

Study abroad with the School of Creative Arts 2023/24

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.

Students are expected to engage in a full semester (60 credits) or year (120 credits) of study on one programme – it is not permitted to mix and match across programmes or take single modules.

Music Composition: CCMC – SMP2S / MCTFG2S

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.

Modules:

- 5CTA1233-0905 Perspectives of Music 2
- 5CTA1231-0905 Techniques and Technology 2
- 5CTA1232-0905 Studies and Investigations 2

One of:

- 5CTA1235-0905 Composition for Film and Games 2
- 5CTA1234-0905 Songwriting and Performance 2

Music Technology: CTMUS – LSLT2S/ MSDT2S / MUP2S /RAP2S

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

- 5CTA1230-0905 Sound Technologies and Techniques 2
- 5MMF0056-0906 Professional and Industrial Context 2
- 5CTA1229-0905 Audio Specialisms 2

One of:

- 5CTA1228 Music Production Practice 2
- 5CTA1227 Music and Sound Design Technology Practice 2
- 5CTA1226-0905 Audio Engineering Practice 2
- 5CTA1225-0905 Live Sound and Lighting Technology Practice 2

Music Industry Management: CTMIM – MIM2S

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

- 5CTA1224-0905 Understanding Music Organisations
- 5CTA1223-0905 The Digital Environment
- 5CTA1222-0905 Popular Music: History, Context and Impact
- 5CTA1221-0905 Independent Project

Animation: CTDANM –CTDIGA – 3DAVE2S/2DA2S/3DGAD2S/CCA2S

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. You are advised to apply early.

Modules

3D Animation and Visual Effects

- 5CTA2017-0906 Moving Visions (Semester AB)
- 5CTA2012-0206 Creative Project (Semester B)
- 5CTA2011-0901 Progressing 3D and Visual Effects (Semester A)
- 5CTA2016-0906 Pre-Production & Professional Practices (Semester AB)

2D Digital Animation

- 5CTA2017-0906 Moving Visions (Semester AB)
- 5CTA2012-0206 Creative Project (Semester B)
- 5CTA2010-0901 Progressing 2D Animation (Semester A)
- 5CTA2015-0906 Design, Interactivity & Professional Practices (Semester AB)

3D Games Art & Design

- 5CTA2017-0906 Moving Visions (Semester AB)
- 5CTA2012-0206 Creative Project (Semester B)
- 5CTA2008-0901 Progressing Games Art (Semester A)
- 5CTA2013-0906 Games Design & Professional Practices (Semester AB)

Comics and Concept Art

- 5CTA2017-0906 Moving Visions (Semester AB)
- 5CTA2012-0206 Creative Project (Semester B)
- 5CTA2009-0901 Progressing Character & Concept Art (Semester A)
- 5CTA2014-0906 Comics & Professional Practices (Semester AB)

Fashion and Fashion Business: CTFAD – FAD2S/ FASFB2S

Students must have demonstrated ability in fashion design, including conceptualisation, pattern cutting and construction to undertake the Fashion Design modules. Fashion Business modules do not require making or pattern cutting experience.

Modules

Fashion and Fashion Business

- 5CTA2031-0905 Strategic Sales, Marketing and E-Comm (L5) (Semester AB)
- 5CTA2032-0901 Buying and Merchandising (L5) (Semester A)
- 5CTA2028-0105 Advanced Fashion Product Development (L5) (Semester B)
- 5CTA2035-0905 Concept to Customer for Global Markets (L5) (Semester AB)

Graphic Design and Illustration: CTGD – GRD2S/CTGDAB – GDAB2S

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

Modules

Graphic Design

- 5CTA1244-0901 Graphic Design Essentials Part 2 (Semester A)
- 5CTA1245-0901 Graphic Design Studio Practice (Semester A)
- 5CTA1246-0206 Graphic Design Professional Development (Semester B)
- 5CTA1247-0206 Live Briefs: Graphic Design (Semester B)
- 5CTA1243-0906 Contextualising Contemporary Practice (Semester AB)

OR...

Graphic Design: Advertising and Branding

- 5CTA1244-0901 Graphic Design Essentials Part 2 (Semester A)
- 5CTA1248-0901 Fundamentals of Advertising and Branding (Semester A)
- 5CTA1246-0206 Graphic Design Professional Development (Semester B)
- 5CTA1249-0206 Live Briefs: Advertising and Branding (Semester B)
- 5CTA1243-0906 Contextualising Contemporary Practice (Semester AB)

Illustration: CTIL – ILL2S / ILL2EX

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

- 5CTA1250-0901 Illustration Essentials Part 2 (Semester A)
- 5CTA1251-0901 Illustration Studio Practice (Semester A)
- 5CTA1252-0206 Illustration Professional Development (Semester B)
- 5CTA1253-0206 Commissions (Semester B)
- 5CTA1243-0906 Contextualising Contemporary Practice (Semester AB)

Interior Architecture and Design: TCIAD – IAD2S / TCARCH – ARCH2S

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.

Modules

- 5CTA1139-0906 C&CS L5 History and Theory – People, Buildings and Cities
- 5CTA1140-0906 Advanced Technology

PLUS ...

Either (Interior Architecture / IAD)

- 5CTA1151-0905 Design Skills 2
- 5CTA1150-0905 Design Studio 2

Or (Architecture)

- 5CTA1142-0906 Architectural Design Skills 2
- 5CTA1141-0906 Architectural Design Studio 2

Model Design: CTMD – MDME2S / MDCCE2S / MDSE2S

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

Modules

Semester A

- 5CTA1241-0905 Talking Models: the theory of practice (C&CS)
- 5CTA1237-0901 Design Process and Realisation
- 5CTA1236-0905 Turbo Projects

One of:

- 5CTA1238-0205 Model Effects Contextualised Model
- 5CTA1240-0205 Special Effect Contextualised Model
- 5CTA1239-0205 Character and Creative Effects Contextualised Model

Film and Television Production: CTFMTV - FMTVPA2S

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.

Modules

- 5CTA2018-0905 Drama and Documentary
- 5CTA2020-0905 Film and TV studies and Contexts
- 5CTA2019-0905 Connecting Theory and Practice

Digital Media Design: CTDMD – DMD2S

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

Modules

Semester A

- 5CTA1157-0901 Connections and Perspectives I: exploring Creative Media and Digital Cultures (C&CS)
- 5CTA1259-0901 Teamwork Practices
- 5CTA1258-0901 User Experience Design

Semester B

- 5CTA1158-0105 Connections and Perspectives II: exploring Creative Media and Digital Cultures (C&CS)
- 5CTA1153-0105 Independent Project
- 5CTA1155-0105 Storytelling and Gaming