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 designed to inform and draw on material taught in complementary modules in the same area. For this reason we don't permit students to "pick and mix" across subjects within the school, or across other schools, but expect them to 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.

Modules listed as 15/30 credits are offered on a year-long basis. Students who are here for one semester will complete one semester's worth of the work, and be awarded 15 credits.

Music Composition:

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.

Modules:

Perspectives of Music 2	5CTA1058	15/30 credits
Techniques and Technology 2	5MMF0065	15/30 credits
Studies and Investigations 2	5MMF0064	15/30 credits

One of:

Composition and Performance 2	5CTA1061	15/30 credits
Composition for Film and Games	5CTA1060	15/30 credits
Songwriting and Performance 2	5CTA1059	15/30 credits

Music Technology:

Students in this subject should have some familiarisation with the digital audio workstation and should have demonstrated experience with audio recording and engineering technology.

Modules:

Studio Technology 2	5MMF0063	15/30 credits
Professional and Industrial Context 2	5MMF0056	15/30 credits
Sound Bytes 2	5CTA1062	15/30 credits

One of:

Music and Production 2	5MUS0009	15/30 credits
Audio System and Applications 2]	5MMF0062	15/30 credits
Audio Engineering 2	5CTA1063	15/30 credits

Music Industry Management

Students must have some knowledge of the music and entertainment industry, and some education in business subjects. Students will take the below modules, depending on which semester they are here for.

Modules:

Semester A

Music and Entertainment Company Management 2	5MMF0021	15/30 credits
Music Publishing and Cultures 2	5CTA1066	15/30 credits
Managing a Small Music Business (Semester A)	5CTA1138	15 credits
Entertainment Law 2 (Semester A)	5LAW0066	15 credits

Semester B

Music and Entertainment Company Management 2	5MMF0021	15/30 credits
Music Publishing and Cultures 2	5CTA1066	15/30 credits
Music Marketing (Semester B)	5CTA1068	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.

Modules

3D Pathway

Moving Visions: perspectives on digital animation	5CTA1070	15/30 credits
Creative Project	5CTA1118	15/30 credits
Advanced Specialisms for 3D (Semester A)	5CTA1119	15/30 credits
AND		
Planning and Post Production for 3D (Semester A)	5CTA1120	15 credits
OR		
Visualisation and Professional Practices for 3D (Semester B)	5CTA1121	15 credits

2D Pathway

Moving Visions: perspectives on digital animation	5CTA1070	15/30 credits
Creative Project	5CTA1118	15/30 credits
Advanced Specialisms for 2D (Semester A)	5CTA1122	15/30credits
AND		
Concept Art for 2D (Semester A)	5CTA1123	15 credits
OR		
Interactivity and Professional Practices for 2D (Semester B)	5CTA1124	15 credits

Game Design Pathway

Moving Visions: perspectives on digital animation	5CTA1070	15/30 credits
Creative Project	5CTA1118	15/30 credits
Advanced Specialisms for Games (Semester A)	5CTA1125	15/30 credits
AND		
Games Design (Semester A)	5CTA1126	15 credits
OR		
Interactivity and Professional Practices for Games (Semester B)	5CTA1127	15 credits

Visual Effects Pathway

Moving Visions: perspectives on digital animation	5CTA1070	15/30 credits
Creative Project	5CTA1118	15/30 credits
Advanced Specialisms for VFX (Semester A)	5CTA1128	15/30 credits
AND		
Digital Cinematography for VFX (Semester A)	5CTA1129	15 credits
OR		
Live Projects and Professional Practices (Semester B)	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 must have experience in film production, including editing and shooting.

Level five

Professional Development 1	5CTA1104	15 credits
Cultures and Aesthetics (C&CS)	5CTA1072	30 credits
Pre-Production and Production	5CTA1106	45 credits
Cinematography and Sound	5CTA1105	30 credits

Creative Media and Digital Cultures

This incorporates programmes in digital media arts and interactive media design. Students must have some experience in digital media production techniques.

Modules

Connections and Perspectives: exploring Creative Media and Digital Cultures	5CTA1078	15/30credits
Teamwork Practices	5CTA1078	15/30credits

Two of:

Authoring Interactive Narratives	5MMF0043	15/30 credits
Content Management for Networked and Mobile Media	5MMF0042	15/30 credits
Windows, Mirrors and Pathways	5MMF0046	15/30 credits
Web Communities and Interactive Cultures	5CTA1024	15/30 credits

Fine Art

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

Modules

Fine Art Practice 2A	5CTA1113	30 credits
Fine Art: Debates and Values (C&CS)	5CTA1116	15/30 credits
Fine Art Practice 2B	5CTA1114	30 credits
Fine Art in Context	5CTA1115	15/30 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.

Modules

Semester A

Critical and Cultural Studies L5: Creative Design A	5CTA1117	15/30 credits
Enterprise and Employability	5CTA1097	15/30 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

Semester B

Critical and Cultural Studies L5: Creative Design A	5CTA1117	15/30 credits
Enterprise and Employability	5CTA1097	15/30 credits

One of:

Studio Practice B: Personal Direction (Textiles	5CTA1132	15/30 credits
Studio Practice B: Personal Direction (Jewellery)	5CTA1133	15/30 credits
Studio Practice B: Personal Direction (Ceramics and Glass)	5CTA1134	15/30 credits

Photography

Students will need to have studied photography prior to enrolling, or to have demonstrated technical and visual skills in the medium.

Modules

Professional Development	5MMF0082	15/30 credits
Photography Assignments	5MMF0083	15/30 credits
Photography: Application and Cultures (C&CS)	5CTA1079	15/30 credits
Negotiated Photography Projects	5MMF0081	15/30 credits

Product and Industrial Design

Students will need to have demonstrated skills in 3D production, design and idea generation. Demonstrated experience in product or industrial design is preferred.

Modules

Semester A

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

One of

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

Modules

Semester B

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

Students must have demonstrated ability in fashion design, including conceptualisation, pattern cutting and construction.

Modules

Semester A

Studio Skills 2: Fashion Technologies	5CTA1043	30 credits
C&CS Level 5 Fashion	5CTA1074	15/30 credits
Fashion Business 2: Principles of Fashion Business	5CTA1136	15/30 credits

Semester B

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

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.

Modules

Semester A

Graphic Design Essentials Part 2	5CTA1107	45 credits
C&CS Level 5 Graphic Design and Illustration	5CTA1075	15/30 credits

Semester B

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

Modules

Semester A

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

Semester B

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

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	5CTA1076	15/30 credits

Semester B

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

Model Design

Students must have demonstrated ability in design and making of props and models for film and television.

Modules

Semester A

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

Semester B

Turbo B	5CTA1055	15 credits

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