



SoA

SCHOOL OF ARTS

UNIVERSITY
OF WORCESTER

**SH
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20
21**

20-26 MAY

The Art House

Castle St, Worcester
WR1 3AR

worcesterdegreeshows.co.uk

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

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A celebration of the best creative talent...

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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
Page 06

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.

JESSICA BARRETT

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Advocacy in Blood

Animated GIFs, digitally drawn. In response to the 'Religious Reproductive Rights' campaign by The Satanic Temple which advocates for free choice over one's own body. The projects work to eliminate the social stigma associated with abortions.

Stop-Motion Animation Short Film

A stop motion animation film using found components which responds to the artists own experience's of the social stigmas associated with having had an abortion and being a proud Satanist.



KIRA BENTON

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OKAY

A short art film that follows the testimony of the artist's gradual spiral into depression after prolonged isolation. Mundane, daily life during the pandemic drives her mental health into dark places forcing her to confront demons that existed before quarantine.



DECONTAMINATE

Part of the photo series 'The Contemporary Experience', DECONTAMINATE exploring the mental and physical struggles people battled in the early months of the COVID-19 pandemic. This photo was inspired by the international fear and paranoia around possible contamination.

CAM BRYAN

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'A Demon Glued To My Back'

Acrylic, Oil Pastel, Oil, Graphite, Coloured Pencil, House Paint, Charcoal, Foil and Paper on Canvas

100 x 100 cm



'Run Run Run'

Acrylic, Oil Pastel, Graphite, Coloured Pencil, House Paint, Staples, Sewing Needle and String on Canvas

120 x 100 cm

LIZZIE HODGES

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Performativity

This portrait shows the bold, powerful gaze as actress Cate Blanchett inhabits the male gender, in her portrayal of musician Bob Dylan. The graphite nuances of gender are asserted amidst the oils of a stained glass atmosphere.



Never to Feel the Burning Light

This oil painting, which touches the sun, was directly inspired by the quote:

Never regret thy fall/O
Icarus of the fearless
flight/For the greatest
tragedy of them all/
Is never to feel the
burning light.



ERICA HODGKINS

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Instagram : @ericagraceart



Brain Freeze - Eugenica

Brain Freeze comes from a larger body of work called 'Eugenica' and the work discusses themes of genetic engineering and designer babies.



Genetic Mess - Eugenica

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 has no limits.

JAMIE HOPKINS

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“Boy Racer” – 2020

‘Boy Racer’ is a sculptural painting which is drawn from my interest in the UK’s car modification scene. The visuals are from films and video games such as ‘Fast & Furious’, ‘Need for Speed’ and ‘Midnight Club’. The visual referencing is nostalgic for me.



“Protest Ur Right” - 2021

‘Protest Ur Right’ is a mixed media painting responding to the current ‘Kill the Bill’ protests surrounding the new Anti-Protest Policing Bill. The graffiti tags are referencing related tags used within the Bristol ‘Kill the Bill’ protest.

JULIET MOOTZ

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River Fall

'River Fall' explores climate change and rising river levels. A response to last year's flooding in Worcester February 2020, salvaged willow sticks were nurtured back to life, their new roots visible as they regenerated during the installation.



2021 Alchemy

A new symbol, 2021 Alchemy, representing value, Earth and protection has been hand carved into a slab of reclaimed slate. Photographed on location, the image was then collaged into a cyanotype print sky.

ELLIE PAYTON

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Looking At Someone Looking

Embracing the limitations of lockdown, I used digital photography to create a miniature glowstick model; working with colour and light to explore how they influence a person's mental well-being. Inspired by Dan Flavin and Liz West.



See A Rainbow

180cm x 150cm braille light installation created to raise consideration to those with visual impairments. Inspired by Roy Nachum.



LAREN FOURLEAF

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Lenore

'Lenore' is large in form and bold in presence but is muted in tone and texture to which alludes that she is not yet the person she was born to be.



Brianna

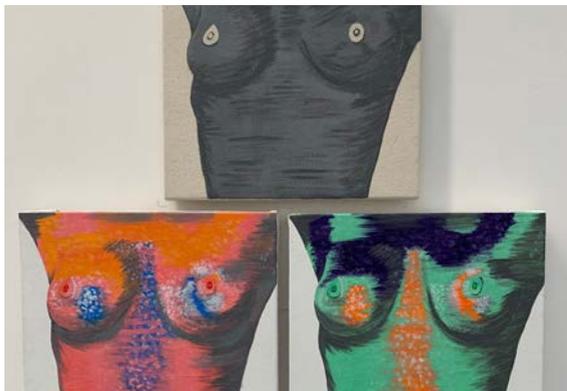
'Brianna' uses composition and form to exuberate her being in the most elaborate way possible, to which questions her identity as a being. Her accentuated features pose the idea that she does not identify, but more so exists unapologetically.

EMILY WADDINGHAM

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Triple Vision

A triptych of paintings that explore different depictions of the body. Discovered through colour and an abstract style, this piece demonstrates how bodies can be perceived, while simultaneously breaking the stigmas and achieving body positivity.



‘See It for Yourself’

Evidences inequality between male and female bodies still prevalent in society. Involving a manipulated image of a male's chest being censored the way women are, this piece actively demonstrates the bias between the sexes on particular social media platforms.

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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.

VICTORIA BALL

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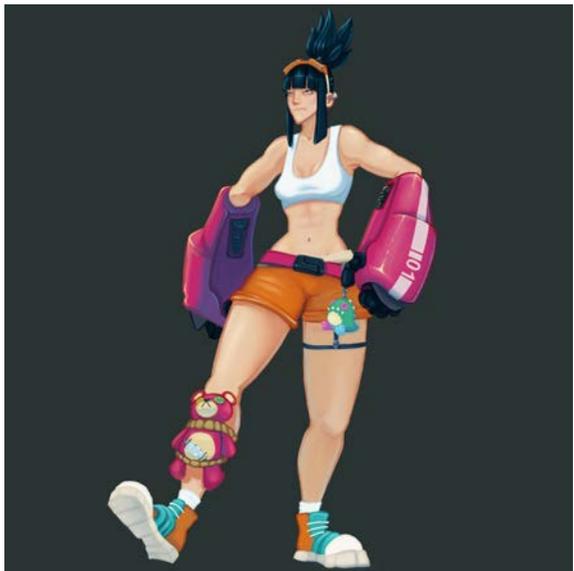
Junko; Professional Junk Collector (Concept Art)

Concept art showing Junko, a short-tempered woman who likes to repurpose old technology and collect trinkets from the past.



Junko; Professional Junk Collector (Character Concept Sculpt)

This project was about creating a colourful stylised character that conveys character and the world through her design.



GRAEME GORDON

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'The White Emperor' Character Concept Sculpt

The primary focus of this project was to demonstrate the production pipeline involved in the field of 3D creature design. After the concept was established, the processes of UV baking, retopology, painting, texturing and lighting was explored.

'The White Emperor' Detail

It was important to the artist to demonstrate an ability to capture likenesses. Accurately representing a specific individual is widely appreciated as one of the more difficult areas of sculpture to achieve and therefore the challenge I set myself to show my ability.



THOMAS INDER

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BSP Temple Map Layout

This project was about understanding and creating a playable level which compliments a series of mechanics from a traditional third person shooter.



Temple Map Layout, further in development

I experimented with different AI attributes/abilities to see how these changes could influence the layouts of the map, based on player testing and interactions.

SHINDY LEONG

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Abandoned Arcade, Game Ready environment, Unreal Engine

This final project is an arcade that has been abandoned after an accident at a nuclear power plant. Inspired by an article where a radioactive explosion occurred in Fukushima, Japan; a cold and mysterious atmosphere being created.



Wood Floor and Dirt Material

CARLY LLOYD

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'CARLO | Gas Station' Game Ready environment, Unreal Engine

This game ready environment portrays an abandoned 1960's gas station in a vast desert landscape; intended for an action-adventure game set across America, following one man on his quest to find meaning and survive.



'CARLO | Materials' Substance Designer

These materials have been created in Substance Designer and are used throughout the 'CARLO | Gas Station' environment.



CONOR REILLY

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“Tropical Island Campfire” Game Ready environment, Unreal Engine

My final project is a campsite set on a tropical island in Hawaii 500 years ago. My main focus for this scene was to get good lighting and composition that helps make the objects I created stand out.

“Tropical Island Campfire” Alternate Lighting

I experimented with different types of lighting in my scene to try and create a completely different mood and feel.



JOSEPH WOODBRIDGE

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‘Lisbon Underground’: Lighting

The lighting in the scene has a major impact on the environment, changing how the player will perceive the game world. The goal was to achieve a cold and abandoned atmosphere.



‘Lisbon Underground’: Game Ready environment, Unreal Engine

This game ready environment blends the modern-day Lisbon Underground with aesthetics that portray an abandoned world. The environment is intended for a first-person survival game, where people have become zombie-like due to COVID-19.

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Graphic Design
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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.

LAUREN ANDERSON

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D&AD New Blood Awards

Tackling a fictional story called 'The Faraway' from the esteemed company Audible Originals, designs incorporating advertising took place. I created an 'out-of-the-box' design for the cover, description page, banner and out-of-home mock-ups.



Major Project

For this project I researched into the cognitive features of children to understand how their brains work and how it effects their education. With this knowledge, I created a picture book revolving around an adorable character; 'Penny the Penguin'.

PERRAN BRITTON

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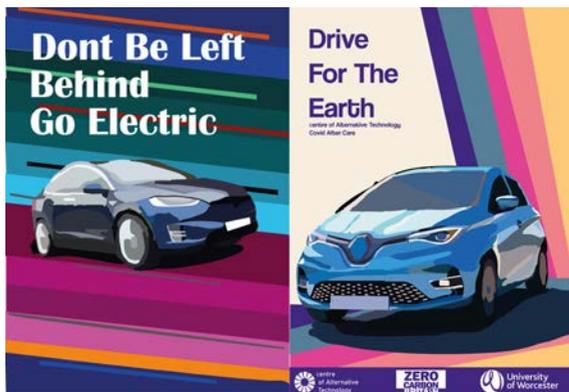
D&AD New Blood Awards

I have been tasked to create an innovative marketing campaign for Duolingo to entice new users to the app.



Green Design

Working with the Centre for Alternative Technology (CAT), I was tasked to create a poster campaign advising users to lower their carbon footprint.



CAMERON CLAYBURN

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<https://dribbble.com/cameronclayburn/>

D&AD New Blood Awards

Spotify Waves is designed to be a new feature on Spotify which shares music with those around you. It is a new way to discover a great variety of music and connect with others. Additionally, Waves introduces an instant messaging capability into the Spotify app.



Bibyke Project

Bibyke was a brand design brief for a same day bike courier service. The design conveys efficiency and security without being visually stale or cliché. I also devised a sub brand of Bibyke - "Nyght", which acted as a USP for the company. With Nyght, you are able to have your late night projects delivered first thing next morning simply and safely.



JAMES CRITCHLEY

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Worcester Music Festival - Final Major Project

This self-set brief was to create branding and accompanying assets for Worcester Music Festival in addition to my investigative report for my final major project. Skills: Brand identity design, asset creation, presenting mockups.

GiffGaff Recycle - D&AD New Blood Awards Submission

These assets were part of my submission for the 2021 D&AD New Blood Awards, where I was tasked to advertise GiffGaff's recycle scheme. The full animations are included on my Instagram account. Skills: Brand guideline consistency, asset creation, photography, motion graphics.

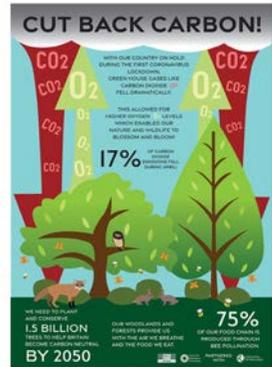
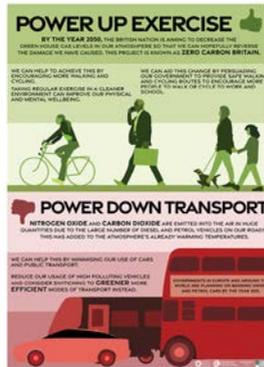


ALEX HOLLOWAY

lexi.holloway@virginmedia.com
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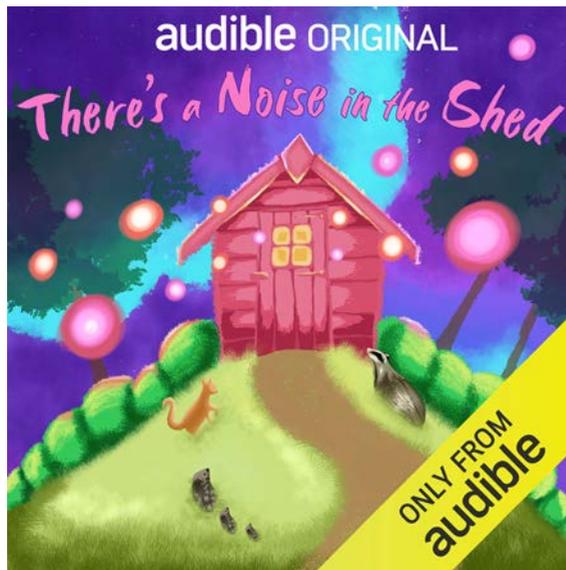
Green Design: The Centre for Alternative Technology

Designing two posters to inform the audience about the transport we use and the nature around us. The transport poster labelled; 'Power Up Exercise and Power Down Transport'. The nature poster labelled; 'Cut Back Carbon'.



D&AD New Blood Awards

I selected the Audible Originals Brief called 'There's a Noise in the Shed', for the D&AD New Blood Awards. The idea behind the brief was that they were replicas of Audible briefs to give the designer an idea of what they're like.



JORDANNA JOSE

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Concierge Design

The product designed was for a dish washing liquid brand called Concierge. This was a typographic based project, which gave me the idea to create my own typeface that simultaneously works as the design for the brand logo.



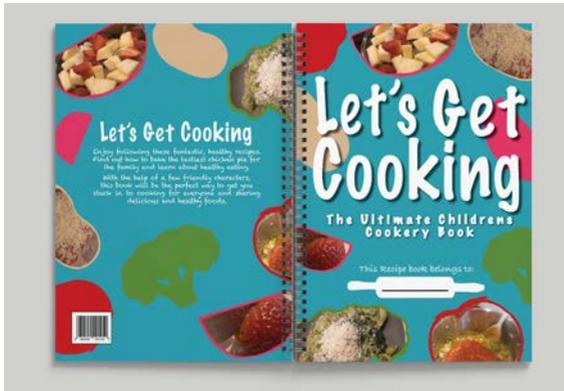
NQT Site Design

This was a website design created for newly qualified teachers to help with lesson plans. This was a brand design as well as a site design. The idea for this site was to make it feel less corporate so the NQTs feel like they are casually working, the colours are used specifically to distress the user.

LAUREN MCCORMICK

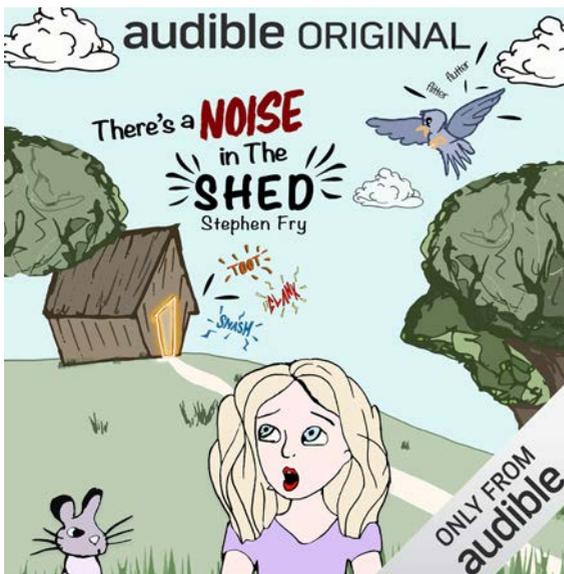
lauren@ponderosa-birds.com

Instagram: lauren_mccormick1508



Let's Get Cooking

A recipe book designed to encourage children aged 7 to 9 to eat healthily by showing them the fun of cooking healthy and delicious meals for themselves and their families.



D&AD New Blood Awards

A fiction Audible Original book designed for the whole family to enjoy listening together. It tells the story of a young imaginative girl figuring out what the noise from the shed is.

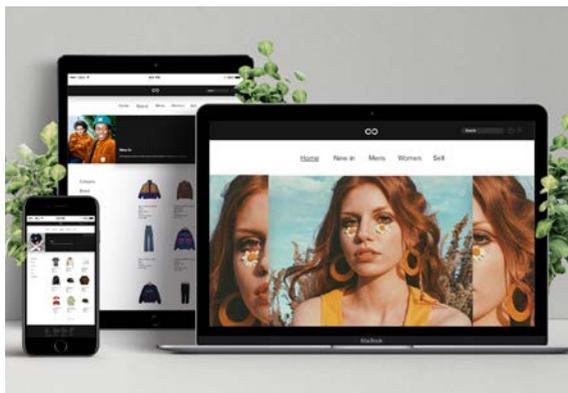
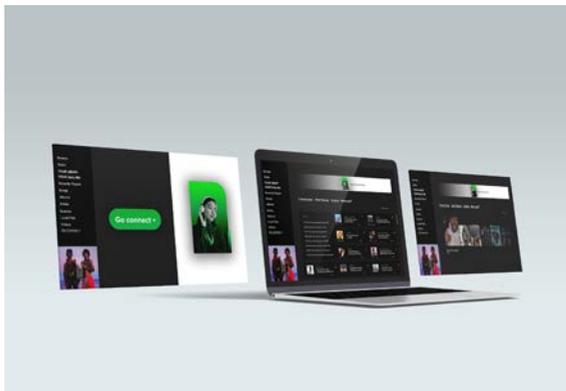
MARK SMITH

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<https://crocodile-icosahedron-a695.squarespace.com/>

D&AD New Blood Awards

This is a design for an exciting brief which was to help connect freinds, artist and other cultures around the world through music on Spotify. My app consisted of many features such as 'Friends Feed', 'Artist Stories', 'Go Explore' and 'Direct Share'.



Live Brief

This is a vintage clothes website for a client called Hustl & Bustl which are an upcoming company, this design followed a strict structure, layout and theme. The website is easy to navigate whilst giving a classic vintage feel.

CLAIRE WALKER

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D&AD New Blood Awards

The project consisted of creating a packaging refresh for Grey Poupon which would appeal to young American adults. The packaging refresh consists of illustrative elements which captures the story of Grey Poupon.



Major Project

Exploring the concept of 'how mobile phones have impacted the way young people communicate'. Publication and campaign which makes adults aware of a problem that is overlooked. Phones are not the problem. The problem is the way humanity uses them.



AMY WARBURTON

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Major Project

This project researched into children's educational board games, leading to the development of my own board game titled Zoomania, which focused on the idea of a 'day trip to the zoo' collecting animals.

Green Design

This brief was in collaboration with the Centre For Alternative Technology, aiming to create resources in the form of posters, leaflets and social media promoting positive lifestyle changes relating to the Zero Carbon Britain initiative.



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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 its 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.

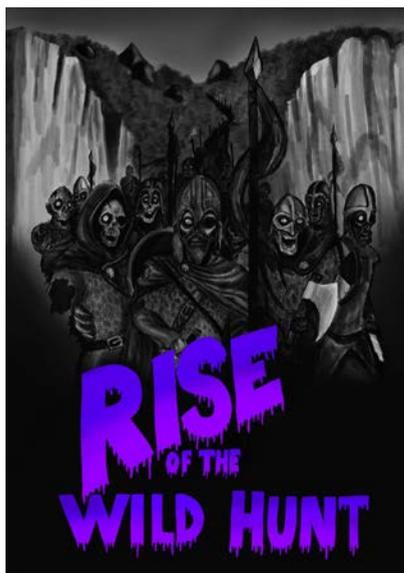
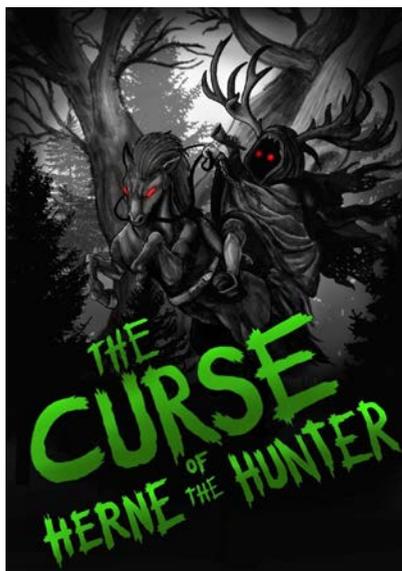
Develop your ideas and your portfolio and show them off in public exhibitions.

JAMES CHANCE

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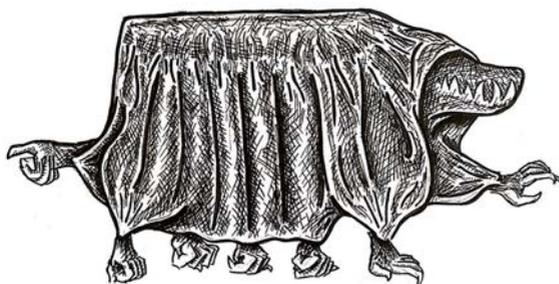
Mercian Folklore Horror Posters

For this project I researched a handful of folklore creatures from the ancient English region of Mercia, with inspiration taken from retro horror movie artworks I aimed to create a horror poster for each of the folklore characters.



EMMA HEATH

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Contemporary Practice - Inktober

This module involved completing art competitions and challenges. This illustration was for Inktober “throw”. I gave myself the theme of monster design, and chose to interpret throw as a synonym for “blanket”, creating this creature.



Joint Module Project - Dinosaurs in Victorian London

A joint creative writing and illustration project creating a setting where prehistoric creatures are mysteriously appearing in an alternative world's Victorian London. This illustration is of a scene written about in a fictional newspaper I am creating.

TOBILOBA IPAYE

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Project 01

This is a character that I created in 3D, and my time and experiences in illustration helped create the design.



Project 02

The image I have illustrated here demonstrates how foreign power affects African countries. Even though the African leaders make deals with foreign powers, there is often a hidden agenda.

ELEANOR JARVIS

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Earth

As part of a series of illustrations for one of my assignments I decided to turn the planets into people. I imagine Earth would be an alternative vegan café owner.

Pluto

From the same series of illustrations I took the shy, no longer classed as a planet, Pluto and gave her more of a somewhat depressing vibe. Both these pieces allowed me to explore background work which I now enjoy and hope to practice more.



LOUISA LONG

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Rewilding

This project looked at how animals are reintroduced into the wild. I wanted to document how the reintroduction of grey wolves affected the entire eco-system of the Yellowstone National Park through illustration.



AMELIA ORAM

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The Tooth Fairy Stop Motion

A stop motion animation project based on my character design of an alternative tooth fairy. This fairy steals children's teeth while they sleep and puts them into its own body to feed off the memories of those children.

Investigation Into How Different Cultures Describe Death

Through this project, I explored the different characterisations and various symbols of death in different cultures from around the world. As part of this, I considered the idea of birds being omens of death.



CAMERON PICKSTOCK

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camcreatez.com/blog



An Antidote to Fast Fashion?

I researched into the effects of fast fashion and possible antidotes to the industry that everyday people can get involved in. I have custom painted and illustrated a 1-of-1 fast fashion product to spread the awareness of the problems associated with clothing.



Covid Suit

During the first lockdown in 2020 I created this illustrated hazmat suit to represent the unity between people even though we are separated; it shows that even in a pandemic, people still come together. Art made with posca ink, paints, fine-liners and thread.

EMA PRIECINSKA

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Slovak Traditions

This illustration is a part of my dissertation work where I focus on Slovak traditions and its pagan roots. This image illustrates a “carnival” that happens in season between spring and winter.



Inktober

This piece is from the online art challenge ‘Inktober’, in which you have to create images according to word prompts. I was following a personalized prompt list made by Slovak artist Taly. This illustration’s prompt word is “Skull”.

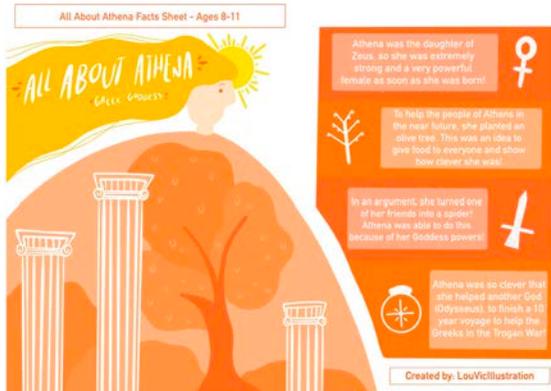


LOU SLATER

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Instagram: @louvic_illustration



Aphrodite

Throughout my exploration of Saints, Gods and their images, I have created stylised children's posters to share my interest in ancient beings and their stories. This piece is one of four: Athena, Apollo, Dionysus and Aphrodite.

Jeanne Baret

As part of my practice in botanical illustration, I created a series of botanist portraits which have ended up being the project I am most proud of in my time at Worcester University. The piece shown represents French botanist, Jeanne Baret.

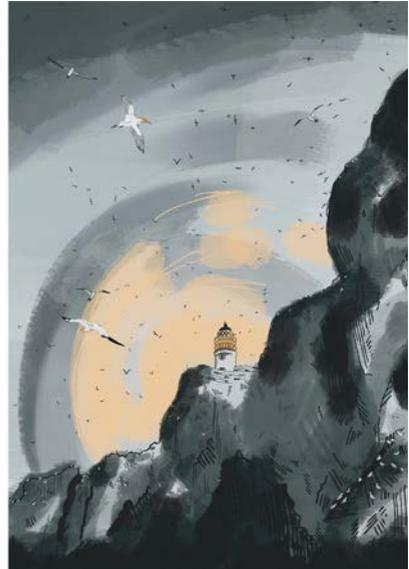


ELEANOR WADLEY

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ellaruth.com

Picture This! Bass Rock, Scotland

This is one of three illustrations depicting an environmental piece I completed for the Creative Writing side of my joint honours degree. Within this memoir, I explore the fragility and wonder of the UK's wildlife at Bass Rock in the Firth of Forth in Scotland.



Batsford Prize Entry : Our House is on Fire

This piece responds to the brief 'Our Planet'. Inspired by the famous Greta Thunberg quote 'our house is on fire'. I have explored the apocalyptic events of 2020 with a focus on digital portraiture.



ALICE ZAHARIA

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Penguin Award

A cover illustration for the book “The Uninhabitable Earth” by David Wallace-Wells. I illustrated the reality of human ocean plastic, where turtles are struggling to swim between all the waste, the colour blue highlights the issue.



Visual Art Open Competition

Evolving my previous work using black and white contrast, this new piece uses acrylic paints; focusing on my favourite topic, animals. I chose a black cat because of its links to superstitions and the mystical. A feeling of mystery and depth can be seen in the eyes.

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**MA Creative
Media** Page 48

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.

LIAM BROWNE

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Envision

This image was captured as part of my Creative Concept module project, in which I looked at a cyclist's desire to explore the sport in its fullest form after putting in the time, effort and dedication indoors.



Hidden Depth

Exploring a theory of realism, this image was captured in an experimental project that looked at encapsulating the natural essence of a car in its environment...

Or maybe there's more to it than just that?



JAMES KEARSEY

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Superior Knowledge

Made purely using digital vectors, this piece is part of a larger animation, which focuses on learning development through creation. It iterates how people often overthink the amount of knowledge needed to begin developing personal work.

Enrich

This piece, from a marketing animation for a County Council led project, identifies the planning stages of building a business. It uses a hand-drawn effect with vector images to emphasise the variety of possible ideas when starting a business.



SUSAN LLOYD-COWLEY

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www.suelloyd-weddings.co.uk



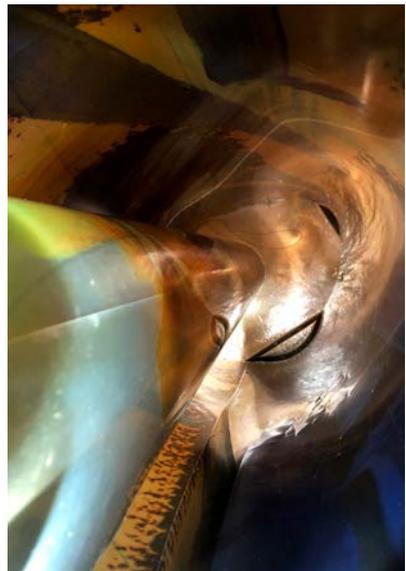
Asemic Sculpture, Photograph

“We try to understand and we see that inside ourselves exists the whole past. So we become more aware of what exists in our creative capability inside.” - Buoyos Joseph.

Asemic Writing, Natural Light

Asemic forms, collected by the projection of light through glass, resulted in a new Asemic writing with fusion, diffusion and movement.

Asemic: “... lines and symbols that... do not have any meaning; Asemic writing is left to the reader to interpret.”
- Cambridge Dictionary



EMIL 'MANGO' LOW

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<https://twitter.com/asingularmango>

Project 01

A comic that explores and celebrates being transgender using witchcraft as an allegory. The titular protagonist, 'Mx Witch', struggles with how other people view them and how they view themselves.



Project 02

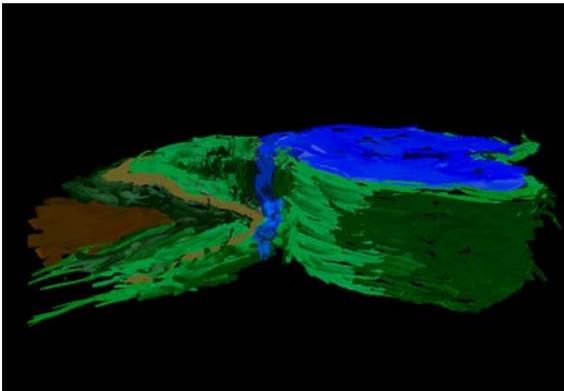
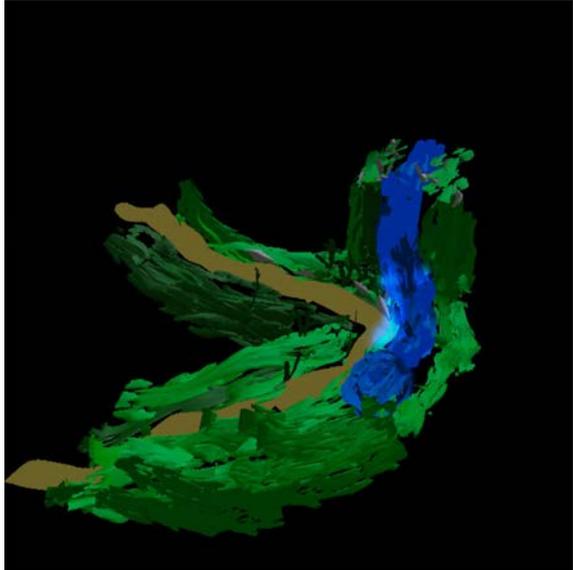
A piece from a series of images that visualises the emotions I felt during the first lockdown...

RILEY MARTIN

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Aphantasia: When The Minds Eye Is Blind

This virtual reality showing the creation of the piece is part of a video on my experience with Aphantasia. The 3D floating landscape is a version of what I see when listening to a piece of music. Normally, all I see is black.



ONYINYE MUOBUIKE

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Self-representation

A project on self-representation, expression and exploration, using self-portraiture to offer an insight into my life and mind. It explores how I play these significant roles (subject, director, photographer) to communicate thoughts through photographic storytelling.



Nostalgia

This piece addresses my position as a non-immigrant, reminiscing on my culture, food, and nationality. It's a reflection of what my life is now, in comparison to my previous environment.



ANDREW WHEATCROFT

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Quick Turnaround Music

Three individual music compositions for different projects, within a short timeframe we made for a client using personalised music to help develop the character of the brand.



Sounds Of The Art House

The eye of sound design: making more visible through sound.

This project captured the Art House through sound, with the incorporation of video, by drawing attention to the objects used to create the composition.



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