





Wallace Murdoch – Head of Academic Projects

Nottingham School of Art and Design

We offer a multi-disciplinary environment which spans from undergraduate to postgraduate taught and PhD and academic research to support collaboration:

Fashion, Textiles and Knitwear Design:

Fashion Design, Fashion Pattern Cutting, Fashion Knitwear Design and Knitted Textiles, Textile Design and Fashion Material and Technology (BSc)

Fashion, Management, Marketing and Communication:

Fashion Marketing and Branding, Fashion Promotion and Communication, Fashion Management, Creative Direction and Curation for Fashion, Fashion Analytics (BSc), International Fashion Business (top up)

Design and Digital Arts:

Graphic Design, Animation, Illustration, Photography, Fine Art, Filmmaking, Design for Stage Screen – Design for Theatre and Live Performance, Costume Design and Construction, Design for Film and Television, Games Design, Motion Graphics, Games Production (BSc), Film Production Technology (BSc)





www.ntu.ac.uk

Learning

by Doing





Our creative community

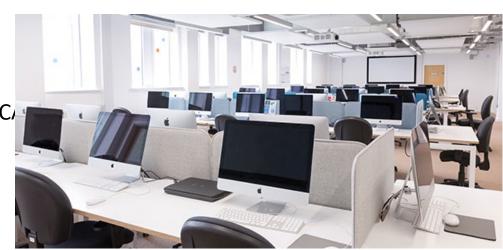












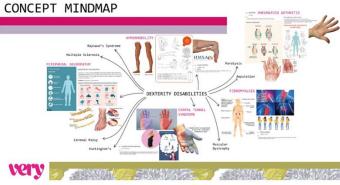


Social Justice













- Interactive samples designed for an inclusive multi-sensory space.
- Samples exploring tactility, playful construction and scent to engage multiple senses.



Colab

notts

Sustainable Thinking



Rebel Tartan project work by Alysia Gucci



NTU



Francesca Morgan created a collection made entirely from donated fabrics



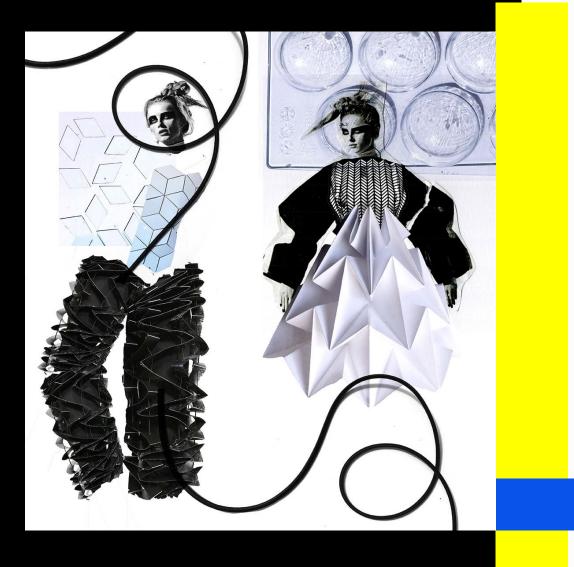
Grace Reeves created a collection of clothing from left over tents from festivals

https://www.ntu.ac.uk/about-us/sustainability/sustainability-in-education/sustainability-in-practice

Ella Storer explored the creation of biomaterials which will dissolve or biodegrade after being worn.

www.ntu.ac.uk

UK education structure

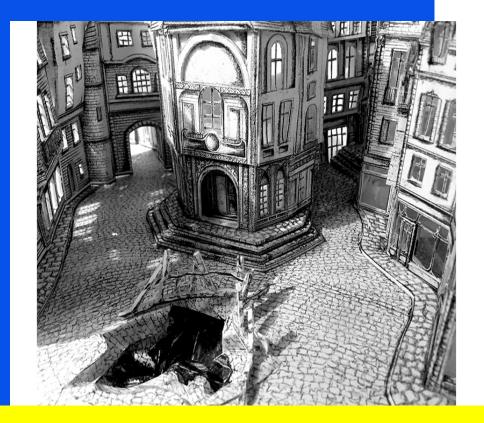




- High School A level study
- Foundation in Art & Design pre degree study
- Level1 Fundamentals in specialist subject area
- Level 2 Specialist subject development and application
- Level 3 individual personalised creative development
- PG & Higher Level study



What should be in a portfolio?

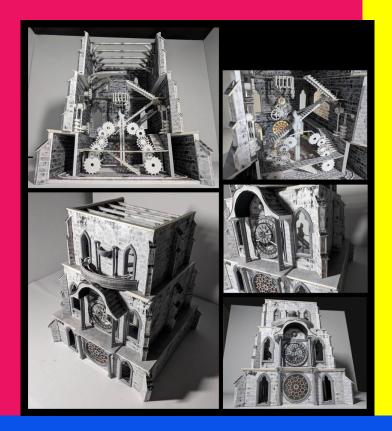


Primary & secondary research Your most interesting pieces Unrefined & development work A wide range of ideas and media Experimentation with process A creative journey - sketchbooks





Why do we ask for a portfolio?



It shows us YOU: Your ability to develop ideas Your individuality & imagination Your level of creative & technical skills

Your personality through your work



Undergraduate Portfolio

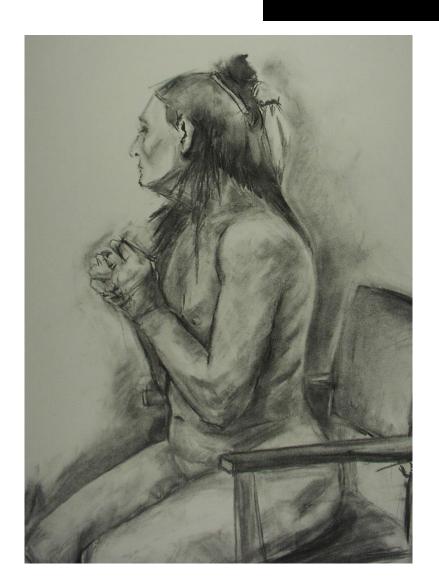


- Concepts & Ideas
- Core art & design skills
- Project-based
- Highly relevant to course of study
- Understanding of current issues & context
- Demonstrate passion for subject
- Check specific portfolio requirements
- Correct digital format





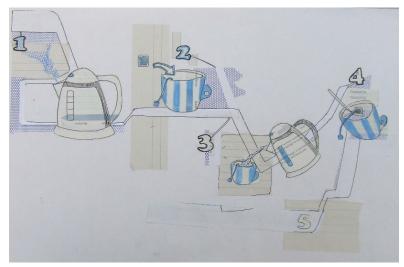






Life drawing







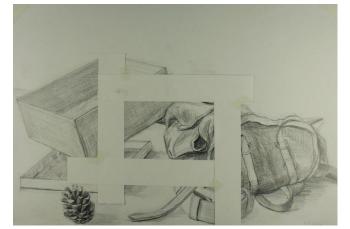


Different approaches to drawing









Drawing with a range of media



Drawing for a specialist subject







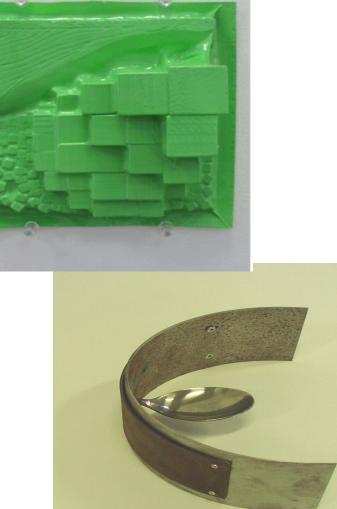








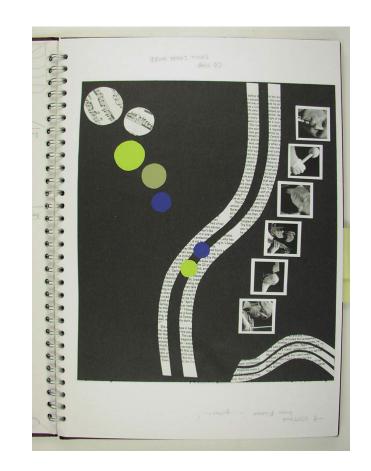




Exploring new media, materials & process

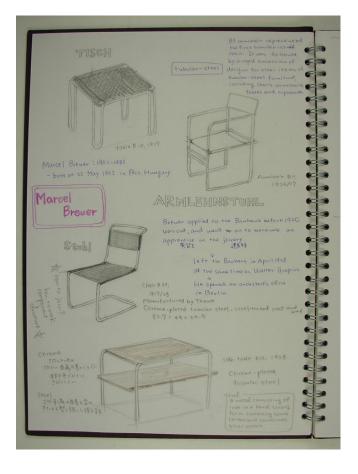
















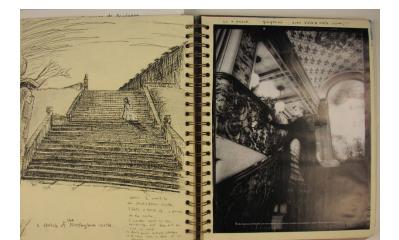














Individuality in sketchbooks









Digital creative practice









Photography creative practice

PHY I have self taught myself videography over the past few years. I use Final Cut Pro to edit my videos. Over the years, I underst ood more about the technique of filming. Editing wise I've learnt about colour correcting, transitions, sound design, music and effects.









"When fall comes" Duration: 50 seconds

EINAL RESPONSE RIECE

Short film. Filmed with DSLR. Wanted to try a different style/genre of cinematography. Working with colour correction and editing effects for this project



of the girl.

Duration: 1 minute 20 seconds Video made during internship. Filmed with DSLR camera and a drone. Mainly focused on sound design



"像你这样的女孩" ("A girl like you") Process of my response. Used a photo with a similar impression to the one the artist has used.

Changed the colours and background after finishing the artwork to match the artist style





message behind it.

brushes. These images allowed Laura Callaghan - artist study and facial features inspiration. I really liked the use colours and also the feminist



Individual piece I did to pr





FIRST ATTEMPT WITH DIGITAL ART





Exploring concepts & ideas



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UG subject specific process

PATTERN DESIGN IDENTITY PROJECT MAGAZINE 6 es of a human b Size: 400 x 200 Magazine - inclu photogra typography pattern de Printed in Fre folding style and DENTITY PROJECT PHOTOGRAPHY together 5 Japanese bino 1 This project focu misrepresentatio Asian Chir Women in soc 3 Neon lights - coloured lighting tone curve allowed me to adjust the light and the shadows Derrick Freske - artist study Created the glitch ind inspiration effect through the blending options Like the use of colour and lights in his images Created a gif in photoshop as the images were taken on the wrong shutter speed so, Emphasised on purple to carry out the emphasised on the movement and made the colour scheme. Changed the hues to

DEVELOPING A CREATIVE PORTOFLIO FOR STUDY IN ART & DESIGN



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UG level subject specific development



DEVELOPING A CREATIVE PORTOFLIO FOR STUDY IN ART & DESIGN





Demonstrating your process

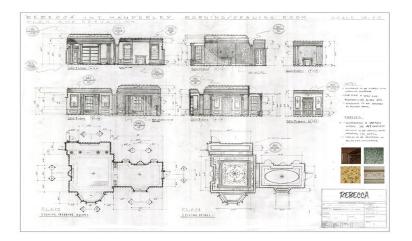
- Demonstrate your understanding of how to successfully answer a range of project briefs
- Demonstrate the ability to gather and use visual research from a wide variety of sources and apply this effectively within each stage of the creative process
- Demonstrate the ability to understand where your work fits within a particular market context and develop market research accordingly
- Demonstrate the ability to translate ideas from 2D to 3D and document this working process in order to demonstrate your level of analysis and evaluation within your subject area





Demonstrating your process

- Demonstrate the ability to explore and apply colour and select, experiment and apply relevant media for an appropriate final product outcome
- Demonstrate the required technical and manufacturing skills appropriate to your specialist subject
- Demonstrate a personal working methodology and working process that communicates your understanding of each stage of the design process from concept to design development and final design application
- Demonstrate originality and your personality through your creative approach to problem solving







Postgraduate Portfolio



Individual & personal creative ideas in sketch/ideas books Examples of how your concepts & ideas have informed your creative development Evidence of your individual research methodology & working process Examples of your technical knowledge & understanding of your specialist subject Evidence of fully resolved professional creative outcomes





Art & Design

PGT-Individual creative journey







Resolved creative solutions









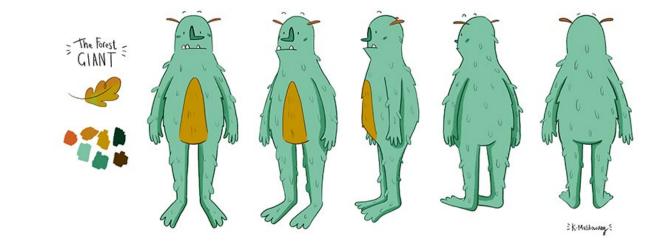




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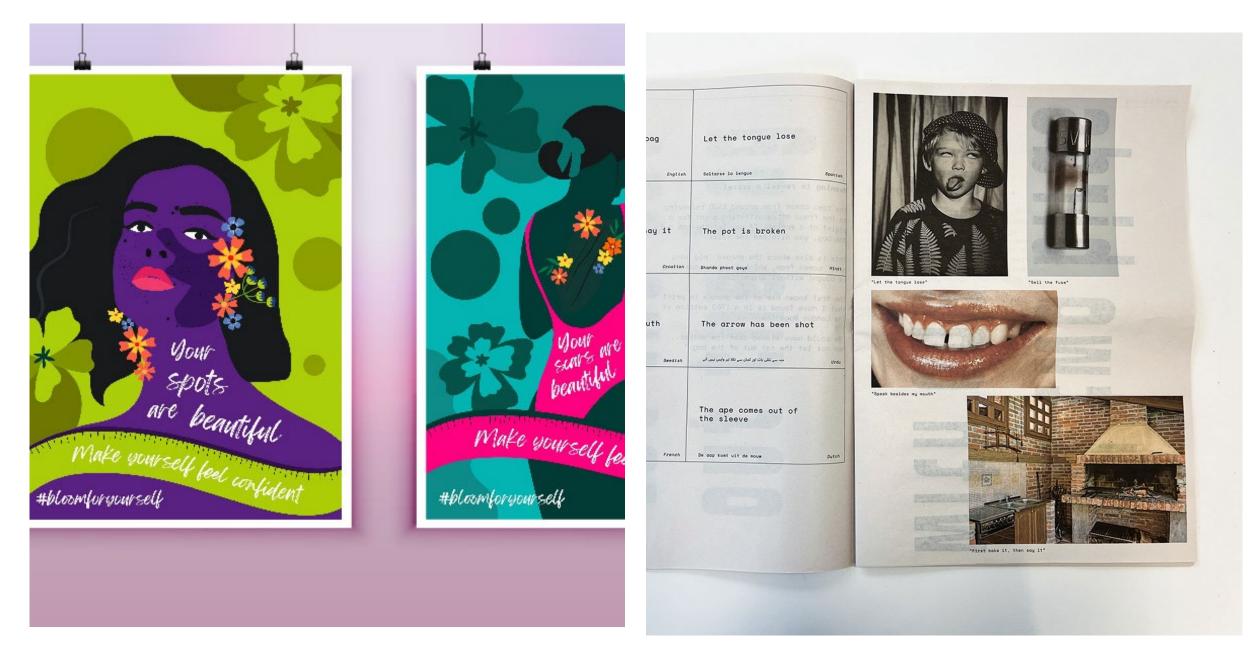


Techniques & process

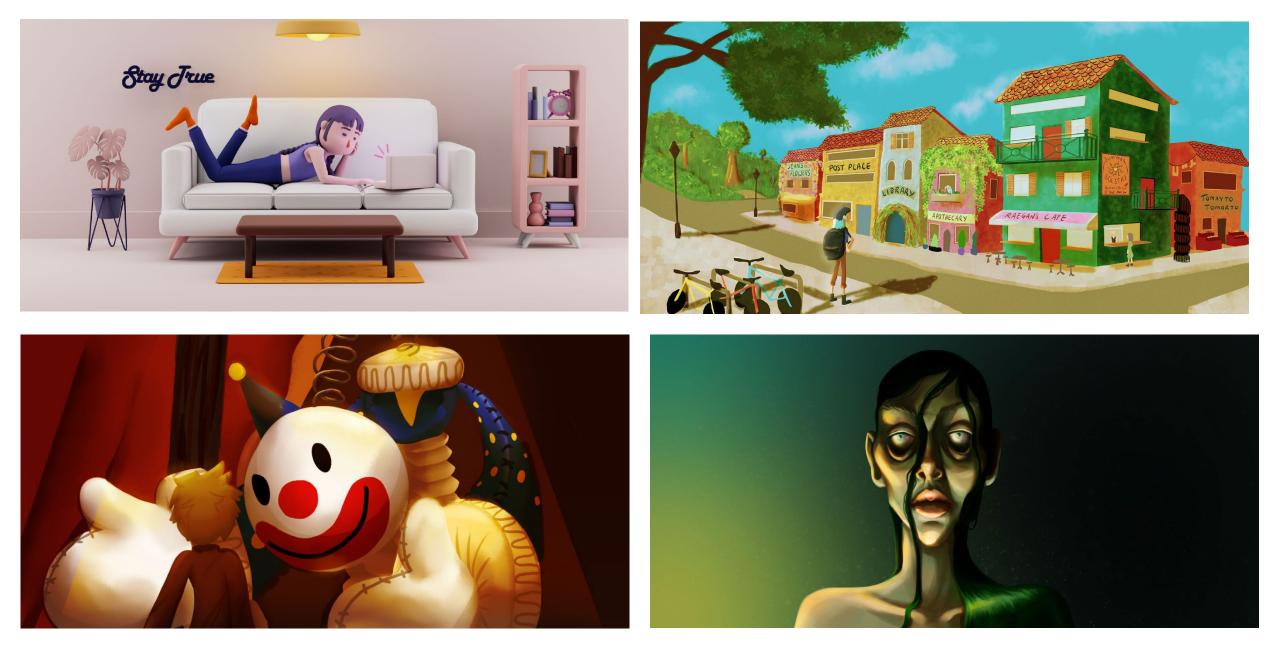


Final product outcomes

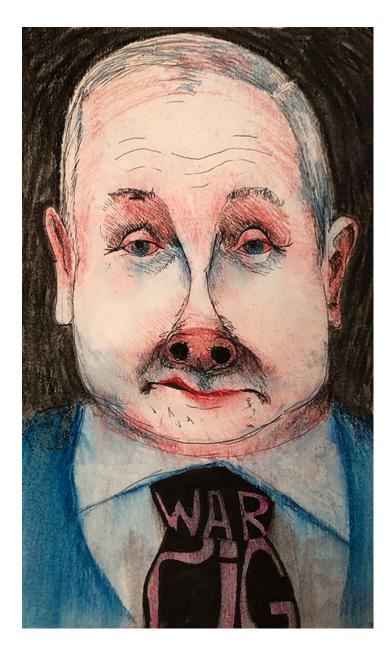




MA Graphic Communication – individual creative approaches

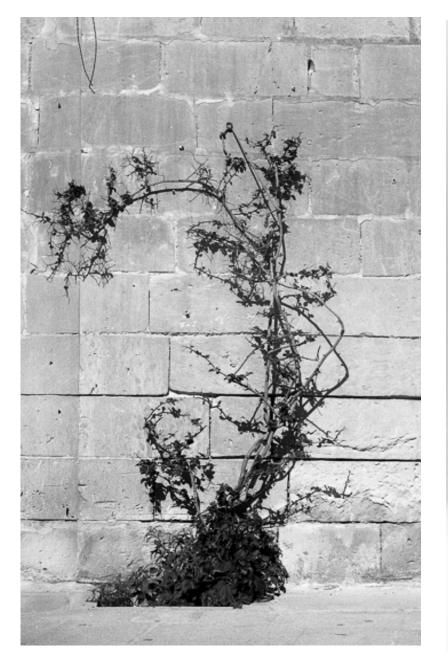


MA Animation- showcasing your creativity and personality













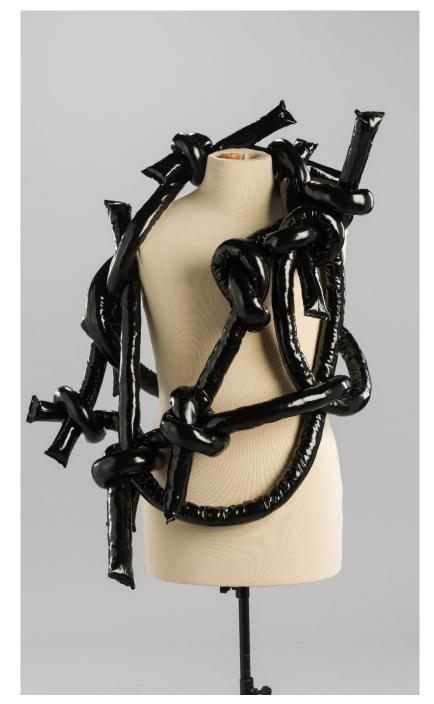


MA Photography

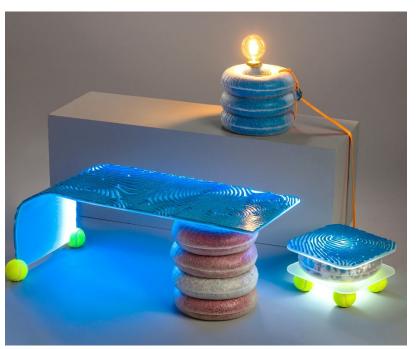


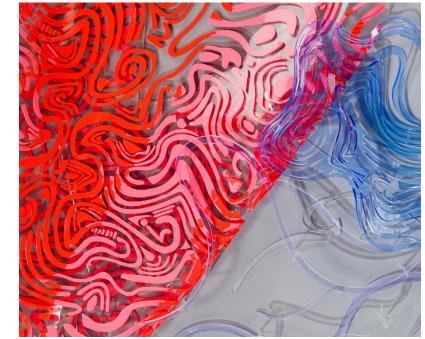
MA Fashion













MA Personal Statement

When writing a personal statement it should be clear and concise and demonstrate that you understand the focus of your course of study and the opportunities that it will provide. Please include:

- Your reason for undertaking postgraduate study
- Your reasons for applying for the specialist course of study at NTU
- Your interest experience and knowledge within your specialist subject area
- How you feel that your skills and knowledge will contribute to your specialist course and the broader postgraduate community at NTU
- How your chosen course of study will enable you to reach your future career goals & ambitions







DEVELOPING A CREATIVE PORTOFLIO FOR STUDY IN ART & DESIGN



Some common portfolio mistakes



- Too much of the same type of work
- All finished pieces, no workings
- Copying other's work
- No annotations or badly organized
- Focused on aesthetic, not content
- Boring or formulaic

DESIGN & DIGITAL ARTS



The building will accommodate a range of *creative technology* spaces that support our ambition to offer real world work like experiences with the introduction of a virtual production space, and innovation spaces where students can explore and play with the latest technologies.



Moving Image

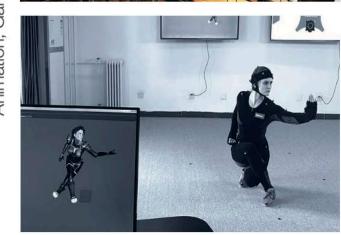


















Visual Communication

Graphic Design, Illustration, UX Design



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10-10



Large Studio

LED virtual set

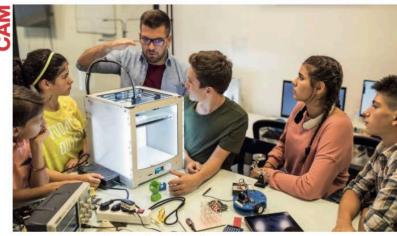
180-270 Degree LED video wall for combining real sets with digital 3D environments on screen, allowing real-time editing during shooting. This is an emerging and cutting edge technology preparing students for the industry.



Digital Innovation Lab AR

Augmented Reality

Projection mapping software provided in the digital innovation lab. Digital innovation lab's are spaces to incubate digital transformation initiatives by streamlining the process from idea generation to implementation. The creation of an innovation lab is a popular tactic among technology leaders to foster growth and promote new ideas. The school intend to host 'artists in residence' and industry partners here.



Digital Innovation Lab Workshop

The Digital innovation lab' workshop

To house the computer aided manufacturing such as 3D printing, laser cutting, hardware productions such as computer chip soldering (such as raspberry Pii).



Green Screen VFX Studio

Green Screen Visual Effect Studio Fitted with the latest OptiTrack Technology (motion capture).



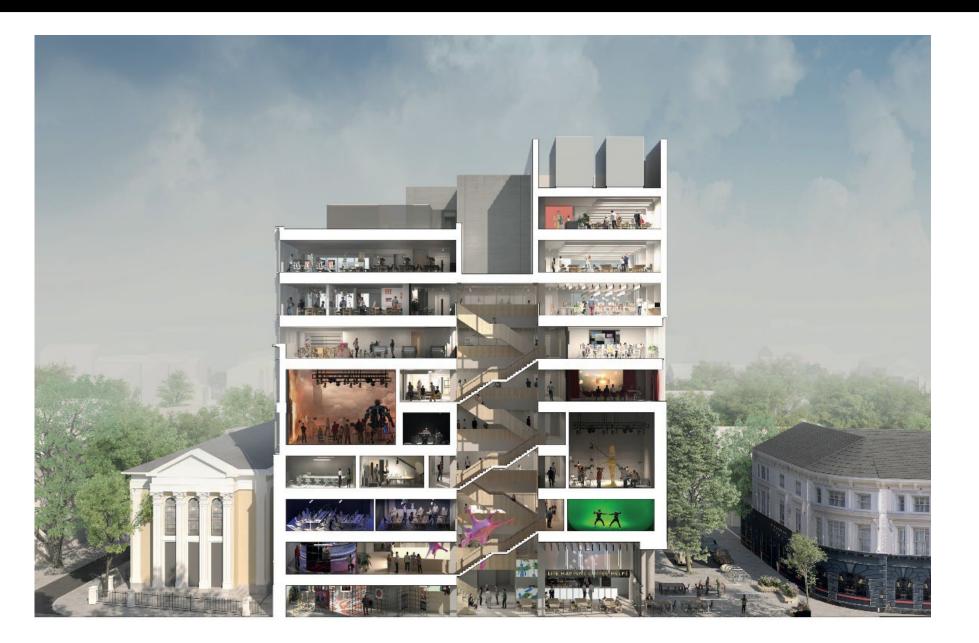
Black Box Studio

Black box studio

Controlled environmental conditions will support immersive Projection mapping & Virtual Reality.



Black Box Studio / Digital Innovation Lab AR









BA Games Art BSc Games Design













BA VFX Art & BSc VFX Technical Direction BSc Film Technology BSc TV Production











BA Fashion Photography BA Sports Photography











Thank You ANTIQUES U

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