

Worcester School of Arts

2020 VISION

SHOW CATALOGUE

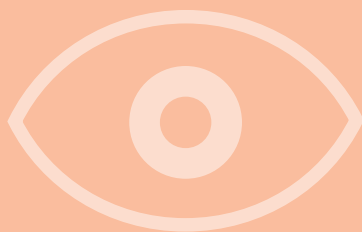


**FINE ART | GAME ART | GRAPHIC DESIGN
ILLUSTRATION | CREATIVE MEDIA**

worcesterdegreeshows.co.uk



A celebration of the best creative talent...





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Game Art
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...from a curiously imaginative School of Arts.



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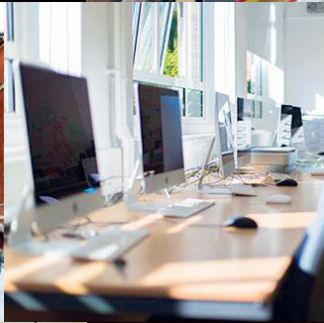
Introduction

Page 04

Worcester School of Arts...

...is alive with different ways of thinking, creating and doing. Across art, design and moving image, our students create the ideas, communication and action for a brighter future.

Across Fine Art, Game Art, Graphic Design, Illustration and Creative Media, creative practice combines the ability to imagine, explore and deliver new thinking, equipping students with the knowledge, skills and vision to shape the world through positive action.



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Fine Art
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BA (hons) Fine Art...

...combines visual art practice with critical studies and places a strong emphasis on studio practice.

Fine Art is at the forefront of cultural production, exploring new terrain and challenging existing ideas. Our course will allow you to become part of this momentum by entering into a community of artists, supported and encouraged to extend your creative work and ideas into new areas.

During the course, you will create a substantial portfolio of work to showcase your technical and creative talents, culminating in your final show.

MARTE AURORA BERGE

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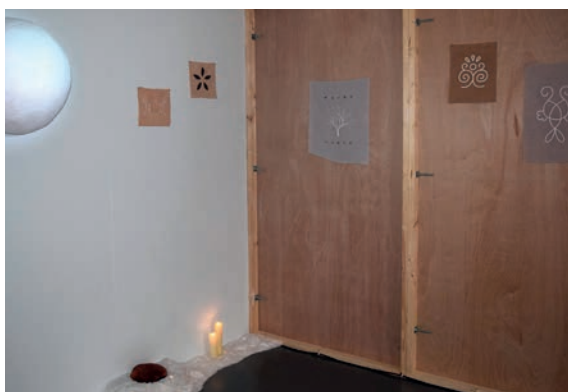


The Wheel

Inspired by the Wiccan Wheel of the Year, this project explores witchcraft in relation to the eternal cycles of the sun. Animal-human hybrids and magical artefacts are painted onto birch with natural pigments mixed with walnut oil.

Snow Moon

Symbols and sigils are printed onto organic fabric which has been dyed with vegetable peels and other kitchen waste, and magical bread was baked for this installation. The artwork is a tribute to femininity, the Earth and the moon.



MEGAN BOOTH

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Instagram: @mgnnart

#WOTTHE

Part of a series of watercolour portraits, exploring the relationship between the Instagram influencer culture and how easy it can be to fake identities online.



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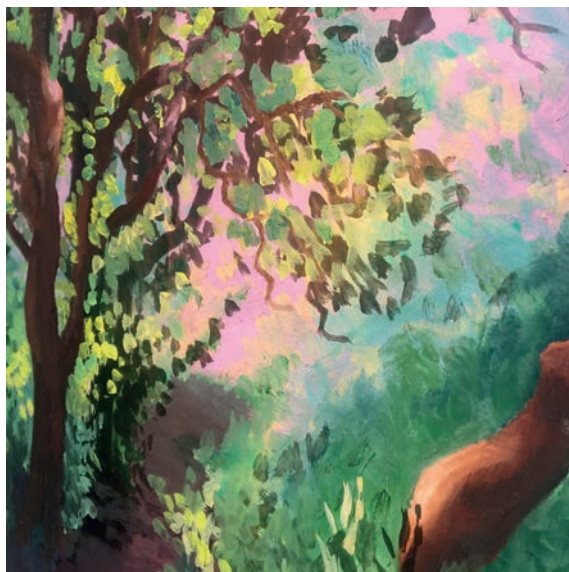
A large format acrylic painting, collecting different beauty ideals to comment on the way that beauty standards are largely unachievable and ever changing.



KATIE BRADSHAW

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The Venture

This 35.5 x 35.5cm painting consists of two layers; oil on board and acrylic on glass, reflecting our fragmented relationship with nature. This work is titled 'The Venture', as it considers a journey where this relationship is explored.



Boundless

This 140 x 250 cm painting deals with the concerns of nature, colour, and personal experience. This work is titled Boundless, as a reflection of how our opportunities to learn and develop new art have no limits.

ABBIE CHAPPELL

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The Final Girl, blood, tears and Freedom

Each of the women in these paintings experienced adversity on the set of their respective horror film. From facing abuse from film crew, to feeling traumatised by the horror subject matters- these are depicted with both void and fearful expressions.



The Final Girl: blood, tears and Freedom

A series of nineteen images, displaying a range of actresses who have appeared in the horror genre, ranging from iconic critically acclaimed horror *The Exorcist* (1973), to low-budget indie projects *Halloween* (1978) and *The Blair Witch Project* (1999).

ELOISE DAVEY

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The Digital Revolution

The imagery and pixelated text of the flames, painted on Perspex, were paired to create a visual timeline from the first Industrial Revolution to the most recent; to acknowledge the similarities and differences between them both.



Input

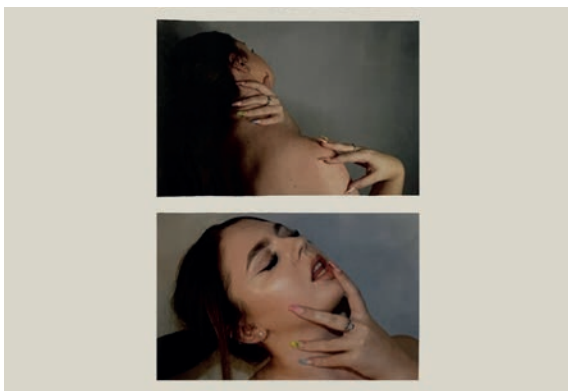
Is a sign created to represent a time where technology wasn't a part of the everyday? 'Input' is a technological word used to describe the act of data entering into a computer; so demonstrating how digitally advanced the world has become, from two different periods in time.

LYDIA DAY

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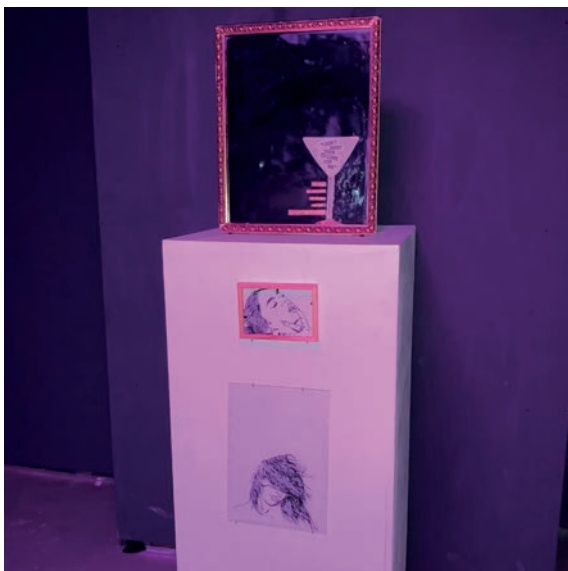
Beauty lies in the eye of the beholder

A series of photographs that investigate the female form, and how women respond within friendships and relationships. This project focused primarily on photography and the individuals I met during this time, and the stories they told me regarding their own experiences.



Under the influence

An installation in an enclosed room involving a mirror, newspaper extracts and glass drawings, with a hidden speaker telling the story of a young woman I met. The speaker tells the audience about her past experience involving alcohol and 'grey' rape.



JANNEY DINH

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Consumption

A collection of objects displaying the awareness and health factors that could affect an individual's lifestyle due to Consumption.

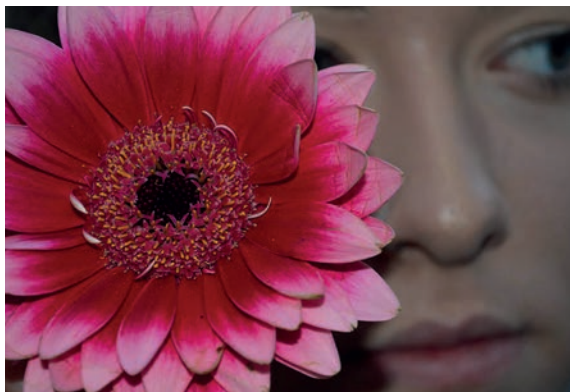
The Boy

This painting is a portrait of a young boy facing his fears and the obstacles faced in his dream. The painting depicts a scene during his dream-world where he is thinking about his next action to overcome the conflict faced.



SOPHIE EGGLETON

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Complexion

This photography series explores the texture within nature, revealing the texture thorough depth of field photography. These photos explore the texture of leaves compared human skin.



Past and present

A Series of Lino prints developed through negative and positive printmaking, reflecting upon past and present techniques. This series of three-piece prints, draws upon my love for horticulture using textiles. The large A4 prints show clean crisp outlines of aesthetically beautiful roses.

ISOBEL HENDY

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Identity

This project explored the stereotypes of masculinity, with the model Jacob who struggled with multiple identities, being a male dancer. The use of lighting and typically female objects such as glitter and make up were used to understand the discomfort.



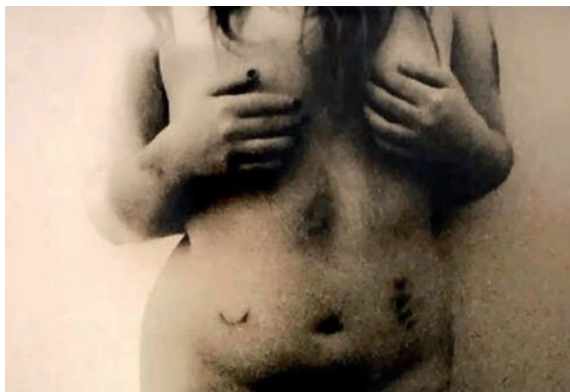
“Read Me”

This is an example of a page within a magazine I produced which focused on my version of ‘books’ with the dyslexia outlook in my experience. It aimed to not give the same shame of my struggles from reading.



STACEY JANE HORRY

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Naked Attraction

This project was a film construct that pushed taboo subjects on to the audience. It commented on themes of domestic violence and the misrepresentation of the world of BDSM. The piece features the artist as the protagonist.

Creature comforts

This project was a watercolour brush pen piece on col press watercolour graded paper. Using my contextual research on mythology I constructed this piece to show my personal rendition of the siren. The siren having deep psychological connections.



CHARLOTTE HURDLEY

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Fallen Angel

Measuring 43cm x 61cm is an acrylic paint and watercolour mixed piece. The work was inspired by Film Noir and the Femme Fatale. Themes within the piece explore the iconography of smoke, mirrors, framing techniques and layering.



The Smoke Has Lifted

Measures 233.5cm x 211cm and is a series of 22 acrylic paint and watercolour mixed pieces. The work was inspired by Film Noir, #MeToo and a dialogue between the past and the present.

RACHEL LAU

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sites.google.com/view/bluedaisy/home?authuser=0

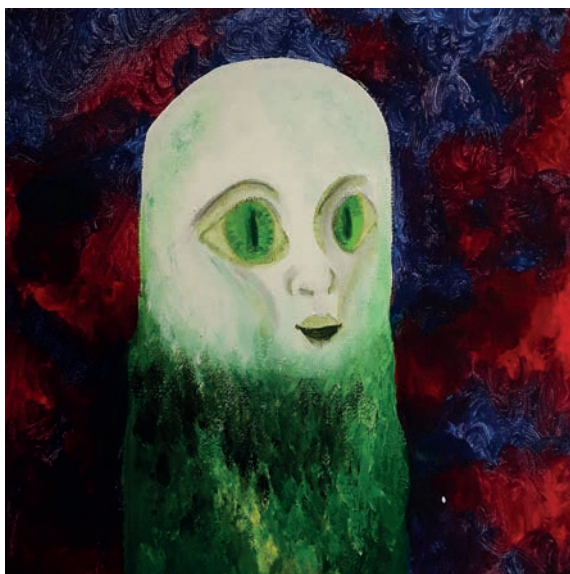


Tales of Dreams and Dragons

My project is creating a Manga about a witch named Felicity and her journey to uncharted lands to find dragons. In this big adventure she faces discrimination against magic but will overcome such obstacles with her friends by her side.

Mesa

This project explores my acrylic painting that depicts Medusa with a twist that resulted in a different monster, Mesa. Learning about Mesa and other new monsters further through a comic narrative, encouraging the monster and reader to talk.

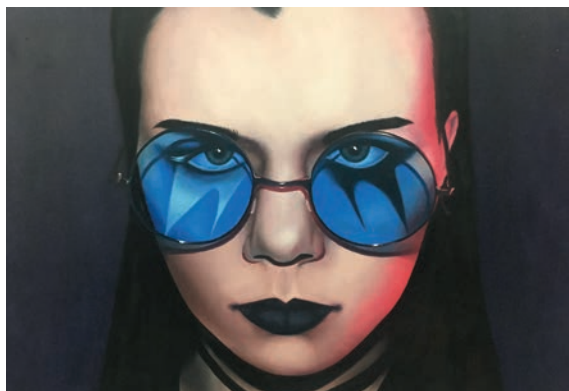


JESSICA RINGER

jringercasper@gmail.com

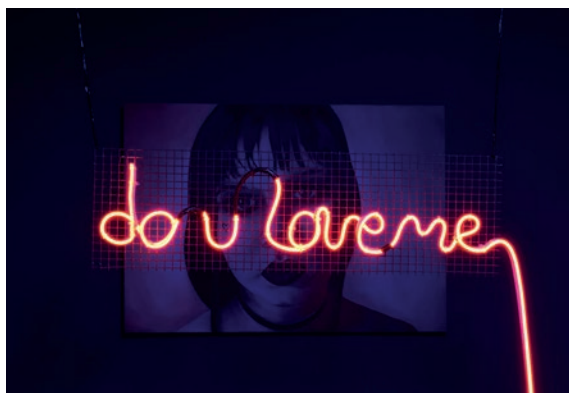
www.facebook.com/Kaspar179

www.instagram.com/kaspar179



They told us we couldn't, so we did it anyway

A piece influenced by females in the Punk/Rock industry and how they are often sexualised. The artist, Jess, finds herself fluctuating between subcultures and aesthetics, introducing this into her work, a self-portrait which captures individuality and attitude.



Indescribable Feelings

A self-portrait alongside the hand-crafted neon is influenced by her interest in creating ambience and atmosphere within exhibition environments, making her art visceral and immersive. The text is designed to be raw causing emotions to be triggered in some viewers.

CELINE LUYTKIS WERGELAND

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Instagram: @c.lw_art

The Shapeless Shape

A filmed performance exploring the mind through spoken words and cinematic effects. The artist confronts the negative side of herself known as the Fox. Throughout she realises that the Fox is simply a reflection of herself, and not a monster.



My Mind Castle

A sculpture made out of clay and matches. Based on the idea that everyone has a castle inside their mind and each room represents a different idea and emotion. The amount of rooms and floors depends on your personality.

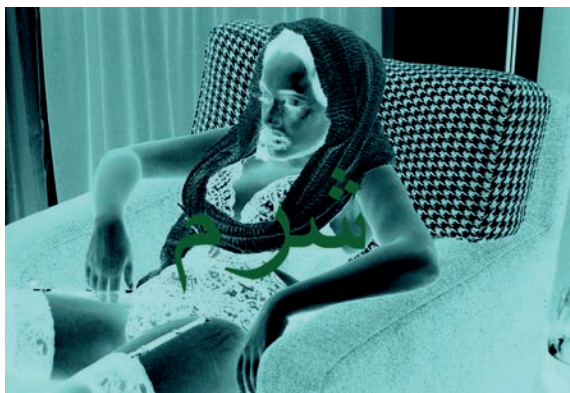


SHAMILA UR-REHMAN

project.ainx@gmail.com

Brown Girl World

Takes focus on being British-Pakistani studying and making in the arts within a Western country. This project was produced during the voting period for Brexit, pulling in aspects of discrimination, cultural struggles in art and freedom.



Rebuke Her

Discusses taboo subjects in South Asian traditions, such as sexual promiscuity, shame, and naivety. This project presents the traditional view of a disturbed, distorted, and exaggerated form of what 'freedom' entails from some South Asian perspectives.



Game Art
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BA (hons) Game Art...

...mixes creativity and talent with the latest technology and academic rigour. Our authentic, studio-based work and live briefs will boost your graduate prospects in the games development industry. You'll graduate with a portfolio of practical skills, creative abilities and technical expertise to develop successful game content.

You'll master industry software to create 2D and 3D concepts, while exploring the art of game design. You'll also learn to analyse artistic and cultural value and gain a critical appreciation of the mainstream and indie sectors within game development.

CALLUM BARNESLEY

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Fishing Hut

This game ready environment is set in a medieval fantasy fishing village. The focal point is one fishing hut beside the water edge and dock.



JACK BERRECLOTH

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www.linkedin.com/in/jack-berrecloth

Creature Project

This project consisted of creating a game ready creature asset, following the pipeline used within the games industry. Creating high quality textures was also important to bring out the details and features of the creature.



PBR Texture

Within this project I chose to improve my skills in PBR (Physically Based Rendering) and adapt this alongside my creature project. This image is one of the high-quality textures I have made.



BETHANY DORE

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D&D Book – Character Concept

My project for my final year was heavily influenced by my love of table-top role playing games and my desire to be a writer/designer for games. I decided I wanted to incorporate my self-designed Dungeons and Dragons content into its own book of my creation.



D&D Book - Map

I designed the pages of the book, including a map of one of the continents in my world which is heavily inspired by Asian countries.

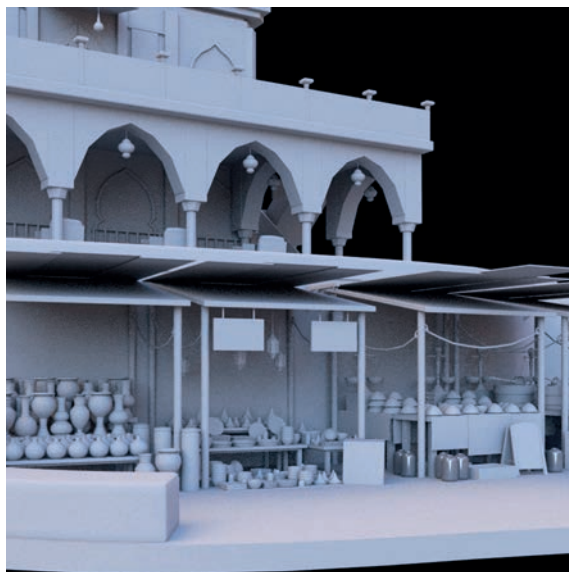


RHIANNON GREEN

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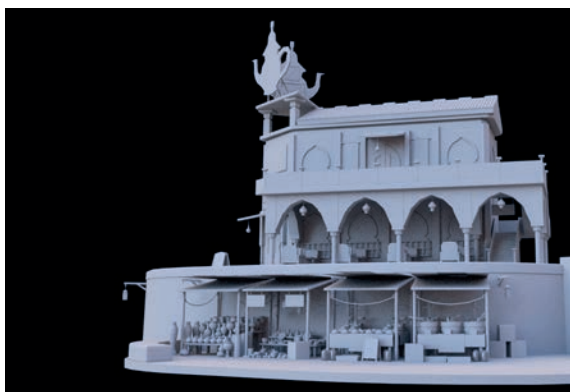
www.artstation.com/rhiannon_g

www.linkedin.com/in/rhiannon-green-40b16a196



Stylised Café Diorama

This environment scene is centred around a Moroccan inspired café and marketplace, designed and created with the intention of pushing colour and style within my work.



JACK JONES

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Modular Hospital Interior

A modular hospital displayed within this game engine, exploring storytelling through a dramatic environment setting while visually maintaining a realism of finish.



GABRIELIUS MATUSEVICIUS

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www.linkedin.com/in/gmatusevicius

Stylised Female Character

This female character is inspired by a high resolution and epic adventure, game art visual style.



KEIRAN MISTRY

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Pirate Desk

Set within a pirate's cabin, this project looks to create the centre piece that is the captain's desk. The desk is dressed with various artefacts that give some insight into the character that commands this ship.



JOSHUA ROBERTS

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Sci-Fi Concept Art

A concept project exploring a relationship between character design and the environment in which they are situated. The final concepts were achieved by utilising both 2D and 3D creative methods.





BA (hons) Graphic Design...

...is a multi-disciplinary experience that will equip you with the creative, conceptual, technical and critical skills expected of designers in the twenty-first century.

It will provide you with a solid grounding in all areas of visual communication, considering how original ideas, strong narrative and crafted detail are applied to brand identity, packaging, publishing, advertising, digital and multimedia platforms.

You will increasingly gain exposure to commercial and professional situations as your academic knowledge and practical abilities grow.

CRISHAN DALVAIR

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D&AD New Blood Awards

VBAT, the leading creative studio in Amsterdam have created a challenge to re-imagine the identity of a local bike hire scheme in a city, which can be an existing or a new scheme to encourage people to use bicycles.



Live Brief

An externally set brief, to design a 'promotional tool-kit' for Abbey Bar & Restaurant, used as publicity to increase Brand awareness and drive food and drink sales and influence the look and feel of future visual communication.

CALLUM DANIELS

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www.callumddaniels.myportfolio.com

D&AD New Blood Awards

The project was to find a genre, song or musical movement that represents a cause of my choice. I was to create a typography-first design of a vinyl cover, poster, digital element and a touch-point of my choosing.



Creative Digital Imaging

The design brief was to create packaging designs and promotional material packaging for a product of my choosing. This was also a Typography-first design task with no imagery allowed to be used.



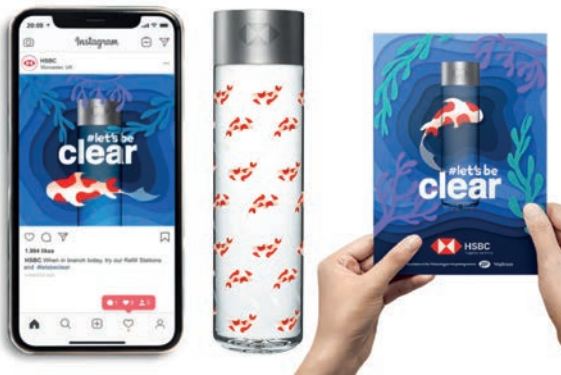
DANNIELLE EDWARDS

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www.the-dots.com/users/dannielle-edwards-771636

D&AD New Blood Awards

For this environmental HSBC brief, I complete an integrated campaign named #letsbeclear. My role predominantly involved research, concept development, storyboard design and animation. The idea was expressed across multiple touch-points.



The Art House website - live brief

This online brief allowed me to explore the creative potential of interactive design. I created a bespoke type face and explored bold colour combinations. This informative project allowed me to take a client on a creative, engaging and successful journey.

SHIONA FINLINSON

sf.graphicdesign@outlook.com
www.sfinlinson.myportfolio.com



D&AD New Blood Awards

Brief set by the phone network, Giffgaff. Space trash is an issue which will affect communications of all kinds in the future, including 5G. I created a series of promotional material to encourage people to donate to possible future space trash clean up mission.



Industry collaboration

The Art House was opened in 2019 and it required a website and identity. The website needed to reflect the university - inviting and inclusive of people of all abilities. Regular meetings and presentations with clients helped produce the final outcome.

DAMIEN FREEMAN

djf3599@gmail.com

www.damienfreeman.myportfolio.com

D&AD New Blood Awards

A typographic based project that was produced to help raise awareness for a cause of my choice. I chose to pursue mental health and create a reassuring campaign for the audience.



Major Project

I researched the most effective methods of promoting a wildlife conservation campaign and centre, gaining a substantial amount of knowledge on the matter and applied this to my promotional materials.



ADAM HARTWELL

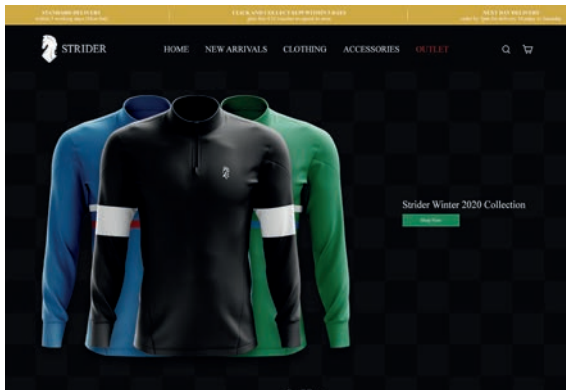
adamghartwell@gmail.com

www.adamhartwell.myportfolio.com



D&AD New Blood Awards

The aim was to convert customers to Nike plus and expand Nike plus memberships in 2020 to make it more appealing to 14-19-year-old girls in London.



Major Project

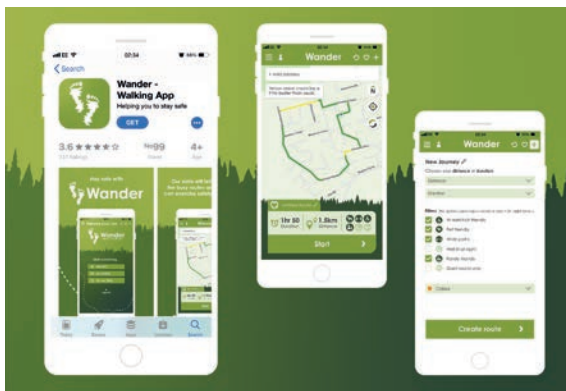
For this project I studied how a graphic designer could enhance the marketing of a new men's clothing brand. With the knowledge I learnt I applied this to making my own men's clothing brand.

KATRINA LEE

contact@katrinalee.co.uk
www.katrinalee.co.uk

Wander - Walking App

In response to COVID-19, I designed an app that allowed users to create personalised walks that would factor in the safety measures that were in affect during the pandemic, creating safe and new routes for them to enjoy.



New Leaf - Bookstore Brand

New Leaf is an environmentally aware bookstore that promotes sustainability in all aspects. I felt there was a market for a higher-quality, eco-friendly bookstore that really gave the customer a unique experience, and created the branding for it.

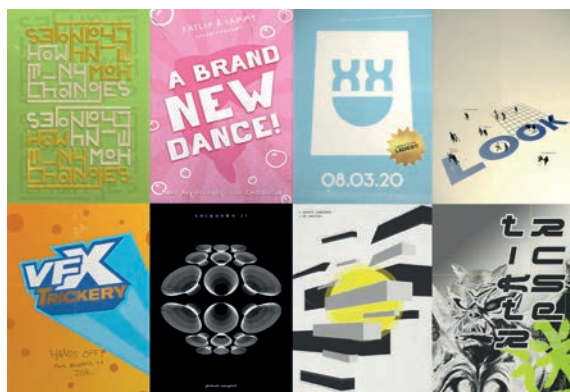
JOSEPH ROBINSON MINERS

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www.joeminers.com

D&AD New Blood Awards

PLANET B is an awesome, real time response to sustainable change. By completing pledges and milestones, users collect pixels and build a new virtual planet – from the smallest creatures to the tallest buildings.



A World of A4

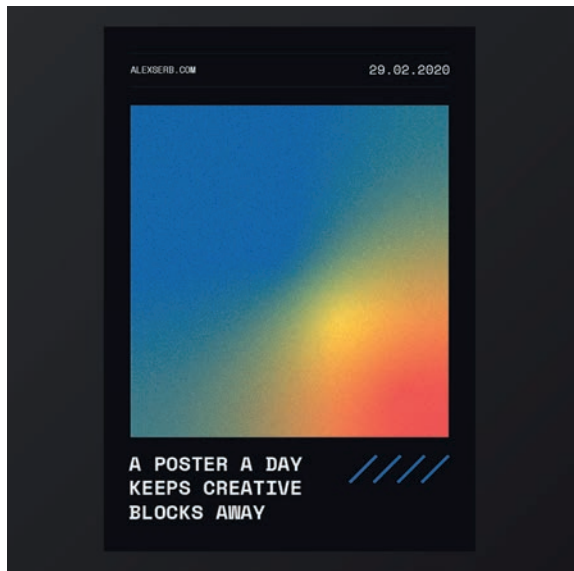
I've been creating a poster every day since January 2020. Finding influence thorough music, film and the day-to-day, poster design helps me hone my creative skills and build a broad collection of work that I can be proud of.

ALEX SERBANICA

thisis@alexserb.com
www.alexserb.com

Daily Posters

At the beginning of 2020 I decided to train my creative muscles by creating a poster every day. If you want to see the entire project have a look on my Instagram @alexserbcom.



Impact Report

The Students' Union is an independent charity, devoted to the educational interests and welfare of all students studying at the University of Worcester. At the end of 2019 they asked me to design their Impact Report.



BIANCA SOUTHALL

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Major Project

A project that investigates the impact social media marketing can have on new businesses in the skincare industry in which adhere to popular trends such as Veganism, non-animal testing and a more current trend of supporting local and British businesses.



Pressure Project

Double sided flyers and digital banner design for clients, 'Hundred House Coffee' in a 24 hour Pressure Project. Enhancing the strong influence art has on their ethos through their brand identity.

ASHLEIGH SWEET

ashleighsweet@hotmail.co.uk
www.ashleighsweet.com

Major Project

A brand identity and marketing campaign for Fresh Plant Milk, a sustainable plant milk brand with reusable bottles. Each bottle has its own pattern and accent colour from the vibrant and 'fresh' colour palette.



SU Leadership Elections

I designed the campaign for the Student Union Leadership Elections which had a Star Wars theme. For the initial posters, I combined famous Star Wars quotes with the hashtag #DontDuckOutOfDemocracy and created silhouette illustrations, focusing on colour, depth and texture.



NATALIA WIECZOREK

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Instagram: nataliaw_design

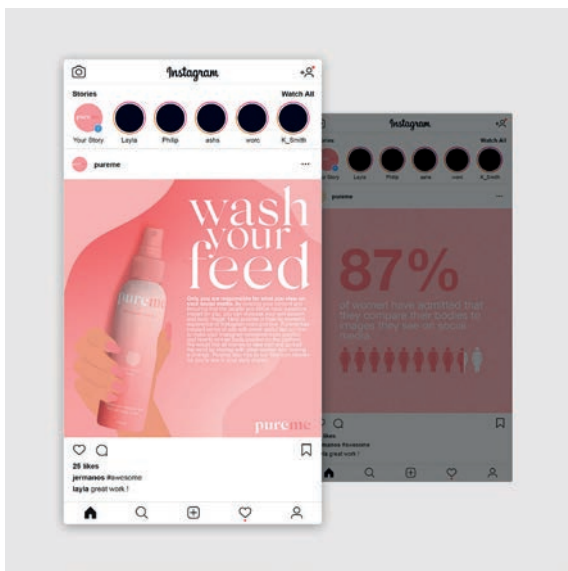
SU Accreditation Awards

The Students' Union commissioned me to design certificates for each of the course representatives accreditation awards. I used a refreshed colours palette and typeface selection to refresh the Universities design style.



Instagram Photo Advertising

A set of Instagram designed adverts including: photography, video and stories, to encourage young female users to 'wash' their Instagram feeds, turning negative content, which makes them feel negative, into a positive feeling.



ADELE VASKELYTE

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www.adelevaskelyte.com



D&AD New Blood Awards

For this educational Lego brief, I developed a creative and interactive platform that invites teenagers to participate in design challenges. Each brief is set by a world renowned Graphic Designer or product designer, inspiring the next generation of creative thinkers.

Ginos Pizzeria Brand - live brief

Visual identity and packaging design for Ginos, a traditional Italian family Pizzeria. The elements and colour of the identity reflect the core values of; bringing people together, inspiration through taste and culture and sustaining an authentic future.





5

Illustration
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BA (hons) Illustration...

...challenges the position of the illustrator within commercial, social, political and cultural contexts, exploring illustration as a visual language, and it's relationship with the text that it addresses, encouraging you to develop an ambition for your own practice founded on subject knowledge.

There is a focus on international collaboration and real-world experience, with industry links to major illustrators and publishers from around the world (such as Axel Scheffler), so you can be a part of the international illustration community from day one.

Develop your ideas and your portfolio and show them off in public exhibitions.

SYEDA FASHIA BATOOL

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www.fasihabatoool22.wixsite.com/fasihaillustrations

Derwent art prize competition entry

A view of a beautiful landscape in Lalazar, Pakistan. The colours used to depict the juxtaposition between the tranquillity of nature and the busyness of industrial vehicles and manmade huts bring a sense of motion and life to this piece.



Showing Punjabi attire through Puppetry

A visual representation of Punjabi attire through puppetry. The traditional garments worn by the male and female differ in form, and the bold colours symbolise the lively spirit of Punjab.

WILLOW BUTLER

willowpippinart@hotmail.com

www.sites.google.com/view/willowpippinart



The Thawing of Amaro Franklin

This project sought to explore queerness within 19th century cowboy culture through the medium of the graphic novel. I was also interested in the combination of two genres which typically do not go together – the Western and the Romance.



Lighthouse Keeper Print

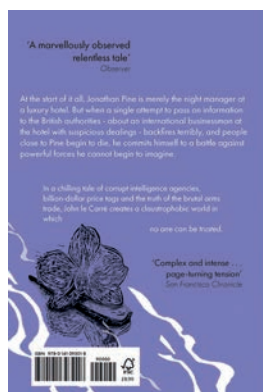
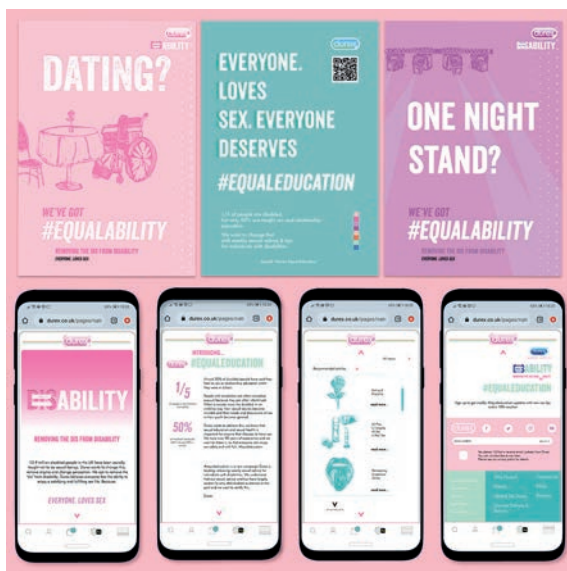
This was from a series of preliminary prints on the subject of 'The Lighthouse Keeper', a theme which I also used to create a silent graphic novel made exclusively with experimental new printmaking techniques. This print was done using Tetrapak.

JAMIE CHEW

jamiechew13@hotmail.com
www.instagram.com/jamiech3w

D&AD New Blood Awards

A campaign that marketed Durex as a sex and relationship wellbeing brand. Pastel, skin undertone colours with linocut illustration and strong typography defining the identity. The central idea was to empower disabled people through this new educational website.



Penguin Student Design Awards

The cover design is for - The Night Manager by John le Carré. The idea incorporates symbol and metaphor, to communicate the plot. Roper's yacht is represented as AK47's and Sophie - represented as a fluorescent boat trail, when photocopied she vanishes from the cover.

IONA CHRISTIAN

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www.icillustrations.co.uk

Howl's Moving Castle

My entry for the Folio Society and House of Illustration, book competition. I loved exploring this story and creating narrative work to communicate the magical characters and plot line. I am delighted that my illustrations for Howl's Moving Castle were shortlisted.



Bringing the Scripture to Life

A children's picture book communicating three parables of Jesus. This illustration is based on The Parable of the Sower. I explored ways that selected words, symbols and narrative images can be used to tell biblical stories to reinforce narratives of faith to children.



EMMA COOPER

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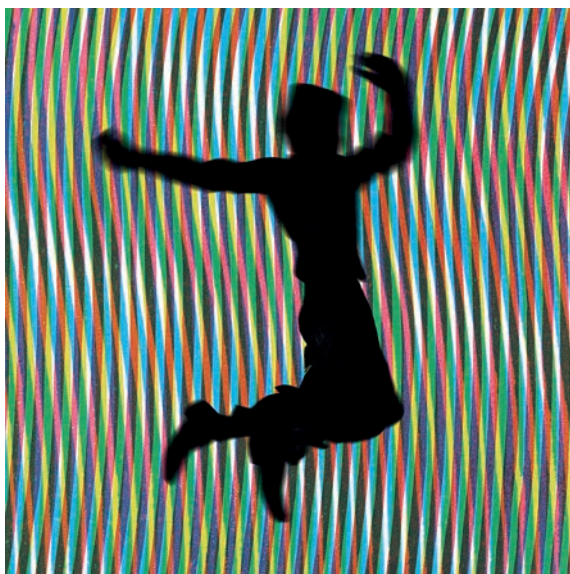


Canal Prints A3

The cropped image shows sections of my exploration of the Birmingham and Blackcountry canals, illustrated as a long, narrow linocut print image, approximately 2.4 metres in length. The overall print consists of 8 hand cut, hand printed A3 sections.

Movement in Print

As my Final Research Project, I wanted to find ways of portraying movement within a still, printed image. To give context, I researched Northern Soul dancing and have turned my images into would-be posters.



LIAM FARMER

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www.liamlefr.wixsite.com/illustration



Fairy Tale Chapbooks

These two illustrations were created for one of three chapbooks based on Angela Carters fairy tales. These images are a pastiche to Mughal miniature paintings, as they illustrate the tale 'The Chinese Princess' which is originally a Mughal Fairy Tale.

Batsford Prize Entry 'Earth'

This image was created to embody the theme 'Our Planet'. The full illustration showcases different animals from around the globe, patterns from different cultures, mountain ranges, rivers and flora.



MEG HOLLOWAY

meganhollowayart@gmail.com

www.meganhollowayart.wixsite.com/illustration



The Minotaur

A lino-print from a set of three illustrations depicting the Greek myth of Theseus and the Minotaur, inspired by the poem 'The Minotaur' by Joel Ryan'



Impacts of Littering

Two posters out of a series of nine, created to raise awareness and protest the use of plastic, and the negative effects it has on marine/ocean life.

OLIVIA KELLETT

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Penguin design award

My book cover for the Penguin Design Award is a representation of the circle of life, encompassing all the wonder and weirdness that surrounds us. After many, many...many attempts I am happy to be a fully obsessed collagraph printmaker.



A story about a mole

A concertina that takes us on a journey to meet death, grief and regrowth along with mole and his red watering can. A story very close to my heart and a healing process. Dedicated to my mum, Joanna Kellett.



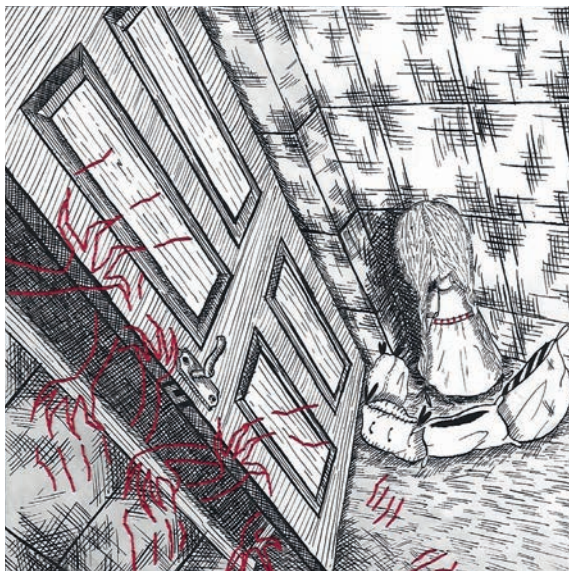
KAMILE KIEKSAITE

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Illustration as Therapy

This is one of the eight illustrations I made for this project. I wanted to put my fears on the paper and see if that helps as a way of therapy. I used dip pen and embroidery to create the images.



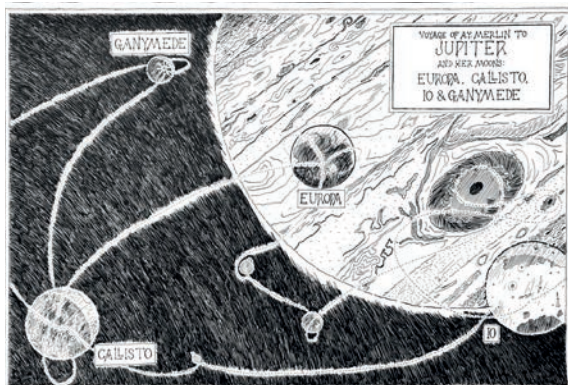
The Twelve Months

An illustration I made for Picture This! competition. It is an image of a famous story 'The Twelve Months' and I enjoyed working it, because it is from my childhood. For it I used digital process.

BRENDAN PARSONS

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Jupiter and her Moons

This is a map from an imagined Victorian expedition to explore the outer reaches of space. It forms part of a rag-tag collection of documents from the expedition which I made to indulge my love of Victorian, Astronomy and Navigation.

Woodland Characters

A description of the project in less than 40 words. Some Woodland Characters from a series of rubber stamps I made. Much of my work, including these stamps, is inspired by the folklore, magic and landscapes of Dartmoor National Park.



CHLOE PORTER

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Contemporary Practice

This is one of the illustrations I produced for the project Inktober, where you have 31 days to make 31 drawings. The theme I followed was mixing 2 animals together. For example, this is a hen combined with a pelican.

Professional Practice

As part of this project we needed to make promotional artwork to send out to potential clients. This is an illustration from the book 'The Ugly Duckling' which is included in my promotional package.

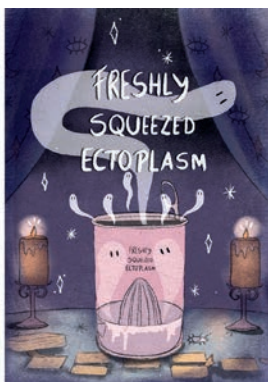


CLAUDIA SANTOS

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The Life Cycle of the Badger

This is a picture book exploring the circle of life through the perspective of a badger. For this I used a mixture of traditional and digital processes to create a range of spreads showing the final months of his life.



Unusual Food Packaging

These are a range of posters advertising unusual food packaging. I created these to try and brand things we would not normally see in shops while still making them appealing. These images show two posters out of a series of five.

EMILY SMITH

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Sever the Hand Album Artwork

The aim of this project was to explore the visual language of Heavy Metal. This is the album cover for an imaginary Heavy Metal band called Sever the Hand. The image is purely digital but uses traditional painting techniques to create the portrait.



Fearful

This is an image from my concept development for a book I made all about fears and phobias and how we can take small steps to overcome them. The book is in a children's book format however I have aimed it at adults.



ZOSIA SWARBRICK

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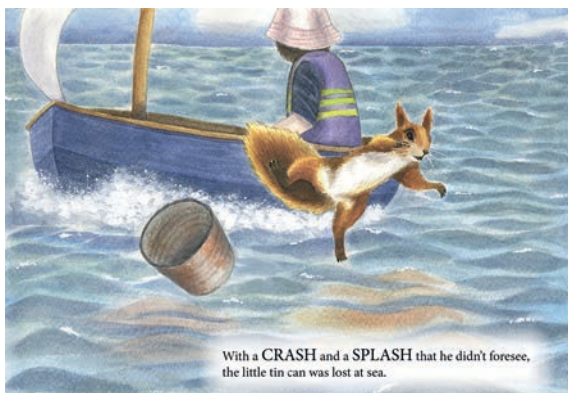


Rockcliffe

Rockcliffe is a small coastal village in the south-west of Scotland, a beautiful place my family have been visiting since 1970. With so many fond memories, I wanted to create a reportage style project to document these experiences in watercolour.

Craigie Red Squirrel

I wrote and illustrated this rhyming children's story, based around my favourite place - a little coastal village in Scotland. It's about a young red squirrel who goes on an adventure, coming across various challenges and the characters on his voyage.



HAZEL TAYLOR

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Forgotten Liverpool

Encapsulates my thoughts and feelings while rediscovering parts of 'forgotten Liverpool'. Heavily inspired by the psychogeography movement I have visualised my experiences while retracing the history of buildings and structures in my home city.



A Wren's Lure

A Wren's Lure Is an artist book centred around the Origins of 'Hunt The Wren Day' in the Isle of Man. This book is made from a mix of collagraph and linocut print, later being manipulated digitally. As well as folding out to reveal a handprinted collagraph wren feather.



CHARLOTTE WALLER

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A watercolour study of a forest environment

A mystical and enchanted forest environment, the fog is a veil for the unseen and unknown, which waits for the viewer, out of sight and reach.

Laura's Star

The first two pages of a three page comic depicting a condensed version of the children's book "Laura's Star" by Klaus Baumgart.



BECKY WHITBY

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A Tale of Edgar Allan Poe

Inspired by the American Gothic Writer Edgar Allan Poe, this image is part of a series focusing on his poetry. I wanted to show a contrast of the two worlds he lived in, the imaginary and the real through his own words.



Post Medieval

This is a parody newspaper inspired by the visual language of the medieval but with a contemporary twist! Created with the medieval audience in mind I have included pages such as what's your love horoscope reading? and ask Dr Plague.



RHEA WILSON-WRIGHT

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Enchanted Inktober

The Goddess Gudridr is my entry for 2019's Inktober encapsulates my way of working, utilising both writing and image making to create a well-rounded character.



Last Name No

My dissertation project focused on the illustrated novel, looking at how words and images can enhance one another and thus form the greatest, most dramatic possible outcome.



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Media** Page 69

MA Creative Media...

...lets you negotiate an individual programme of study. The course has been written to allow the greatest choice of flexibility of learning experience, as you may be developing your practice, working as a new media professional, or a self-employed practitioner.

Alongside your creative and practical work, you will develop key conceptual skills; gaining an understanding of the cultural, historical and technological influences that continue to shape art, design and visual communication.

The programme supports you as a postgraduate student-practitioner in the development of creative and professional skills necessary for the next stage of your career.

SHARN DHESI

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Conscious Journeys

A project that is an extension of the “The Illusion of Free Will” and focuses on an aspect of psycho-geography, concentrating on the emotions felt throughout the journeys. These are represented with the use of colour.



The Illusion of Free Will

A project that questions and toys with the idea of free will and theorises whether it is in fact an illusion. Installations of line work created with vinyl cuttings record day to day life.



LUKE FREWIN

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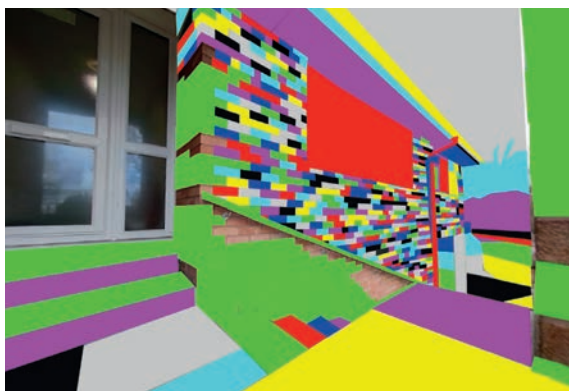


The Lift

This short film project utilises the location of an elevator as the protagonist. It explores ways in which the environment acts upon the characters inside the elevator and unpacks the symbolism of vertical motion in relation to themes of class, security and morality

untitled_house.file

In this 360-film piece, element by element, the house and its surroundings are masked entirely by the SMPTE colour bars, commonly used as an “off the air” symbol. This device is used to transform a natural environment into a man-made one.

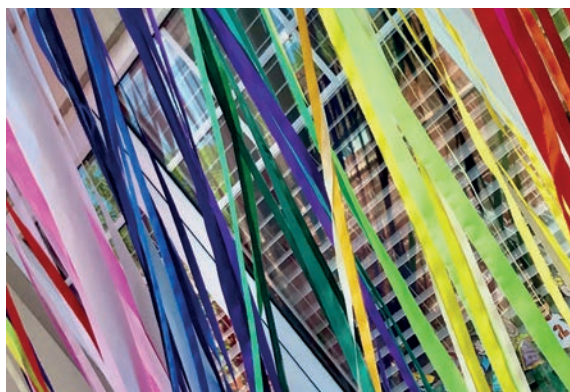
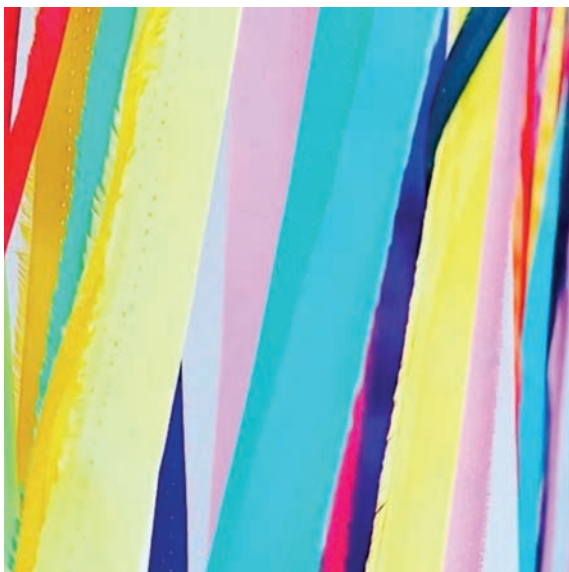


LORNA HORTON

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Polysemantic Ribbons

There is a joy that exists within Lorna's Socially Engaged Creative Practice visualised here in her Polysemantic Ribbons Installation created in April 2020. Lorna's practice encourages others to participate and experience their own creative identities.



JAMES KEARSEY

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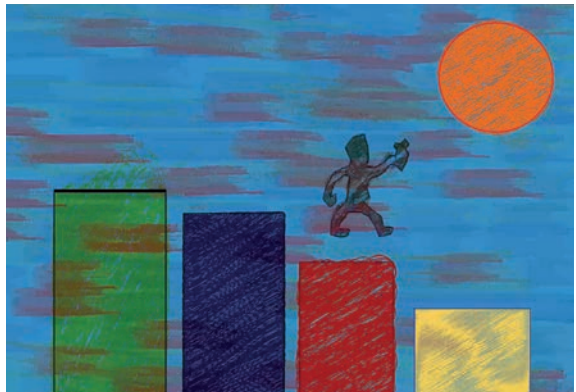


New Beginnings

Created during the creative digital media module 'Experimental Practice', this piece was used to identify my creative process and how and what catalyses the imagination. The mystery of the scene poses questions to the viewer, allowing further developments in the final story.

The Buildings are Alive

This is a still from an animation that explores the theme of re-birth, and the transition from a natural world to an artificial one. These worlds represent a dichotomy of what is humanly recognisable and what is inhumanly alien to us.



EMIL LOW

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Productive and Longing

During the “Experimental Practice” module, I fully explored how my emotions and art connect with a ‘draw first, think later’ approach, titling each piece with a single word to reflect on my feelings during the day.



Magical

In contrast to the previous image, this piece explores brighter and lighter feelings with matching colours, a floating, flying feeling. One could say it is a magical feeling.

JULIAN MASLANYJ

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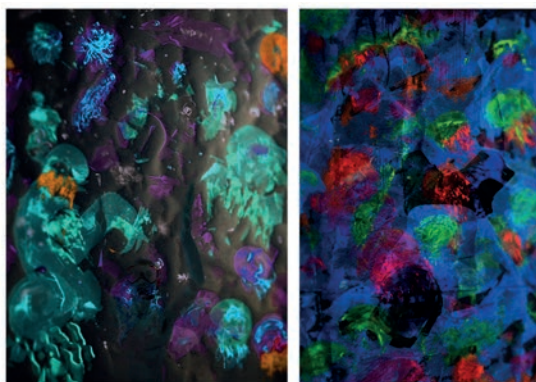
Swimming in colours – Ukrainian Kobzar

Closely linked to my Ukrainian cultural roots and childhood memories. The image depicts a traditional bandura player with the colours of the Ukrainian flag, combining Abstract Expressionism and digital media.



Swimming in colours – Fish 1,2

The idea came about by chance from a visit to a Sea Life Centre, where my imagination was captured by the colourful display of luminous fish. The project combines Abstract Expressionism and experiments with colour using Adobe Creative Cloud.



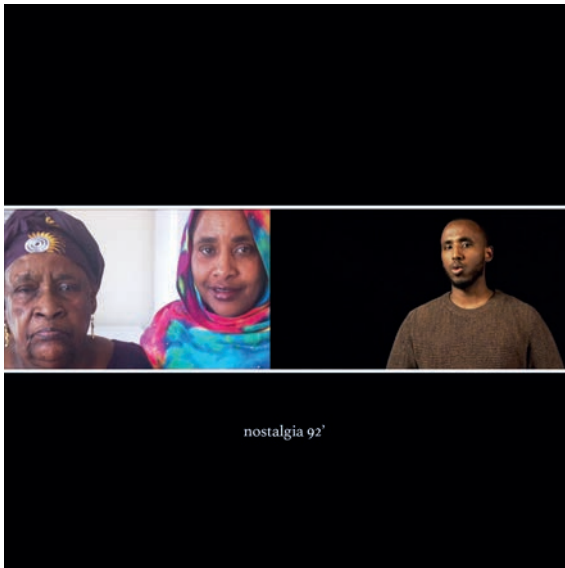
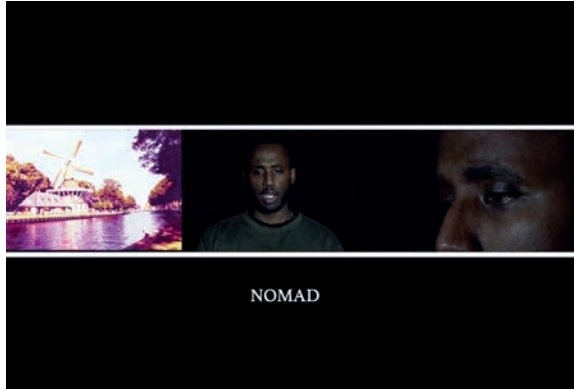
BASHIR YUSUF

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Instagram: @just_bash

Nomad

A personal exploration of the impact my multi-cultural upbringing had on my sense of belonging. Through experimental film NOMAD explores the idea that one's identity is waiting to be filled by experiences and never stops evolving.



Nostalgia 92

An experimental narrative moving image piece that explores the concept of assimilation versus acculturation. It addresses immigrating at a young age and not losing one's cultural markers, taking place at the intersection where my culture, religion, ethnic origin and nationality meet.





Creativity is intelligence having fun...

ALBERT EINSTEIN



