

Study abroad with the School of Creative Arts

The School of Creative Arts constitutes a wide range of programmes in the arts, including traditional and new forms of work. Programmes within the school are designed around students pursuing one subject, and individual modules in a subject area are design to inform and draw on material taught in complementary modules in the same area. For this reason we don't recommend students "pick and mix" across subjects within the school, or across other schools, but focus their studies on a single subject area. In addition, timetabling within the school is extremely tight, due to the need for access to specialist teaching resources, technical support and rooms. This means that only the recommended study plans below would be likely to work within the timetable.

Since all of our programmes expect that students will have studied the same area in high school, we have no "entry level" options, and will need students to be able to demonstrate prior education and training in those areas they are choosing to study with us.

Many programmes within the school run on a semester basis, so it is possible for students to come in and study for one semester only. However, some programmes run on year-long modules, and can only accept students who are here for the full year. Programmes in Music, Fashion, Film, Animation and Photography are only available to students here for the full academic year, as is the initial year of Model Design.

Music Composition:

Music Composition is only available to students who are here for the full year.

All students in this subject must have studied music formally. It is expected that students can read and write music and understand western-common-notation, and are reasonably comfortable with at least one musical instrument. Students wishing to study at level five should have some experience of composition and performance.

Level four:

Techniques and Technology 1	4MMF0051	30 credits
Learning Skills	4MMF0003	30 credits
Perspectives of Music 1	4CTA1045	30 credits

One of:

Composition and Performance 1	4CTA1048	30 credits
Songwriting and Performance 1	4CTA1046	30 credits
Composition for Film and Games 1	4CTA1047	30 credits

Level five:

Perspectives of Music 2	5CTA1058	30 credits
Techniques and Technology 2	5MMF0065	30 credits
Studies and Investigations 2	5MMF0064	30 credits

One of:

Composition and Performance 2	5CTA1061	30 credits
Composition for Film and Games	2 5CTA1060	30 credits
Songwriting and Performance 2	5CTA1059	30 credits

Music Technology:

Music Technology is only available to students who are here for the full year.

Students in this subject should have some familiarisation with the digital audio workstation. Students wishing to study at level five should have demonstrated experience with audio recording and engineering technology.

Level four:

Studio Technology 1	4MMF0044	30 credits
Professional and Industrial Context 1	4CTA1049	30 credits
Sound Bytes 1	4CTA1050	30 credits

One of:

Music and Production 1	4MMF0052	30 credits
Audio System and Applications 1	4MMF0045	30 credits
Audio Engineering 1]	4CTA1051	0 credits

Level five:

Studio Technology 2	5MMF0063	30 credits
Professional and Industrial Context 2	5MMF0056	30 credits
Sound Bytes 2	5CTA1062	30 credits

One of:

Music and Production 2	5MUS0009	30 credits
Audio System and Applications 2]	5MMF0062	30 credits
Audio Engineering 2	5CTA1063	30 credits

Music Industry Management

Students wishing to study level five must have some knowledge of the music and entertainment industry, and some education in business subjects.

Students here for the full year can do the complete programme. Students here for one semester can do selected modules from the programme, as noted below.

Level four:

Introduction to the Music and Entertainment Industries 1	4CTA1053	30 credits
Music and Entertainment Industry Framework 1	4MMF0005	30 credits
Marketing for the Music Business	4CTA1196	30 credits
Accounting for the Music Business (Semester A)	4CTA1189	15 credits
Contract Law (Negotiation and Communication (Semester B)	4LAW0041	15 credits

Level five

Music and Entertainment Company Management 2	5MMF0021	30 credits
Music Publishing and Cultures 2	5CTA1066	30 credits
Managing a Small Music Business (Semester A)	5CTA1138	15 credits
Music Marketing (Semester B)	5CTA1068	15 credits
Entertainment Law 2 (Semester A)	5LAW0066	15 credits
Finance and Economics for the Music and Entertainment Industry (SemesterB)	5CTA1057	15 credits

Animation

Admission to the animation programme is highly competitive and the level and pace of work from start is very high. Students doing choices in these areas are expected to have excellent hand drawing skills as well as digital compositing and drawing, 3D software and animation skills. Space in this programme is very limited, and preferential selections will be made.

Students wanting to take level five modules must be able to demonstrate high levels of skill and prior education in these areas.

The full animation programme is only available to students studying with us for the full year.

Level four:

CG Practices and Techniques	4CTA1163	30 credits
Animated Thinking: histories, theories, context	4CTA1055	30 credits
Creativity, Concept and Story	4CTA1165	30 credits
Digital Art	4CTA1164	15 credits
Moving Image	4CTA1166	15 credits

Level five:

Moving Visions: perspectives on digital animation	5CTA1070	30 credits
Creative Project	5CTA1118	30 credits

Choice of:

Advanced Specialisms for 3D	5CTA1119	30 credits
AND		
Planning and Post Production for 3D	5CTA1120	15 credits
AND		
Visualisation and Professional Practices for 3D	5CTA1121	15 credits

OR

Advanced Specialisms for 2D	5CTA1122	30 credits
AND		
Concept Art for 2D	5CTA1123	15 credits
AND		
Interactivity and Professional Practices for 2D	5CTA1124	15 credits

OR

Advanced Specialisms for Games	5CTA1125	30 credits
AND		
Games Design	5CTA1126	15 credits
AND		
Interactivity and Professional Practices for Games	5CTA1127	15 credits

OR

Advanced Specialisms for VFX	5CTA1128	30 credits
AND		
Digital Cinematography for VFX	5CTA1129	15 credits
AND		
Live Projects and Professional Practices	5CTA1130	15 credits

Film and Television Production

The film and television production programme is only available to students here for the full year. Space in this programme is very limited, and preferential selections will be made.

Students wanting to take level five must have experience in film production, including editing and shooting.

Level four

Story and Script	4CTA1036	15 credits
Studio and Location Production	4CTA1153	45 credits
Editing and Multi-Platform Content	4CTA1154	30 credits
Histories and Contexts (C&CS)	4CTA1057	30 credits

Level five

Professional Development 1	5CTA1104	15 credits
Cultures and Aesthetics (C&CS)	5CTA1072	30 credits
Pre-Production and Production	5CTA1106	45 credits

Creative Media and Digital Cultures

This incorporates programmes in digital media arts and interactive media design. For 2016-17 this programme is only available on a full year basis, but from 2017 onwards it will be available to students coming for a single semester.

Students wanting to take level five must have some experience in digital media production techniques.

Level four

Media in Mind: histories, theories, contexts (C&CS)	4CTA1063	30 credits
Pixel, Image and Sound	4CTA1014	30 credits

Two of:

Principles and Practices of Interactive Media	4CTA1018	30 credits
2D Animation and Video Practices	4CTA1015	30 credits
Timelines: An Archaeology of New Media	4MMF0030	30 credits
Screen Moves	4CTA1013	30 credits

Level five

Connections and Perspectives: exploring Creative Media and Digital Cultures	5CTA1078	30 credits
Teamwork Practices	5CTA1078	30 credits

Two of:

Authoring Interactive Narratives	5MMF0043	30 credits
Content Management for Networked and Mobile Media	5MMF0042	30 credits
Windows, Mirrors and Pathways	5MMF0046	30 credits
Web Communities and Interactive Cultures	5CTA1024	30 credits

Fine Art

Students must have demonstrated ability in a range of fine art media such as drawing, painting, sculpture and mixed media.

Level four semester A

Fine Art Practice 1A	4CTA1158	30 credits
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Level four semester B

Fine Art Practice 1B	4CTA1159	30 credits
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Level five semester A

Fine Art Practice 2A	5CTA1113	30 credits
Fine Art: Debates and Values A (C&CS)	5CTA1116	15 credits

Level five semester B

Fine Art Practice 2B	5CTA1114	30 credits
Fine Art: Debates and Values B (C&CS)	5CTA1116	15 credits

Contemporary Design Crafts

This programme explores applied arts in the media of ceramics, glass, textiles and jewellery. Students for level four must have skills in drawing and making, but do not need specific prior experience.

Students wishing to take level five must have demonstrated ability in at least one applied art such as ceramics, glass, textiles or jewellery.

Level four semester A

Studio Practice A: Materials and Form	4CTA1072	30 credits
Workshop Skills	4CTA1073	15 credits
Critical and Cultural Studies L4: Creative Design A	4CTA1162	30 credits

Level four semester B

Studio Practice B: Thinking Through Making	4CTA1071	30 credits
Working in Collaboration	4CTA1126	15 credits
Critical and Cultural Studies L4: Creative Design B	4CTA1162	30 credits

Level five semester A

Critical and Cultural Studies L5: Creative Design A	5CTA1117	15 credits
Fine Art in Context 2A	5CTA1115	15 credits

One of:

Studio Practice A: Identifying Practice (Textiles)	5CTA1095	30 credits
Studio Practice A: Identifying Practice (Jewellery)	5CTA1099	30 credits
Studio Practice A: Identifying Practice (Ceramics and Glass)	5CTA1100	30 credits

Level five semester B

Critical and Cultural Studies L5: Creative Design B	5CTA1117	15 credits
Fine Art in Context 2B	5CTA1115	15 credits

One of:

Studio Practice B: Personal Direction (Textiles)	5CTA1132	30 credits
Studio Practice B: Personal Direction (Jewellery)	5CTA1133	30 credits
Studio Practice B: Personal Direction (Ceramics and Glass)	5CTA1134	30 credits

Photography

Photography is only available to students who are here for the full year. Students will need to have studied photography prior to enrolling, or to have demonstrated technical and visual skills in the medium.

Level four

Photography Practices	4MMF0056	30 credits
Digital Environment	4MMF0055	30 credits
Photography: Histories and Cultures (C&CS)	4CTA1064	30 credits
Experimental Projects	4CTA1185	30 credits

Level five

Professional Development	5MMF0082	30 credits
Photography Assignments	5MMF0083	30 credits
Photography: Application and Cultures (C&CS)	5CTA1079	30 credits
Negotiated Photography Projects	5MMF0081	30 credits

Product and Industrial Design

Students will need to have demonstrated skills in 3D production, design and idea generation.

Students wishing to study level five must have demonstrated experience in product or industrial design.

Level four semester A

3D Creative Processes A	4CTA1005	15 credits
3D Design Practices A	4CTA1003	15 credits
Critical and Cultural Studies L4: Creative Design A	4CTA1162	15 credits

Level four semester B

3D Design Projects B	4CTA1004	30 credits
Critical and Cultural Studies L4: Creative Design B	4CTA1162	15 credits

Level five semester A

CAD Modelling for Industrial Designers	5ARD0019	15 credits
Design, Materials and Technology	5ARD0022	15 credits
Critical and Cultural Studies L5: Creative Design A	5CTA1117	15 credits

One of

Product Lifestyle and Futures	5ARD0096	15 credits
Industrial Design and Communication	5ARD0020	15 credits

Level five semester B

Employability and Professional Development	5ARD0022	15 credits
Critical and Cultural Studies L5: Creative Design B	5CTA1117	15 credits

One of

Product Design: Explorations	5ARD0095	30 credits
Product Design and Development	5CTA1010	30 credits

Fashion Design and Fashion and Fashion Business

The full Fashion Design programme is only available to students who are here for the full academic year.

Students must have demonstrated ability in fashion design.

Students wanting to study level five must have demonstrated experience in design, pattern cutting and construction.

Level four

Design Studio 1: Fashion Process	4CTA1028	15 credits
Studio Skills 1: Technical Design and Communication	4CTA1027	45 credits

One of:

C&CS Level 4 Fashion	4CTA1059	30 credits
Fashion Business 1: Introduction to Fashion Business	4CTA1186	30 credits

Level five

Studio Skills 2: Fashion Technologies	5CTA1043	30 credits
Design Practice 1: Commercial Process and Realisation	5CTA1044	45 credits

Two of:

Design Practice 2: Design and Communication	5CTA1042	15 credits
Fashion Business 3: The Practice of Fashion Business	5CTA1137	15 credits
C&CS Level 5 Fashion	5CTA1074	30 credits
Fashion Business 2: Principles of Fashion Business	5CTA1136	30 credits

Graphic Design

Students must have demonstrated ability in design and art skills. Students wanting to study at level five must have studied graphic design previously.

Level four semester A

Visual Communication	4CTA1155	45 credits
C&CS Level 4 Graphic Design and Illustration A	4CTA1060	15 credits

Level four semester B

Graphic Design Essentials Part 1	4CTA1156	45 credits
C&CS Level 4 Graphic Design and Illustration B	4CTA1060	15 credits

Level five semester A

Graphic Design Essentials Part 2	5CTA1107	45 credits
C&CS Level 5 Graphic Design and Illustration A	5CTA1075	15 credits

Level five semester B

Graphic Design Professional Development	5CTA1109	15 credits
Graphic Design Live Projects	5CTA1111	30 credits
C&CS Level 5 Graphic Design and Illustration B	5CTA1075	30 credits

Illustration

Students must have demonstrated ability in design and art skills. Students wanting to study at level five must have studied illustration or fine art previously.

Level four semester A

Visual Communication	4CTA1155	45 credits
C&CS Level 4 Graphic Design and Illustration A	4CTA1060	15 credits

Level four semester B

Illustration Essentials Part 1	4CTA1157	45 credits
C&CS Level 4 Graphic Design and Illustration B	4CTA1060	15 credits

Level five semester A

Illustration Essentials Part 2	5CTA1108	45 credits
C&CS Level 5 Graphic Design and Illustration A	5CTA1075	15 credits

Level five semester B

Illustration Professional Development	5CTA1110	15 credits
Illustration commissions	5CTA1112	30 credits
C&CS Level 5 Graphic Design and Illustration B	5CTA1075	30 credits

Interior Architecture and Design

Students must have demonstrated ability in design and art skills. Students wanting to study at level five must have studied interior design or architecture previously.

Level four semester A

Design Studio 1: Anatomy of Space	4CTA1021	15 credits
Communication 1: Representing Space	4CTA1022	15 credits
Technology 1: Introducing Materiality	4CTA1024	15 Credits
C&CS L4 Interior Architecture and Design A	4CTA1061	15 credits

Level four semester B

Design Studio 2: Serious Play	4CTA1025	30 credits
Communication 2: Digital Skills	4CTA1025	15 credits
C&CS L4 Interior Architecture and Design B	4CTA1061	15 credits

Level five semester A

Design Studio 3: Close Up	5CTA1041	15 credits
Communication 3: Digital Skills 2	5CTA1040	15 credits
Technology 2: Details	5CTA1039	15 credits
C&CS L5 Interior Architecture and Design A	5CTA1076	15 credits

Level five semester B

Design Studio 4: Inside Out	5CTA1038	30 credits
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Professional Development 1: Preparing for Industry	5CTA1037	15 credits
C&CS L5 Interior Architecture and Design B	5CTA1076	15 credits

Model Design

Students must have demonstrated ability in design and making of props and models for film and television. Level four is only available to students who are here for the full year.

Level four

Scale and Structure	4CTA1041	30 credits
Design and Fabrication	4CTA1042	30 credits
Shape and Form	4CTA1043	30 credits
The Model in Mind	4CTA1052	30 credits

Level five semester A

Talking Models A	5CTA1064	15 credits
Design Process and Realisation	5CTA1056	30 credits
Turbo A	5CTA1054	15 credits

Level five semester B

Turbo B	5CTA1055	15 credits
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One of:

Contextualised Model (Model Effects)	5CTA1057	30 credits
Contextualised Model (Special Effects)	5CTA1093	30 credits
Contextualised Model (Character and Creative Effects)	5CTA1094	30 credits