam Tabor
London	2023	2:03:03	Sam Tabor
London	2024	2:03:03	Sam Tabor
London	2025	2:03:03	Sam Tabor
London	2026	2:03:03	Sam Tabor
London	2027	2:03:03	Sam Tabor
London	2028	2:03:03	Sam Tabor
London	2029	2:03:03	Sam Tabor
London	2030	2:03:03	Sam Tabor





Stephen, 44.

*“Yesterday, I was a convicted murderer. Now, I am a free man. I am elated. Not so much for myself, but for my family. It’s their day, not mine.”*

#### Course Facts

- Three-year degree
- Internship opportunities in second year
- Previous trips to Amsterdam, New York or Berlin
- Large format printing facilities, laserjets, bookbinding, letterpress and traditional printmaking.

#### Career Destinations

- Digital Editorial Designer, British GQ Magazine
- Book Designer, HarperCollins Australasia
- UX&D Designer, BBC
- Event Co-ordinator, Burberry
- Design Creative, AKQA
- Digital Designer, Neverbland
- Interface Developer, Made by Many
- Art Direction, Thinking Juice
- Our graduates have found employment in the creative industries, including branding, editorial design, illustration, app and web design, print-making, type design and advertising. Many of our graduates have worked as freelance practitioners with agencies, such as Two Times Elliott, The Body Shop, Stella McCartney and Oh Comley magazine. They have also created illustrations for *The Hobbit* by J. R. R. Tolkien.

#### Awards

- D&AD New Blood: Black Pencil and Yellow pencil awards
- D&AD One to watch award
- D&AD New Blood – Best stand
- D&AD New Blood Student of the year award
- ISTD awards
- RSA awards
- Creative Conscience awards

If you're interested in this course you may also like to see information on:  
 BA (Hons) Fine Art – p126  
 BA (Hons) Graphic Design – p134  
 BA (Hons) Illustration – p142

# Visual Effects (VFX) for Film and Television



Britain is a leading country in the production of high quality visual effects for film.

The British film industry is hungry for new talent and our Visual Effects course is designed to feed it with highly-skilled graduates of the required professional standard. Since the Harry Potter boom in the early 2000s, alongside a recent influx of new releases from studios, such as Disney and Marvel, the Film and VFX industry is expanding at an exponential rate. This has firmly established the UK as a leading country for high-quality Visual Effects work and created an unprecedented demand for fresh, highly-trained graduate talent from the UK education system.

The course was created in response to an industry demand for visual effects artists who possess strong observational skills and the ability to apply them collaboratively in the workplace. Designed from the ground up by industry professionals, specifically to address this demand, the primary ethos is to create the quality required for employability within the industry. Developing a foundation in traditional artistic techniques, such as drawing, colour theory, perspective, photography and composition, you'll learn what it takes to create your own feature-film-quality visual effects.

Our pipeline workflow uses industry standard software to make you production ready. For the 2D side we use Nuke for compositing, roto and prep work, but we also use Silhouette for more specific roto and paint tasks. For the 3D side, we use Maya/Zbrush and Arnold for 3D and 3D Equalizer for matchmove. Our colour pipeline is based on an industry model with custom LUTs to ensure accurate monitoring of colour in our fully-calibrated VFX labs. All of our VFX labs are equipped with top-of-the-range, industry-level workstations and are supported by our render farm, fibre network, and clustered storage. With smaller class sizes, students have full access to the VFX labs and workstations on specified lab days alongside a more personal teaching approach. You'll experience a team-based production process that replicates industry best practice; including previsualisation, concept development, on-set data acquisition, asset building, and compositing. We'll introduce you to the underlying concepts and fundamental principles of Visual Effects work and teach you the necessary creative and technological disciplines, developing your knowledge of 2D and 3D software.

The course prides itself on the currency of its staff. You'll be taught by industry professionals that between them have worked at studios, including ILM, Framestore, Double Negative, Electronic Arts, MPC, Image Engine and many more. We've taken the knowledge gained at these studios and have brought it into the classroom. Having worked in the industry at the highest levels, we not only know what makes a strong artist, but also what the visual effects industry is looking for. We are focused on our graduates' successful entry into the VFX industry, as well as them having a long and successful career.

The visual effects industry community is very close, much like a family where everyone knows each other. Through the personal connections of our industry experienced staff we are able to bring in top class guest speakers, such as Christian Manz, Creative Director, Film at Framestore and Sue Lyster, Director of Studio Operations, and ILM, to name a few recent guests.

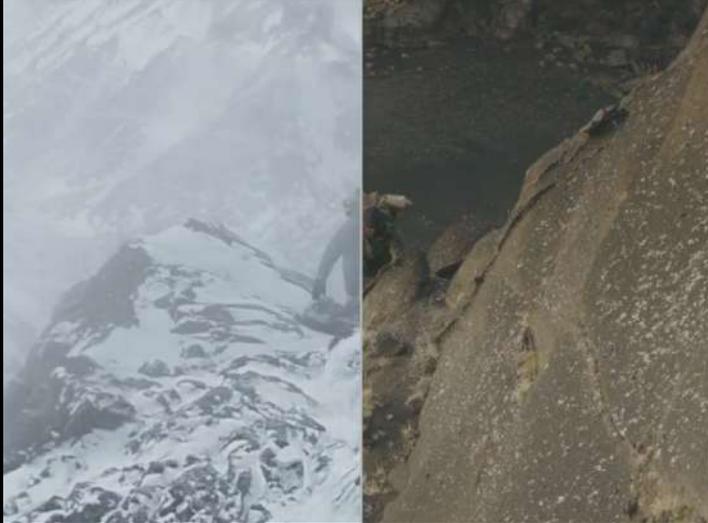
In your first year, we take you on a journey through the Visual Effects Pipeline, covering all the major roles within the industry. We'll show you how we go from on-set data acquisition, through previsualisation, asset creation, matchmove, concept, roto/paint, digital matte painting and compositing to give you a full understanding of the 2D and 3D pipeline respectively. Your practice is reinforced by an engagement with the historical and cultural contexts in film, which develops essential research and study skills.

In your second year, you'll develop a more focused understanding of the specialist roles involved in a collaborative process. You'll start the term by focusing your time on look development, utilising both the 2D and 3D part of the pipeline. You'll go further in-depth in specific areas such as modelling, texturing and compositing with a strong focus on recreating reality through the look development process. This is an opportunity to refine your skills and start to focus on your specialist area.

You'll then be working on the Specialist Production Unit where you'll collaborate with third year Film Production students, who will provide a film script for which you'll be asked to create the Visual Effects for. In this part of the course you'll be fully engaged in your role as a visual effects artist, where you can creatively design and construct 2D and 3D visual effects to fulfil your vision of what a visual effect might look like for a specific shot, according to the director storytelling and idea. By developing key techniques in processing imagery from multiple sources, you'll begin to develop a specialist portfolio of skills relevant to industry best practice.

In your third year, you'll have an opportunity to work on a choice of VFX final projects shot on location in Iceland and the UK. Back in the lab, you'll be focused on your chosen production role in either the 2D or 3D pipeline, with the final projects being screened to an audience, including industry guests at a premiere viewing at the BFI in London. By the end of the course, you'll have developed a professional portfolio relevant to your career ambitions and will have had an opportunity to network with current industry professionals in person at a mixer event hosted in London. Throughout your degree, we highlight the importance of a good work ethic alongside exceptional artistic ability. As a result of developing a complete portfolio package before graduation, including a CV, cover letter and demo reel, you'll be fully equipped for future employment opportunities.





#### Course Facts

- Three-year degree
- Past trips include Iceland and Oxford

#### Career Destinations

Graduates have worked at:

- Industrial Light and Magic
- Framestore
- The Mill
- Passion Pictures
- Outpost VFX
- One of Us
- Dupe VFX
- Pixomondo

in fully paid positions as part of the teams creating VFX for movies, such as *Captain Marvel*, *Spider-Man: Far From Home* and *Avengers: Infinity War*

If you're interested in this course you may also like to see information on:  
BA (Hons) Animation Production – p30  
BA (Hons) Film Production – p118  
BA (Hons) Modelmaking – p166

# the GRADUATE SCHOOL

Our postgraduate courses are between one and two years in length, depending on the subject and mode of study. Our MAs also attract students from a wide range of arts and humanities backgrounds, who have the discipline to study but who want to broaden their knowledge in a new area.

# MA Animation Production

MA Animation Production enables our students to develop themselves and their work by focusing on practice, theory, professionalism and the 'critical dialogue' between them.

The overall aim of the MA course is to enable students to develop their specialism – whether in 2D/drawn, CG, stop motion or other forms of animation – and produce excellent work that synthesises the 'strands' of theory, practice and professionalism.

You'll be a BA graduate in Animation or a related discipline. Although we will consider good graduates from other disciplines – having accepted them from Costume, Graphics, Digital Media, Illustration, Modelmaking and Fine Art in the past – you must have some understanding of the animation production process to prosper on this course.

Your engagement with the MA may involve pre-production, production or post-production specialisms, such as character design, storyboarding, concept work, or other specialisms, such as puppet-making, or costume design for animation. You may choose to make an animated film as your final 'outcome', or develop a body of work through one of these other forms of specialist practice. The structure of the MA enables you to interrogate your ideas across practical, theoretical and professional modes of understanding and bring your work to fruition in the Masters Project unit.

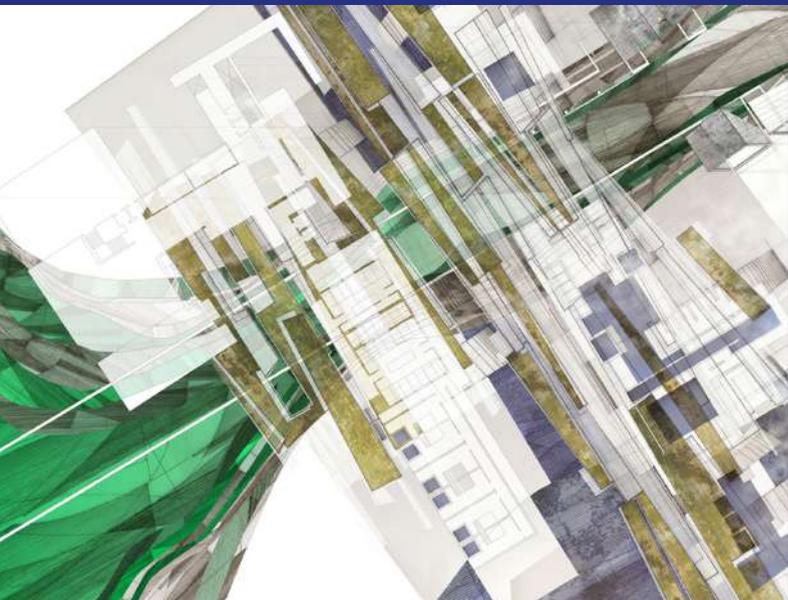


As well as a one-year full time route, the MA is offered on a part-time basis. The part-time route offers an ideal opportunity for people who are already working in industry to further develop their specialist skills and practice, and complete a major body of work across a two-year period. For both full-time and part-time routes, we strongly encourage applicants who want to interrogate their professional practice, and develop their understanding of the workplace.

Our Animation alumni have gone on to work at Aardman, ILM, Lupus Films, Framestore, Pixar, the Moving Picture Company and many other companies. We are proud of the network of AUB graduates who are now employed in animation – many of whom return to talk to current students.

# Master of Architecture

(Part 2 ARB/RIBA)



The Master of Architecture explores new approaches to architectural practice, through making, innovation and collaboration. Structured around the idea of architectural intervention, you'll work alongside fellow makers, collaborators, and enablers who come from different schools around the world and you will have the opportunity to collaborate across the arts. The modelmaking, printing, and workshop facilities encourage a culture of making and production.

You will cut into society's deepest, darkest myths, and build interventions in utopias and dystopias past, present and future through the Three Ecologies (Guattari, 1989): mental, social and environmental. The course starts with the mythology of the body in architecture and its spatial rhythms with an architectural intervention, before taking these into coastal, rural or urban landscapes. The third and final unit of the first year is a research unit to support the second year's Thesis Design. The Thesis unit gives you the opportunity to develop a complex project, based around the themes of mutability and identity, with professional and technical aspects, on a site of your choice, individually or in a group. Locally, projects have been based in Bournemouth, Boscombe and the New Forest; internationally they have been based in Cyprus, Bangladesh and New York. The course's unique location near a dramatic rolling and beautiful landscape (i.e. New Forest & Jurassic Coast), and within a vibrant, expanding, socially-divided seaside town that is becoming a city, provides a great context for research projects and interventions.

On this degree, you'll join an eclectic architecture student body, with weekly lectures from visiting international and national guests, ranging from the architect Lord Foster to architectural glass artist Brian Clarke. Eighty-three-year-old Sir Peter Cook, a visiting professor, started his architectural education in Bournemouth, and his very blue CRAB Drawing Studio is to be followed on the campus by a bright orange Innovation Studio over the next year. You will take part in the Venice Biennale, supported by the Mike Davies Fund, and have the opportunity to be selected as a British Council Fellow. If you're looking for something different and fresh in your route to becoming an architect in a changing world, then the MArch at AUB is for you.

# MA Commercial Photography



This course is an exciting combination of art and commerce, and is ideally suited to photographers who wish to make substantial self-initiated projects. Photography students have access to stunning facilities, including seven studios and high-end digital equipment.

This course is led by the renowned photographer and educator Professor Paul Wenham-Clarke, Fellow of the BIPP and member of the Association of Photographers. MA Commercial Photography students will be engaged in a breadth of creative practice, including advertising, fashion, editorial, documentary and fine art photography, with a strong emphasis on freelance working.



An amazing set of industry mentors have been gathered together to provide individual tutorials offering real-world advice and feedback, which have included Spencer Murphy (Taylor-Wessing Winner 2013), Zed Nelson, Jane Hilton, Tim Patton (Advertising & Corporate Sales Director Magnum Photos UK), and Julia Fullerton-Batten.

This course is available in both full-time and part-time pathways. The course provides the perfect springboard for ambitious photographers wishing to become practitioners at the forefront of the industry.

We look for students with a passion for the subject, who are willing to take risks and push themselves to new heights. Whether you want to develop a strong commercial portfolio or test the boundaries of your creative practice, our photography postgraduate course offers a unique opportunity for talented practitioners to work with highly experienced award-winning staff and to use state-of-the-art facilities.

# MA Design Innovation

The MA Design and Innovation course enables graduates and practitioners to question the nature of their practice and its context relative to the creative industries. Design problems will be addressed through the development and application of rigorous and systematic design practice; using design methods to analyse and comprehend situations and behaviour and generating alternative, novel and even speculative solutions. Research is the fundamental driver for creative thinking and innovation, which is developed through a specific individual and critical approach to reflective enquiry and practice.

Closely aligned with the AUB Innovation Studio and supported by partners in the design industry, live projects and business and entrepreneurship will be integral elements of your study. Students may join the course from a number of diverse design backgrounds, including Product Design, Industrial Design or Graphic Design. Students should show an aptitude for design, and we also welcome backgrounds in Interaction Design, Interior Design and Interior Architecture, Architecture, Textiles, Fashion, Illustration, Fine Art or non-design specific subjects, such as Journalism, Philosophy, Psychology, Anthropology or Sociology. Reflective practice and the inherent ability to remain open-minded; paired with a passion for design and a desire to challenge traditional practice and current world views, will form the starting point for your professional or academic career.



You may want to focus or broaden your design practice, so during your MA studies, you can take a variety of approaches from theoretical experimental design to artefact-based making/material-focused design. Designers mostly work in teams, whether cross-disciplinary or multi-disciplinary. The MA Design and Innovation course provides many opportunities to work with other disciplines as it sits alongside other MA courses at AUB and is supported by the local and national design industry. It also takes full advantage of the AUB creative community with some taught sessions delivered in interdisciplinary groups and environments.

# MA Digital Fashion Innovation



Zero waste draped dress  
Creating dress using pattern and techniques  
and developing functional garments  
Elisbeth Plumegan

Research is the fundamental driver for creative thinking and innovation. MA Digital Fashion Innovation students will be encouraged to develop this exploration and discovery through a focused and critical approach to reflective enquiry and future design practice. MA Digital Fashion Innovation represents an exciting opportunity for you to challenge and build on your previous achievements and to study at an advanced level. The course provides specific discipline-focused project work aimed at enabling you to take the right path towards your chosen career in industry or progress to further study at doctorate level. Our course encourages and supports designers to explore and work with advanced digital technologies, interrogate and question current fashion practice and challenge the ideals around how a product is realised.

Fashion is currently recognised as one of the most damaging industries on the planet, abusing natural resources, dumping masses of redundant waste and product into landfill and flushing tonnes of chemicals into the oceans on a daily basis. It is therefore critical that design practice acknowledges and attempts to address and integrate a conscious and considered approach to both the design and realisation of a fashion product.

These design problems will be addressed through applying a process of systematically questioning existing ideas using innovative design methods to analyse and comprehend problems and behaviours. This questioning will lead to the generation of alternative, creative and experimental design solutions, produced either autonomously or in collaboration with a current industry brand partner / practitioner.

The course consists of three units; Strategies for Practice, Master's Project 1: Exploration, and Master's Project 2: Implementation. Across the year you will revisit the fundamentals of digital fashion, allowing you to analyse and critically evaluate how and why they are manifested in your practice. You may attend shared sessions, encouraging and creating a network for all postgraduate students to attend alongside subject specialist sessions, which are particular to individual MA courses. You'll formalise your intentions in a Study Plan, and explore contextual issues relevant to your study focus through your creative design practice. To finalise in your third unit, you will implement the plan of action identified in your proposal.

As well as a 45 week full time route, the MA is offered on a part-time basis over the course of 90 weeks.

# MA Film Practice

The MA Film Practice course offers you the chance to develop your independent practice, specialist awareness and creative potential within a unique filmmaking culture, which is supported by experienced and active practitioners (whose interests include film drama, documentary and art film).

Studying alongside the celebrated Film Production course, as well as the award-winning courses like Costume, Performance Design and Film Costume, Make-up for Media and Performance, Animation Production, Acting, Modelmaking and Creative Writing, the MA Film Practice course offers a unique learning environment and affords access to industry standard technical resources and support.

MA Film Practice is driven and inspired by a diverse awareness of film culture. On this course, through engaging in Research by Practice, you'll be encouraged to challenge yourself, experiment, hone your craft and develop new skills, all in an environment that embraces creative research and empowers students to collaborate with other emerging artists and filmmakers.

You'll define your own research questions and methodologies while considering subject-related developments and engaging with relevant contextual and critical discourses. This programme of study gives you the opportunity to explore your conceptual concerns in a personally focused manner, which will result in a research output, that will enhance your future professional development.



# MA Fine Art



The MA in Fine Art at AUB offers an opportunity to look at the familiar with fresh and oblique perspectives.

This course gives you the chance to explore how 'detour' permits 'access', François Jullien (2004). What constitutes a meaningful and useful research methodology in one culture may be considered unknown, unnecessary or redundant in another. These differences are the very fabric of the Fine Art course, which establishes deliberate cross-cultural dialogues with students from international and UK backgrounds, and provides a vehicle for highlighting differences in working practices and methodologies.

As an international student, you're not here simply to gain a UK education at Master's level but to lend your voice, practice and ideas to an environment that celebrates the cross-pollination of countries and cultures in the discourse and creation of work. You will work alongside fellow international and UK students in a way that is essential to the course's delivery and structure.

As a UK student, this is an opportunity to test your practice within a broader European or non-Western context, that is dependent on the composition of the cluster of students selected. You'll reflect upon the determinants that inform your practice amongst the broadest student voice available. You'll explore what it means to adopt particular working strategies and methods, and the contexts that inform these.

By taking advantage of the diversity of the course's cohort, you will be able to explore the cultural and educational differences delivered through practice, discourse, workshops, faculty and collaborations with a range of MA courses across the University.

# MA Graphic Design

The MA Graphic Design course encourages designers to explore ways of enabling exchanges between co-communicators.

You'll do this by systematically interrogating design practice, by using design methods to analyse and comprehend situations and behaviour, and by generating alternative and novel visual solutions. Students who apply to the course are predominantly from Graphic Design courses but are also welcomed from a variety of backgrounds (if they can show an aptitude for typography), where they may have studied Photography, Architecture, Illustration, Interaction Design, Three-Dimensional Design, Fine Art, or subjects such as Journalism, Philosophy, Psychology, Anthropology, or Sociology.

Whatever your background, you'll be required to reflect on your worldview; the underlying assumptions and understanding that guides and constrains your practice, and to use this reflection as a starting point. Your practice can take many forms: it can be self-expressive, or socially orientated; print, screen-based or three-dimensional. It can focus on an aspect of a well-defined area of design, such as branding, experimental typography, publishing, and user-centred design, or on something more unconventional that is defined as part of your study.

Graphic Designers often work in groups, sometimes comprising of members from different disciplines. The MA Graphic Design course provides opportunities to work in interdisciplinary ways because it sits alongside other courses in the Graduate School. Many of the taught sessions, such as the 'Introduction to Research Methods' and processes, occur in these



interdisciplinary groups. At other times, you will be developing your project with your supervisor and other students on your course. This will require you to develop a theoretical framework, methodology and research methods that support your research focus.

As a Graphic Designer, you should anticipate the possible consequences of your design interventions, including the meanings constructed through your practice in relation to ethical and sustainability issues, in addition to other relevant contexts. Creative approaches are required that respond to complex situations in which many problems reside. Outcomes are not constrained by media or by limited interpretations of what it is to be a Graphic Designer. Consequently, an outcome might involve the design of an experience or service, as much as it might concern more conventional forms of graphic production.

# MA Historical Costume

The MA Historical Costume course engages the student in the potential of performance design and garment construction to explore complex ideas; some of which could stray into other areas of artistic experimentation. Students may come to the course with a background in costume, fashion, textiles or

performance design, theatre design or may have studied subjects from across the humanities including arts and performance. This master's programme supports and encourages the student to investigate individual practice within an interdisciplinary framework, whilst developing a critical theoretical context for their work. The very special and unique nature of course delivery, through shared lectures, seminars, field trips, critiques and tutorials encourages both a 'free-wheeling' atmosphere as well as an intense immersion in creative practice.



MA Historical Costume supports and develops advanced practitioners who have ambition to explore, challenge and redefine the relationship between a historical artefact and the redesigned and interpreted costume in a contemporary context. The MA student will, through research, scholarship, enquiry and the making of work, strive toward innovative solutions to complex and individual creative proposals that are the central focus for their personal and artistic development. Whether students are interested in looking at historical influences or current socio-political issues related to dress, students will challenge the context of their study in design or historical costume construction within the broader framework of contemporary practice.

The course is supported by lectures and seminars in areas of dress history, construction and design to enable students to critically reflect on, and to consider the place of their practice within the discipline. Seminar discussion with a diverse range of artists will invite critique of students' work. The intense testing of work and practice in a challenging but safe arena, is a particular element of the MA programme and an innate strength of the learning process that is engendered at the Graduate School.

Areas of expertise within the course team include: historical costume construction, costume design skills, costume supervision, theatre design, scenography and dress history.

MA Historical Costume is designed to enable the student to follow their research interests at M level whether that interest lies in historical costume construction or performance design. Working with students and staff from across a breadth of MA disciplines students will enrich the wider post-graduate dynamic at AUB with the individual experience and graduate expertise they bring with them.

The first unit of study *Strategies for Practice: Identification* allows for investigation in order to locate a specific area of study, which will involve research in the area of costume history that will be the focus of the following units of study.

As students' progress through the *Strategies for Practice: Identification* unit they will be expected to choose and connect with a theme and exploit its interpretation and potential to inform the direction of their *Masters' Project 1* and *Master's Project 2 (Resolution)* units.

# MA Illustration



The MA Illustration course encourages practitioners to question the nature of their illustration practice, and its context and position relative to the creative industries. This course provides an opportunity to further refine your creative identity, offering an exciting incubator between degree-level and professional illustration practice. Many creative professionals return to study at Master's Level in order to reflect upon their studio practice and consider new directions and possibilities. This course does not promote a particular house style or preferred platform – we are interested in attracting practitioners to the course who are able to think independently and self-initiate work within a contemporary illustration context.

This course recognises and embraces an expansive understanding of illustration through the exploration of relationships between illustrator and author, audience and context. Ideas are developed through specific individual approaches to research into practice and reflective enquiry. Students studying on this course come from a broad range of backgrounds including illustration, fine art, graphic design, textiles, modelmaking, printmaking and drawing. Others come from outside art and design, who have had experience across other subject disciplines, but demonstrate an abiding interest in and evidence of a passion for illustration.

This Master's course is designed to appeal to students who are open to engaging with an array of creative strategies, using both traditional and digital methods. These include drawing, printmaking, lens and time-based media, with ideas and concepts that might be realised through exhibition, publication, or new hybrid forms. This course is structured and delivered to encourage and support students to develop their own distinct visual language. This deeper understanding and commitment will help our students to identify, explore, and achieve their future career aspirations.

This course encourages Master's level students to engage imaginatively with illustration in relation to the academic subject and practice of illustration. Illustration is considered within a global context, and with an awareness of the emergence of new and innovative approaches that interrogate, challenge and advance traditional practice. Graduates from the MA programme will be able to carve their own niche in an evolving market for visual material. Our students go on to work in diverse roles within the creative industries and they have won awards, including House of Illustration (Folio Society), the V&A and Smart Car (Mercedes).

# Master of Research\*

The Master of Research (MRes Arts) is a qualification specifically aimed at makers, designers and thinkers who wish to undertake an independent, critical and creative study within and across the disciplines offered by the university.

Our MRes Arts programme aims to develop your research skills and provide a good preparation for doctoral study. We provide an opportunity for individuals from a range of creative and academic backgrounds to gain a critical appreciation of maker cultures to advance innovative research practices in the arts.

The MRes Arts offers a unique foundation for innovative research in the arts, media, design and architecture. It asks you to engage in a socially and ethically responsible research practice where making occupies a central part of the research to develop new ways of looking, reading and understanding our interaction with things, the environment and each other. You'll follow a programme of study which combines practical and theoretical approaches to making and maker cultures, emphasising the knowledge and skills needed for doctoral study.

You'll be supported in developing your own disciplinary, or cross-disciplinary research area by engaging with the diverse expertise across Arts University Bournemouth. You'll develop mastery in the theories, methods and practices of research through independent study and a taught programme of lectures, seminars and workshops offered by researchers and professionals working in the field.

Central to the course is your Independent Research Project, which is developed from your initial proposal submitted as part of your application. The Independent Research Project will combine documentation of practical work, critical reflection and contextualisation into an integrated thesis of 15,000-20,000 words.

On completion of the course, you will have gained intellectual, technical and professional skills which will allow you to conduct high-quality research. This will prepare you for further study at a doctoral level (PhD) or as part of research-led projects in the creative and cultural industries.

As part of the course you will:

- Create and take part in current critical practice and debate at the forefront of your discipline.
- Gain skills in research, analysis, conceptualisation, argumentation, presentation and complex problem-solving.
- Develop confidence for PhD study.
- Develop the necessary competence for initiating and managing advanced research projects in the creative and cultural industries.

\*This course is subject to validation and starts in 2020

# MPhil/PhD

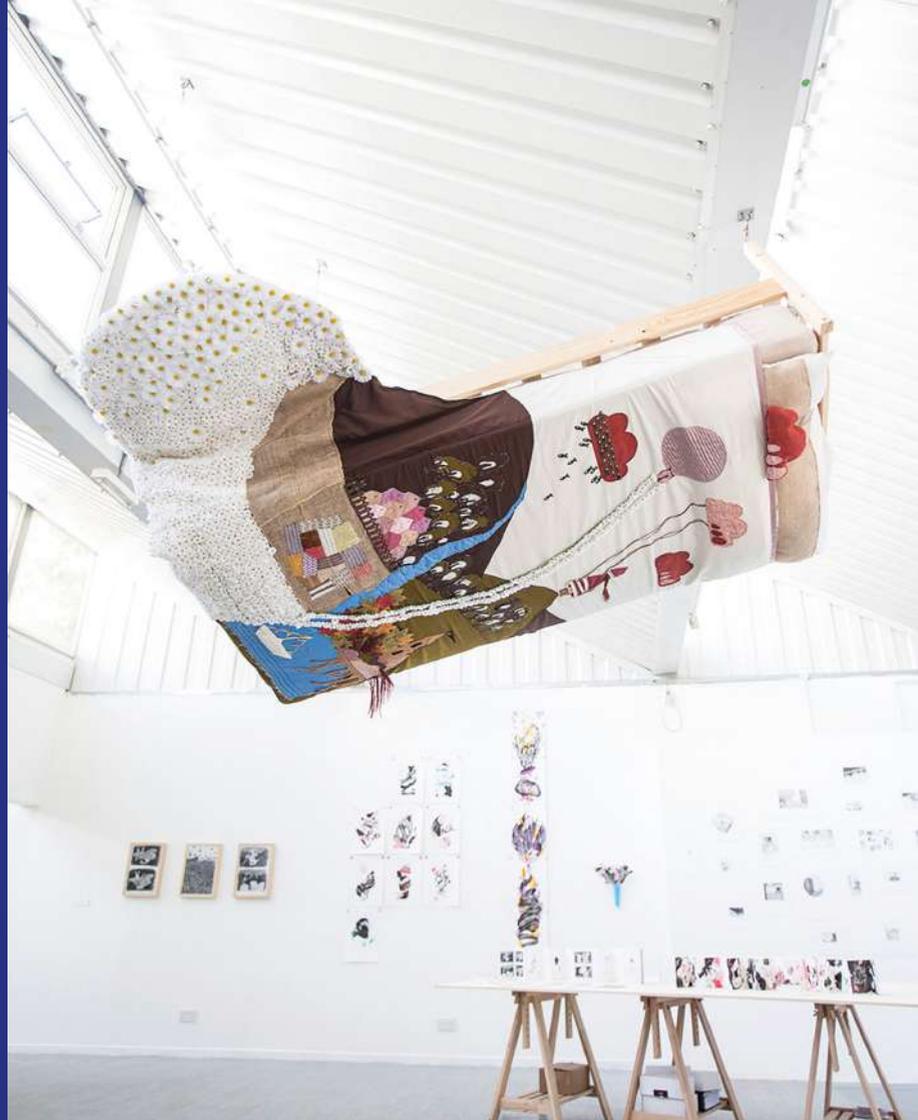
We offer an exciting opportunity for students wishing to undertake postgraduate research within or across theoretical and practice-based programmes in:

- art and architecture
- design, including fashion and textiles
- film and animation
- performance, where Arts University Bournemouth can provide appropriately qualified supervision.

The format of study is very different from a taught degree. You will design your own programme of independent research guided by your Director of Studies and experienced supervisors. Together they will help you define what is original about your research and how best to present your arguments, either as a purely written thesis or combined with creative work. Applicants should normally hold a first or upper-second class Honours degree and a Master's degree. Applicants with alternative qualifications/experience will be considered if they can demonstrate relevant achievement.

Research degrees are offered on a full and part-time basis.

*Awarding Body University of the Arts London*



# Summer Courses

Start your journey with a summer course. Over 400 UK and international students join us every summer to develop their creative talents and prepare for university.

## Summer Courses

Built on years of expertise and a commitment to students all over the world, our summer courses are designed to encourage learning at the highest standard and help students to discover their creative potential.

Join our creative community and work with some of the UK's brightest and internationally recognised teaching and research staff. There are no formal entry requirements to our summer courses and in just a few weeks you can realise new ideas, explore, collaborate, create and experience the best of what AUB has to offer in a hands-on and unique environment.

Our courses include:

- Creative Arts Summer School
- Animation
- British Architecture and 3D Design
- Creative Make-Up
- Drawing and Illustration
- Fashion and Textiles
- Filmmaking
- Graphic Design and Visual Communication

- Portfolio Preparation for the Arts
- Studio Photography
- Discover British Costume Collections: Study Tour

## [aub.ac.uk/summercourses](http://aub.ac.uk/summercourses)

## Bespoke Courses for Groups

Our distinguished teaching and specialist campus means we are a first-choice destination for groups of students and overseas institutions looking for short-term bespoke courses.

We design and deliver comprehensive programmes across art, design, media and performance subjects for groups to develop their creative skills in a well-resourced environment, contextualise their current school or university studies and experience life in a leading UK university.

Our bespoke courses are combined with a varied programme of social and cultural group excursions that enable each group to learn and experience as part of a vibrant and creative community.

[aub.ac.uk/bespoke](http://aub.ac.uk/bespoke)



# Short Courses

Whether it's about enhancing your creativity or mastering a new skill, short courses provide an opportunity to develop your ability to express yourself creatively whilst making the most of our specialist facilities.

## Evening and Saturday Courses

Our evening and Saturday courses will give you the confidence to express your creativity. From practical skills to life or career changing possibilities, our courses in art, design, media and performance-related subjects will help to you explore your potential. Whether you're a working professional seeking to upskill or simply wish to expand upon your knowledge and push the boundaries, you'll benefit from the facilities and teaching support of one of the UK's top arts universities. Excellent tutors design our courses, bringing creative subjects alive. No qualifications are necessary, just your enthusiasm and a desire to learn new skills and explore your creativity.

Our evening and Saturday courses are suitable for those aged 16 and over. Courses are delivered in the evenings and/or Saturdays, so you can fit them round your work, life, study or family commitments. We offer more than 60 courses in 15 subject areas that are delivered throughout the year:

- 3D Design and Modelmaking
- Acting
- Adobe Creative Suite
- Business & Marketing
- Creative Writing

- Design & Printing
- Fashion, Textiles & Accessories
- Film Making & Production
- Interior, Exterior & Architectural Design
- Jewellery
- Life Studies - Drawing & Painting
- Make-Up & SFX Prosthetics
- Photography
- Visual Communication
- Web Publishing

**[aub.ac.uk/shortcourses](http://aub.ac.uk/shortcourses)**

## Saturday Art School

Our Saturday art school for aspiring young artists allows young people to explore creativity outside regular school art classes, under the guidance of our expert tutors.

We have many courses to choose from according to your school year:

- School Years 5-7: Young Artists
- School Years 8-11: 3D Design, Animators, Dance, Digital Film Editors, Fine Artists, Mixed Media Artists, Photographers, and Special Effects Artists
- School Years 11-13: Portfolio Preparation

**[aub.ac.uk/saturdayartschool](http://aub.ac.uk/saturdayartschool)**



# A Collaborative Community

This is AUB. An environment to shape and build your work; to learn, share, provoke and collaborate.

A creative community for original thinkers and inventive innovative makers where boundaries are pushed and creative alliances formed. A place from which convention is tested, the landscape altered and creative careers launched. A living, breathing, connected academic environment for creativity. We are a leading arts university for the creative industries. We relentlessly innovate, collaborate and connect in ways that turn creative talent into careers.



## Bournemouth Film School

With a history spanning over 50 years, Bournemouth Film School (BFS) sits at the heart of AUB, setting the standard for turning creativity into careers.

It takes many disciplines to make a film, and Bournemouth Film School is home to all of them. With nine main programmes, we make up the largest film school outside of London.

- BA (Hons) Film Production
- MA Film Practice
- BA (Hons) Animation Production
- MA Animation Production
- BA (Hons) Visual Effects (VFX) for Film and Television
- BA (Hons) Acting
- BA (Hons) Costume
- BA (Hons) Performance Design and Film Costume
- BA (Hons) Make-up for Media and Performance
- BA (Hons) Creative Writing

Many film schools can offer the opportunity to specialise and form production teams, but we forge collaborations like no other. BFS Productions don't just contain the work of Film Production, Visual Effects and Animation students. With Costume and Performance Design, Make-up for Media and Performance, and a whole host of other creative courses on the same campus, a full compliment of the creative industries makes for a truly unique filmmaking experience.

[aub.ac.uk/bfs](http://aub.ac.uk/bfs)



## AUB Productions

AUB Productions are a collaboration between five AUB courses.

We have an in-house Studio Theatre on campus which hosts a number of productions during the first half of the academic year.

During the second half of the year students gain the opportunity to perform and work on productions at venues including the Lighthouse Theatre, Poole, and Pavilion Dance South West, Bournemouth.

Students from across BA (Hons) Acting, BA (Hons) Costume, BA (Hons) Dance, BA (Hons) Make-Up for Media and Performance BA (Hons) Performance Design and Film Costume, and BA (Hons) Creative Writing degrees collaborate on each production.

AUB Productions provides students with a key insight into the industry; working as actors, dancers, designers and makers to develop theatre skills and bring a production to life.

[aub.ac.uk/whats-on](http://aub.ac.uk/whats-on)

## Creative Match Nights

Our campus is a truly creative and collaborative place, where artistic worlds meet, lifelong working partnerships form, and individuals skills and talents are valued and respected.

Creative Match Nights at AUB are an opportunity for students in their second and final years, from BA (Hons) Make-Up for Media and Performance, BA (Hons) Fashion, BA (Hons) Textiles and BA (Hons) Commercial Photography, to gain a better understanding of collaborative creative process. For example, if you are working on a fashion shoot, you'll need to work with a makeup artist, a stylist, and potentially a set designer, and luckily, all of these people are part of the fabric of AUB.

The annual events are hosted by the combined course's and an invited professional panel of speakers, who represent all of the key collaborative elements needed within commercial photographic production. The speakers have included Makeup Artist Michelle Court, Textile Designer Lucy Benson, Brand Forecaster Geraldine Wharry and Fashion Photographer Alexandra von Fuerst, providing a wealth of knowledge and experience within the creative industries.

The event culminates with a networking event, so that the students are able to find their creative collaborators, not just while at university, but post-graduation, as they move into employment within their chosen disciplines.





## AUB Human

AUB Human is a space where we celebrate social, ethical and sustainable creative practice, working together to make the world a better place.

We connect designers, architects, filmmakers and other creative practitioners who want to bring about positive change for global good. AUB Human plays an integral part in our creative community who are using their skills to engage with, and address some of the most pressing issues that face human kind.

The initiative has put world-class artists and installations, like Michael Pinsky's Pollution Pods, in front of AUB students, young people and the local community.

Toured by environmental activist Greta Thunberg at the UN Climate Summit in New York, the Pollution Pods, which emulate pollution levels across five

countries, were brought to Brownsea Island in Poole Harbour in collaboration with Activate Dorset and climate change think-tank Cape Farewell.

Each year, AUB Human hosts numerous annual workshops, events and symposia which welcome a broad range of speakers from leading academics to innovative industry practitioners. Our guests speak on a range of topics, including human influences and impact on the natural environment as well as ethics in design and creative practice.

AUB Human is also connected with industry, encouraging collaborations and partnerships between our students and organisations like RNLI, Royal Bournemouth and Christchurch Hospitals Trust and the Movember campaign.



Chrissy Levett



Marten Sims



Anna Richell

## EcoCampus Platinum

Sustainability is the responsibility of us all.

In 2020, we celebrated an unprecedented year of sustainability success after receiving EcoCampus Platinum and an International Organisation Standard for our environmentally-friendly campus.

Minimising our environmental impact through a number of campus and university-wide initiatives, our campus and community has recycled more, and produced less waste per student or staff member, than we've ever done.

Our annual Sustainability Awards celebrate final-year student work with an innovative approach to sustainability, and our students' union, AUBSU, offers a number of initiatives to encourage recycling, clothing donation and charity.

AUBSU has also worked hard to achieve 'Excellent' in the UN award-winning Green Impact programme, which supports environmental and social sustainable practice.

On campus, we host a dedicated Beryl-bike bay for hireable sustainable cycle transport, and as part of our aim to reduce reliance on single-use plastic, we've removed plastic cups from the campus completely.

New building developments at the campus have strong focus on sustainability in their design, using a mixture of solar panels, air-source heat pumps, natural lighting and heating systems powered by electricity from renewable energy sources. A range of new projects will also enhance and encourage sustainable travel through new cycling facilities and infrastructure.

Bournemouth Film School, the University's award-winning department for film, TV, media and performance has also committed to the environmental certification body, Albert, which ensures that productions actively reduce their carbon footprint.

[aub.ac.uk/environment](https://aub.ac.uk/environment)



# Student Services

## Supporting Everyone's Needs

Being a student involves so much more than studying. Starting university can be challenging as well as exciting. It's natural to take a while to find your feet and you may experience a hiccup along the way. We offer extra help to anyone who needs it and provide a range of specialist services to make managing your time here easier.

## Student Advice

Our Student Services Advisers provide advice and guidance on a range of issues including funding and financial support available for students, as well as accommodation queries and living in the community e.g. local travel and transport, local amenities and general information.

## Accommodation

Finding the right home, where you can be happy, is important. We know that our students like different styles of places to live and so we have a range of halls of residence, on and off campus, each offering something unique. All rooms in our halls of residence are ensuite and have excellent bus and public transport links to enable students to easily access the university campus and town centre. Halls of residence are available for all students in the first year of their course at AUB.

If you don't wish to live in a halls of residence, we have a specialist accommodation website AUBStudentpad which lists student accommodation registered with us by local landlords who've been accredited by a national association. You can browse the site to see what kinds of properties are available. It also has a message board where students can advertise for housemates (the message board is password-protected – please contact Student Advice for access details).

For more information on AUB Accommodation, please visit [\*\*aub.ac.uk/accommodation\*\*](http://aub.ac.uk/accommodation)

## Fees and Finance

We believe that money shouldn't worry you when thinking about university, so we've laid out everything as clearly as we can. For information on fees and finance support available to AUB students please visit [\*\*aub.ac.uk/fees\*\*](http://aub.ac.uk/fees)

## Study Skills and English for Academic Purposes (EAP)

1:1 and small group study skills tutorials are available for all students for help with academic assignments, time management and academic skills. If English is not your first language, our EAP team can help you improve your language skills to get the most out of your studies.

## Disability Support

You don't have to tell us about your disability, but it can be useful if you do. You'll have access to more support and help for your studies, as well as possible extra funding. The Senior Disability Officer can provide advice and guidance on all disability related issues from advice on your application, to support at interview and throughout your course. We'll work in partnership with you, your course team and any external agencies to make sure that your needs are supported.

## Wellbeing Support

Any of our students can contact the Senior Wellbeing Officers to discuss any concerns or worries, particularly if you have mental health difficulties, addiction or eating disorders, or feel that you are struggling to remain on your course due to personal issues.

This support focuses on identifying practical strategies for self-management, as well as guidance on community support and services. A daily drop-in service is available for same-day support.

## Counselling

The Counselling Service offers single therapeutic sessions for one hour, booked on a session-by-session basis. The Counselling Service is student focused, adhering to the key theoretical principles of a person-centred approach as its foundation. Talking to a counsellor in a safe, non-judgmental and confidential setting can enable you to work through your problems with the aim of reaching a solution.

Our Counselling Service maintains a professional accreditation awarded by the BACP (British Association for Counselling and Psychotherapy) and there is a choice of male and female counsellors available.

## Careers and Employability

The Careers and Employability Service is dedicated to supporting you in turning your creativity into a great career. We provide quality information and guidance to help you stand out and prepare you to embark on your professional future. We offer 1:1 appointments and run events helping you explore your options and guide you in making the choices that are right for you.

For more information regarding any of the services we provide, please contact us on **01202 363780** or [\*\*studentadvice@aub.ac.uk\*\*](mailto:studentadvice@aub.ac.uk)

# Applications, interviews, auditions and portfolios

## Making an Application

The Admissions team processes all applications to AUB. We guarantee that all applications received by the UCAS 15 January deadline are given equal consideration. Although we can accept applications after this date, places may be limited on some courses. Applications to HE full-time courses are made via UCAS. Applications for Foundation Diploma and Postgraduate courses are made direct to AUB using the individual online application form for your chosen course, which can be found on the specific course page. You can apply via UCAS from mid-September right through to the end of June. UCAS will acknowledge your application and forward it to us. You can track all of your UCAS applications through UCAS Track. When we receive your application, we'll send you an email which includes your login details for MyApplication. This is where you're able to access all the information you need through the AUB application process. If you have any problems applying via UCAS please contact **ucas.com**

Alternatively, please email **admissions@aub.ac.uk** or phone **+441202 363225** or **+441202 363228**

## Interviews, Auditions and Applicant Days

These give you an opportunity to demonstrate your commitment and motivation. They're also an opportunity to ask any questions that you may have about the course and AUB. Interviews, Auditions and Applicant Days normally take place between November and April and we'll give you at least ten days' notice. Admissions will provide you with all the information you need. We'll email you if you are invited to an interview, an applicant day, or audition. You'll need to log into MyApplication to accept or request to reschedule the date and to see details of the day.

If you live outside of the UK, or are unable to attend your interview we'll ask you to send us a link to your portfolio of work. We'll send you details of how to send it to us using the portfolio task in MyApplication. After your interview, audition or portfolio review, we'll contact you via MyApplication, and if you have applied via UCAS you'll be able to see the decision on UCAS Track. Decisions are sent swiftly because the interview, audition or portfolio review is the final stage of the decision making process. Decisions are processed and usually sent within five working days. However, if there is any reason for a longer delay, admissions will contact you via MyApplication. Find out more at **aub.ac.uk/guidelines**

## Portfolios

We're interested in how you, as a potential artist or designer, translate your ideas visually for others. As a general guide, portfolios should contain examples of work – both finished and work in progress – that showcase your particular skills and interests. The content of a portfolio should be presented in a logical, ordered, and simple fashion. Your portfolio should demonstrate sufficient knowledge, skills, and abilities appropriate for the entry level. If you're considering a pre-degree level or undergraduate level, it is expected you'll have explored areas of subject knowledge developed through a particular medium or a combination of media. It would be beneficial to evidence your own self-initiated

personal enquiry through the visual statements you make. Your ideas could demonstrate your ability to think about a particular issue in depth through experimentation. This could be in the form of process working, such as sketchbooks or working drawings, concept ideas, and problem solving skills, as well as finished pieces. The portfolio guidelines vary according to the course you are interested in. Please refer to **aub.ac.uk/guidelines** for detailed advice.

# How to apply & your application

## PRE-DEGREE (DIPLOMA) COURSE APPLICATIONS

Course	Length of study	Application method & deadline	Entry requirements, interviews & portfolios
Diploma in Art and Design – Foundation Studies	32 weeks  Courses commence September 2021	Please apply online at <a href="http://aub.ac.uk/apply">aub.ac.uk/apply</a> by the end of March 2021. Late applications may be considered.	Entry requirements can be found online at <a href="http://aub.ac.uk/foundation">aub.ac.uk/foundation</a>
Diploma in Art and Design – Foundation Studies (Media)			Most applicants will be invited to attend an interview or submit a portfolio. If applicants are residing overseas, alternative options will be offered.
International Foundation Diploma	24 weeks	Applications should be made directly using our online application system <a href="http://aub.ac.uk/ifd">aub.ac.uk/ifd</a>	
International Foundation Diploma with English	Courses commence in January		

## BA (HONS) DEGREE COURSE APPLICATIONS

Course	Length of study	Application method & deadline	Entry requirements, interviews & portfolios
BA (Hons) Courses – Acting – Animation Production – Architecture (Part 1 ARB/RIBA) – Art and Design History – Commercial Photography – Costume – Creative Events Management – Creative Writing – Dance – Design – Fashion – Fashion Branding and Communication – Film Production	Three years  Courses commence September 2021  – Fine Art – Graphic Design – Interior Architecture and Design – Illustration – Make-up for Media and Performance – Modelmaking – Photography – Performance Design and Film Costume – Textiles – Visual Communication – Visual Effects (VFX) for Film and Television	All applicants for degree courses must be made via UCAS at <a href="http://ucas.com">ucas.com</a>  The UCAS deadline for equal consideration of applications is 15 January. You can apply via UCAS at anytime until 30 June; however, if you apply after 15 January places may be limited on some of our courses.  Our UCAS institution code is A66	Entry requirements can be found online at <a href="http://aub.ac.uk/entry">aub.ac.uk/entry</a>  Applicants who meet our entry criteria may be invited to an interview when required or alternative options will be offered if the applicant is residing overseas.  For interview guidelines, visit <a href="http://aub.ac.uk/guidelines">aub.ac.uk/guidelines</a>

# How to apply & your application

## POSTGRADUATE/MA COURSE APPLICATIONS

<u>Course</u>	<u>Length of study</u>	<u>Application method &amp; deadline</u>	<u>Entry requirements, interviews &amp; portfolios</u>
<ul style="list-style-type: none"> <li>– Master of Research*</li> <li>– MA Animation</li> <li>– MA Commercial Photography</li> <li>– MA Design and Innovation</li> <li>– MA Digital Fashion Innovation</li> <li>– MA Fine Art</li> <li>– MA Film Practice</li> <li>– MA Graphic Design</li> <li>– MA Historical Costume</li> <li>– MA Illustration</li> </ul>	<p>One year</p> <p>Courses commence September 2021</p>	<p>Online at <a href="https://www.aub.ac.uk/apply">aub.ac.uk/apply</a></p> <p>Applications taken throughout the year – no set deadlines. However, there are deadlines to be considered for scholarships; please check our website for details.</p>	<p>Entry requirements can be found online at <a href="https://www.aub.ac.uk/applypostgraduate">aub.ac.uk/applypostgraduate</a></p> <p>Applicants who meet our entry criteria will be invited to interview. If applicants are residing overseas, alternative options will be offered.</p> <p>Guidelines can be found at <a href="https://www.aub.ac.uk/guidelines">aub.ac.uk/guidelines</a></p>
<ul style="list-style-type: none"> <li>– Master of Architecture (Part 2 ARB/RIBA)</li> </ul>	<p>Two years</p> <p>Course commences September 2021</p>	<p>As above</p>	<p>As above</p>

## POSTGRADUATE MPhil/PHD APPLICATION

### Postgraduate MPhil/PhD applications

To apply for a postgraduate research degree, please contact the research office on [researchoffice@aub.ac.uk](mailto:researchoffice@aub.ac.uk)

## OTHER COURSES

### Study abroad course applications

Applications should be made direct using our online application form on our website [aub.ac.uk/studyabroad](https://www.aub.ac.uk/studyabroad)

### Summer course applications

Bookings can be made online at our website [aub.ac.uk/summer](https://www.aub.ac.uk/summer)

### Short course applications

Bookings can be made online at our website [aub.ac.uk/shortcourses](https://www.aub.ac.uk/shortcourses)

\*Course subject to validation, commencing September 2020.

### Open Day Dates

To find out more about our Open Days and book your place online, visit [aub.ac.uk/opendays](http://aub.ac.uk/opendays)

### Campus Tours

We run monthly tours of the campus with our student ambassadors. To find out more and book your place online, visit [aub.ac.uk/campustours](http://aub.ac.uk/campustours)

### Find us

The University is situated two miles from the centre of Bournemouth, on the border between Bournemouth and Poole. For details on how to find us, visit [aub.ac.uk/findus](http://aub.ac.uk/findus)

### Parking

Parking facilities on campus are very limited and only available to those who hold permits or visitors attending interviews, auditions and applicant days. Those visiting for Open Days and Campus Tours will receive detailed instructions and parking arrangements with their booking.

### Get in touch

If you're unable to attend an Open Day or Campus Tour, get in touch. We'd be delighted to hear from you:

#### UK Applicants

+44 1202 363321

[admissions@aub.ac.uk](mailto:admissions@aub.ac.uk)

#### International applicants (EU & Non EU)

+44 1202 363233

[international@aub.ac.uk](mailto:international@aub.ac.uk)

#### Visit Us

We have Open Days and campus tours throughout the year that are open to individuals or groups.

Arts University Bournemouth  
Wallisdown, Poole,  
Dorset BH12 5HH

[aub.ac.uk](http://aub.ac.uk)  
[facebook.com/inspiredAUB](https://www.facebook.com/inspiredAUB)  
[twitter @inspiredAUB](https://twitter.com/inspiredAUB)  
[instagram @inspiredAUB](https://www.instagram.com/inspiredAUB)  
[#AUBMAKERS](https://www.instagram.com/inspiredAUB)



## **AUB DIRECTORY**

We have put together a little directory of AUB contacts and information to help you on your way. We do everything we can to make you feel welcome.

### Admissions

Including entry requirements, qualifications, interviews and applications:

**+44 1202 363225** or **363228**

**[admissions@aub.ac.uk](mailto:admissions@aub.ac.uk)**

### Student Services

For all funding, fees and accommodation enquiries:

**+44 1202 363780**

**[studentadvice@aub.ac.uk](mailto:studentadvice@aub.ac.uk)**

### International

For all enquiries from overseas students:

**+44 1202 363233**

**[international@aub.ac.uk](mailto:international@aub.ac.uk)**

### How to apply

**[aub.ac.uk/apply](http://aub.ac.uk/apply)**

### Guidelines on portfolios and interviews

**[aub.ac.uk/guidelines](http://aub.ac.uk/guidelines)**

### Accommodation

**[aub.ac.uk/accommodation](http://aub.ac.uk/accommodation)**

### Fees and Financial Support

**[aub.ac.uk/fees](http://aub.ac.uk/fees)**

### Students' Union

**[aub.ac.uk/studentsunion](http://aub.ac.uk/studentsunion)**

### News & Events

**[aub.ac.uk/news](http://aub.ac.uk/news)**

### Foundation Courses

**[aub.ac.uk/foundation](http://aub.ac.uk/foundation)**

### Undergraduate Courses

**[aub.ac.uk/ba](http://aub.ac.uk/ba)**

### Postgraduate Courses

**[aub.ac.uk/ma](http://aub.ac.uk/ma)**

### Research Degrees

**[aub.ac.uk/res](http://aub.ac.uk/res)**

### Study Abroad

**[aub.ac.uk/studyabroad](http://aub.ac.uk/studyabroad)**

### Summer Courses

**[aub.ac.uk/summer](http://aub.ac.uk/summer)**

### Short Courses

**[aub.ac.uk/short-courses](http://aub.ac.uk/short-courses)**

### Open Days

**[aub.ac.uk/opendays](http://aub.ac.uk/opendays)**

what happens when  
writers 🗨️ filmmakers 🎬  
designers 🎨 costume  
designers 🖌️ illustrators 🎨  
dancers 🌍 fashion de  
art historians 🖼️ mode  
artists 🎭 textile design  
visual effects design  
📖 and photographers  
in 🌞 ne creative 🌍 con