



Anglia Ruskin
University

**Cambridge
School of Art**

C ▲ M
B P T
D G E

Inspiring creativity since 1858

2017/18



About Cambridge School of Art

- 05** Welcome to your creative home
- 07** Impressive history, promising future
- 09** Historic building, cutting-edge equipment
- 11** Cambridge community, global expertise
- 13** Aspiring graduates, successful alumni

About Cambridge

- 15** Small town feel, big city opportunities
- 17** Peaceful location, fast-paced innovation

Student Opportunities

- 19** Small art school, big connections
- 21** Traditional gallery, modern ideas
- 23** Student work, professional recognition

25 Undergraduate courses

47 Postgraduate study

67 Admissions

Undergraduate courses BA (Hons)

p29

BA (Hons)
**Computer
Games Art**



p31

BA (Hons)
Digital Media



p33

BA (Hons)
Fashion Design



p35

BA (Hons)
**Film and Television
Production**



p37

BA (Hons)
Fine Art



p39

BA (Hons)
Graphic Design



p41

BA (Hons)
Illustration



p43

BA (Hons)
**Illustration and
Animation**



p45

BA (Hons)
Interior Design



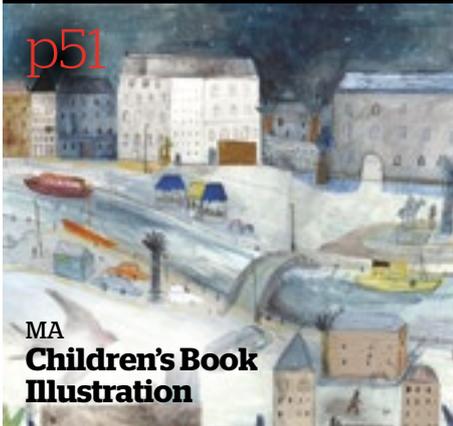
p47

BA (Hons)
Photography



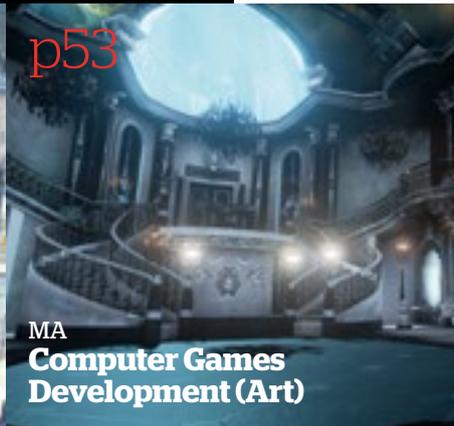
Postgraduate courses MA

p51



MA
**Children's Book
Illustration**

p53



MA
**Computer Games
Development (Art)**

p55



MA
Fashion Design

p57



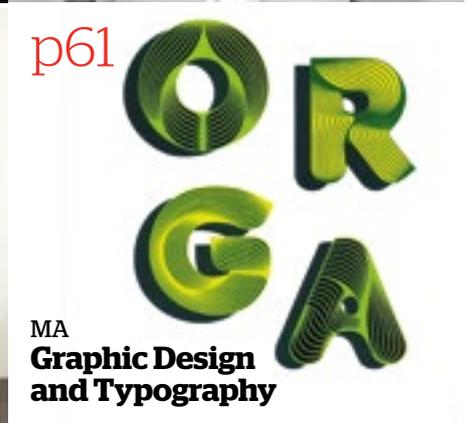
MA
**Film and Television
Production**

p59



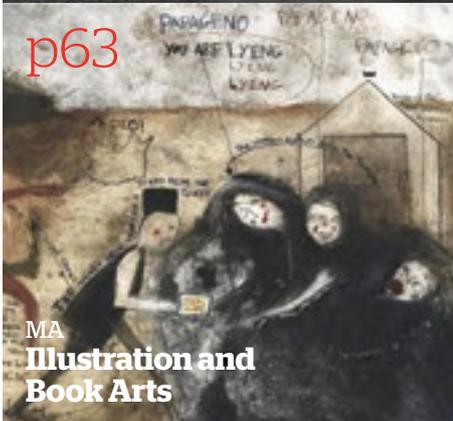
MA
Fine Art

p61



MA
**Graphic Design
and Typography**

p63



MA
**Illustration and
Book Arts**

p65



MA
Photography

p67



MA
Printmaking





Welcome to your creative home

From Chris Owen,
Head of Cambridge School of Art

By picking up our prospectus you've taken the first step towards one of the most satisfying of careers - as an artist, designer or film-maker. The Creative Industries in the UK are an economic powerhouse, and admired throughout the World. We aim to provide all our students with the opportunity to be part of this great success story.

Maybe you're a talented school or college leaver wanting a creative career. Perhaps you're a recent graduate considering a specialist Master's course to further your ambitions. Or you might be an industry professional looking for a new direction in your career. Whatever your background, I'm confident Cambridge School of Art can offer you a friendly creative home to help you achieve your dreams.

You'll find here a supportive community of talented students and passionate professionals. Our students work together and provide inspiration to each other. Our staff have a wealth of experience, and I'm proud to work alongside such a creative group of academics.

The facilities here blend traditional processes with new technologies. For over 150 years we've embraced the latest technology so our students can bring their artistic ideas to life. Whether you need to hand print a classic font, or film a drama in HD, we have the tools and the expertise.

I feel honoured to play a role in the history of this great institution. I look forward to helping you make your own mark here.

I look forward to seeing you soon.

*Head of Cambridge School of Art
Anglia Ruskin University*



ALEXANDRA

PRESS



A brief timeline

1858 John Ruskin gave the opening speech at the newly formed Cambridge School of Art

1935-8 Renowned illustrator Ronald Searle studied here

1954-6 Quentin Blake took life drawing classes here while studying English at Downing College

1991 Cambridge School of Art, along with the various colleges it merged with over the years, became Anglia Polytechnic

1909 The school moved to a new building, which is still our home today

1953 Odile Crick, a lecturer at the school, drew the original sketch of the DNA double helix

1966 Syd Barrett and Dave Gilmour (now famous for Pink Floyd) played one of their first gigs in the Ruskin studios when they were students here

1992 Anglia Polytechnic became a university

Today We're renowned for the quality of our research and teaching. And we're continuing to invest in our facilities.

Impressive history, promising future

Cambridge School of Art is a creative community like no other.

We're home to 900 students and a host of art, design and media professionals. Small class sizes and caring tutors mean you'll never be far from a friendly face to help you out on your path to a creative career.

With our great industry links, you'll have plenty of opportunities to present your work, gain recognition and network with professionals. And as a student of Anglia Ruskin University, you'll have access to all the support a large university provides, including great careers advice.

History and innovation – the best of both worlds

Our long history developing great artists is a big part of who we are. But even though we're proud of our past, we're always excited for the future.

Where else can you use a 150-year-old printing press straight after you've vacuum formed a 3D sculpture? Or create an oil painting in a messy studio one minute then work on an iMac the next?

Our graduates are pioneers, and our school has been the launch-pad for a huge number of success stories over the years. From Gustav Metzger, the artist who developed Auto-Destructive Art, to Thomas Taylor, the illustrator of *Harry Potter and the Philosopher's Stone*; and from Emmy award winning TV directors to BAFTA award-winning game designers.

Your future

At Cambridge School of Art, old and new combine to give you a taste of tradition along with the freedom to break the mould. We've got the experience, the connections, the facilities and the teachers to help you succeed in whatever you put your mind to. All that's missing is you.





Historic building, cutting-edge equipment

Our studios seamlessly blend tradition and innovation. The historical building is home to light, bright rooms packed with cutting-edge technology.

All our students can use any of our facilities. You might be a budding film director who needs to vacuum form a prop. Or perhaps you're a fashion student wanting to photograph your new collection. Whatever you need to realise your creative vision, we've got it covered.

Capture your artistic concept with our fully equipped TV studio, digital photography lab (with iMacs and scanners), specialist printmaking workshop, or our wide range of 3D machine tools. You'll have access to a huge range of mobile equipment too - from Steadicam to medium format cameras.

Your own studio and the best of the latest kit

Fine art and illustration students have their own dedicated studio spaces. And printmakers can work on a whole range of techniques including etching, screenprinting, lithography, relief processes and letterpress printing.

Our computer suites have PCs and iMacs with a huge range of software from Photoshop to Maya.

Our 3D workshops contain equipment for woodwork, plastics/vacuum forming, metalwork, plaster, clay, mould making, laser cutting and 3D printing.

And our fashion workshop houses industrial sewing, finishing, embroidery and seam sealing machines.

If you need a bit of extra inspiration, or just need a quiet space to think, you can visit our very own Ruskin Gallery which is at the heart of our campus.



Wayne Hemingway at Creative Front Futures, our student careers fair.
Image courtesy of ARU, by Somersault Video Productions



Cambridge community, global expertise

At Cambridge School of Art you'll learn from the best. Our lecturers have impressive CVs full of industry experience, many of them still working professionally, as well as teaching.

Study fine art with a lecturer who has exhibited everywhere from London to Los Angeles. Learn about documentary making from a BBC and Channel 4 director. Or get advice on graphics from a designer who has worked with brands including Tesco and Manchester United.

World-leading research

Our academics regularly publish research through exhibitions, books, journal articles and conference papers. The last Research Excellence Framework said that art and design research at Anglia Ruskin University was of 'international' standing, with some research being 'world-leading'.

Research groups organise lectures, seminars and conferences. The Fine Art Research Unit offers artists' talks to all students in the school, and the Centre for Children's Book Studies organises an annual Festival of Illustration.

Staff with global experience

Our expertise is sought after around the world. Just in the last year, Professor Martin Salisbury was chair of the jury for the Bologna Ragazzi Awards for children's picturebooks; Will Hill curated an international exhibition of typeface design which toured to the Bauhaus, Weimar and the Museum für Druckkunst in Leipzig; David Ryan went on an Abbey Fellowship at the British School at Rome to develop a series of abstract paintings; and interior designer Onur Ozkaya won first prize at the Dare to Dream design awards in Tokyo.



Ian Wolter winning the Performance category at the Laguna Art Prize in Venice



Aspiring students, successful alumni

With over 150 years' history educating talented artists, it's no surprise that we've got so many success stories.

Our alumni have won BAFTAs, Emmys, Oscars and countless other prizes and competitions from around the world.

Success from the past year

Recent graduates have won a wide range of international prizes.

- Maisie Shearring, (MA Children's Book Illustration), received the International Award for Illustration 2015 at the world's biggest children's book fair in Bologna.
- Ian Wolter won the Performance category at the Laguna Art Prize in Venice.
- Kate Milner, (MA Children's Book Illustration), won Student Illustrator of the Year at the V&A Illustration Awards 2016, and her fellow students made the shortlist for the Waterstones Children's Book Prize.
- Kavinash Thomoo, (MA Fine Art), represented Mauritius at the Venice Biennale.
- Film and TV students featured on *Life Through Your Lens* on BBC Three.
- Ugne Henriko's major project from her Photography BA (Hons) featured in the Guardian Weekend magazine.



Film and TV Production graduates and students in collaboration with tedxcambridgeuniversity.org



Small town feel, big city opportunities

Beautiful, cultural and creative, Cambridge is an inspiring place to live and study.

The city is packed full of museums, art galleries, festivals and music venues. You'll be spoilt for choice with food and drink, from quirky cafés to high-end restaurants. If you need your shopping fix, we've got high street stores, independent shops and even a market that's existed since the Middle Ages. And if you're looking for a more active hobby, whether it's exploring the city by bike or punting on the River Cam, Cambridge School of Art is in the heart of it all.

Oh, and trains to London take just 45 minutes.

Life on Campus

Your course is just one aspect of your experience at Anglia Ruskin University. With sports clubs and societies catering to every interest, you'll have a huge range of things to get involved in - from anime and enterprise to swimming and volleyball.

Fancy catching a show? Head over to the Mumford Theatre, our very own venue. Need your gym fix? We've got one. Our Cambridge campus has everything you need, including shops, a medical centre, cafés, the University library and student services to help you with anything from finance to accommodation.

As a student of Anglia Ruskin University you're part of a vibrant university with a huge range of modern facilities. We recently spent £35million updating our campus to give you the ultimate student experience during your time here.

Accommodation

Our team are ready to help you find your new home. Many first-years choose to live in halls. There's a great range to choose from and they're all well kitted out for you to move straight in.

There are plenty of other options nearby, from bustling city apartments to rented houses in quiet suburbs.

A woman with brown hair, wearing a black short-sleeved top and a dark blue skirt, stands in front of a large wall display. The display features a colorful illustration of a coastal town with buildings, a boat, and a bird. The text on the display is in red and black. The woman is smiling and looking at the camera.

MAISIE PARADISE S

2015 International Award of Excellence

Reserved for artists under 35 already selected for the Illustrators Exhibition, this annual prize is designed to discover, encourage and support new talents in illustration. Award winners receive a cheque for \$ 30.000 designed to give artist freedom for a year to develop a picture book to be published and released on the world market by the Spanish publisher Grupo SM. The original illustrations of the book are presented to the Bologna Children's Book Fair for a special exhibition dedicated to the winner.

Announcement
Weekend
during

2016
CHIA
LEON
ALFO



HEARRING of Illustration

Announcement of the 2016 winner
Wednesday 6 April 12:30 p.m.
during the Prize Giving Ceremony

JURY
ARA CARRER, Illustrator, Italy
NARD MARCUS, Children's Book
ONSO RUANO, Illustrator, Spain



Maisie Shearring
2015 International Award of
Illustration, Bologna, Italy.

Peaceful location, fast-paced innovation

You'll love your time here so much you might not want to leave. Luckily, Cambridge is home to over 1600 creative companies employing over 12,000 people. That's a higher concentration of creative jobs than the UK average.

The mix of academic, entertainment, technology, science and arts organisations means the city is a hub of creativity. It's the perfect place to find your dream job.

We'll help you get started

We organise workshops, masterclasses and events to help kick start your career. We have great partnerships with companies where you can find work experience placements or freelance commissions to work on real projects.

If you fancy being your own boss, we have a wide support network including Creative Front Cambridgeshire, our initiative to develop creative industries in the city. You'll find advice, resources and plenty of useful contacts.

Home of computer gaming

The first ever computer game was invented in Cambridge and the games industry in the city has grown ever since. Major studios like Sony and Jagex are based here, and there are plenty of smaller companies and indie developers.

18% of the UK's computer games jobs are in Cambridge, and there are even more opportunities in related areas like research at ARM or Microsoft.





Small art school, big connections

Live briefs, partnerships, specialist workshops and masterclasses all provide opportunities for you to get a head start in your career. We've built links with lots of creative companies in Cambridge and beyond.

Events

With our extensive industry contacts, our great range of facilities and our convenient location in the heart of the city, it's no wonder there's so much going on here. These are just a few examples of events where you can network with creative industry professionals:

Wired is our programme of screenings, seminars, Q&As and workshops with professionals from the film and TV industry. Recent guest speakers include Sean Bobbitt, cinematographer of *12 Years a Slave*, Roger Michell, director of *Notting Hill* and Adam Azmy, digital compositor of *Avatar*.

Brains Eden is the fastest growing games festival in the UK, hosted right here at Anglia Ruskin University. Big companies like Sony, ARM and Jagex have representatives at the event, and there are always plenty of smaller developers and indie studios present. The event features a 48-hour games jam, where students from across the world compete to make a game from scratch, with advice from the professionals.

Internship and work experience

We'll help you build a CV that really stands out from the crowd. Our students have recently gained work experience at companies including:

- Penguin Books
- Hallmark/Tigerprint
- D&AD
- French Connection
- Walker Books
- BBC
- Warner Brothers
- Topshop
- Vogue

Film Title: First

Director: Alejandro Ahedo Perez
(Year 2, BA Film & Television Production)
Commissioned by Screen South/
Arts Council for Random Acts, Channel 4



NULL OBJECT

GUSTAV METZGER
THINKS ABOUT NOTHING

A PROJECT BY
LONDON FIELDWORKS



Traditional gallery, modern ideas

Ruskin Gallery

Got creative block? You won't have far to travel for some extra inspiration. The Ruskin Gallery is right at the heart of our building.

Vaulted ceilings and traditional features are a unique backdrop for student work or touring professional exhibitions. But our historic space isn't old-fashioned - with a huge 103" screen and a high-end Bose sound system.

Our exhibitions provide a memorable experience to over 10,000 visitors every year. Recent shows include graphic designs by Ivan Chermayeff (creator of logos for Mobil and National Geographic). We also showed a new piece by London Fieldworks featuring a marble cube sculpted using a brain scan from renowned alumnus Gustav Metzger.

You'll have plenty of opportunities to show your work on campus. The balcony of the gallery regularly features student shows. The basement level is a photography gallery for both professional and student exhibitions.

Further afield

Despite having our own gallery, we're not complacent when it comes to organising other exhibitions.

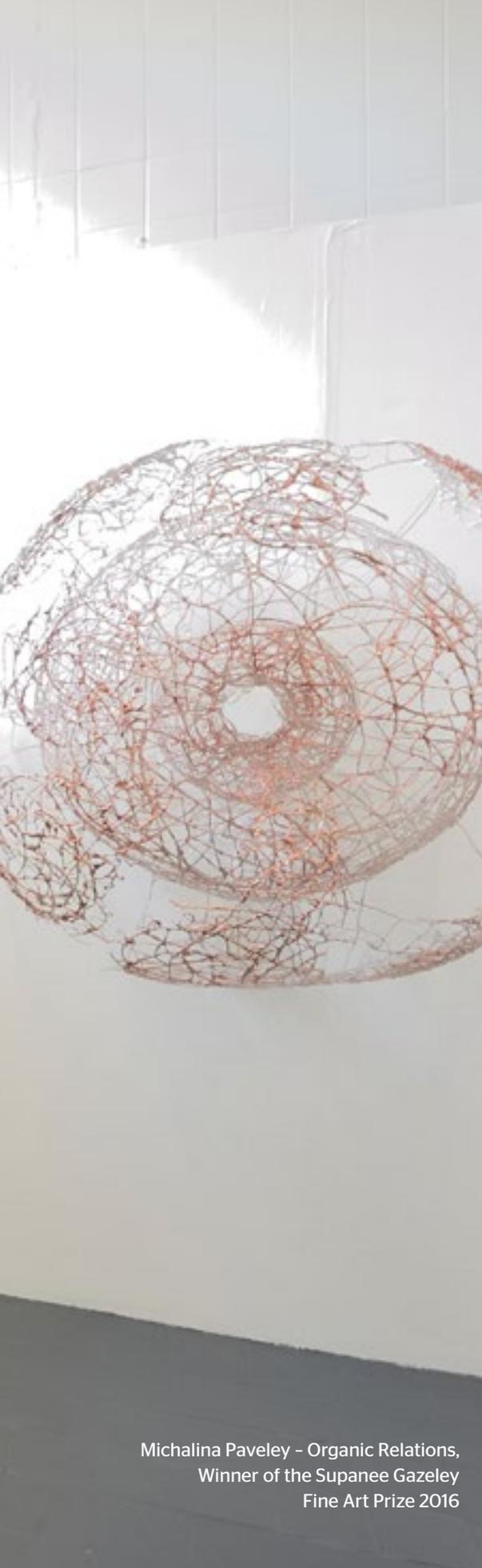
Fashion students have catwalk shows at venues like Duxford Imperial War Museum. Film students show their work at Cambridge Arts Picturehouse. We'll show our work in venues anywhere - from a disused sweet shop to a former nightclub.

Recent exhibitions

Our students have exhibited work across the world:

- V&A museum
- Foyle's Bookshop (London)
- Tsinghua University (Beijing)
- Lille Animation Festival
- Bologna Children's Book Fair





Student work, professional recognition

At Cambridge School of Art

We have five annual awards for students.

Final year Fine Art students have the chance to win £2000 with the **Supanee Gazely Fine Art Prize** at our annual degree show.

Photography students can enter the **Eaton Portrait Prize**. This year, Anna Kressler's photo of a young refugee girl won her a MacBook Pro and the entry fee for the Taylor Wessing Photographic Portrait Prize at the National Portrait Gallery.

Final year student sketchbooks can be submitted to the **Searle Award** for the chance to win £500 and a lithograph signed by Ronald Searle, alumnus and celebrated illustrator.

Walker Books offer the **Sebastian Walker Prize** to the most promising MA Children's Book Illustration student.

And all of our students can enter the **Sustainability Art Prize**, worth £500 and the chance to exhibit their work in the Ruskin Gallery.

Other awards

Being in such a creative environment, you'll discover plenty of other opportunities to get your work recognised.

Got a great idea for a business? Enter the Big Pitch competition, run by Anglia Ruskin University's Centre for Enterprise Development and Research. This year, Lucy Tushingam, one of our interior design students, won £13,000 to develop her flat-packed emergency accommodation for production.

Last year, illustration student Hannah Bigley was awarded a D&AD New Blood Pencil award, which celebrates the best individuals starting out in the industry. And photography student Megan Lovell was the only British photographer to make the shortlist for the prestigious UNICEF Photo of the Year.

Cambridge School of Art has dominated The Macmillan Prize for Children's Book Illustration in recent years - in 2015 our students came first, second and joint third.

Michalina Paveley - Organic Relations,
Winner of the Supanee Gazely
Fine Art Prize 2016

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Undergraduate Courses

Whether you dream of becoming the next top photographer, leading designer or innovative games creator, our wide range of BA courses will help make those dreams a reality.

Our courses combine practical work with theory and professional skills to prepare you for a career in the creative industries.

Our **B▲** courses:

BA (Hons) Computer Games Art	27
BA (Hons) Digital Media	29
BA (Hons) Fashion Design	31
BA (Hons) Film and Television Production	33
BA (Hons) Fine Art	35
BA (Hons) Graphic Design	37
BA (Hons) Illustration	39
BA (Hons) Illustration and Animation	41
BA (Hons) Interior Design	43
BA (Hons) Photography	45



TIM BURROUGHS & TAMLA TYRELL
Lost In The Sky

“Cambridge is one of the best places to do Computer Games Art because there are so many studios and you get to meet people in industry before you’ve even finished the course”

Kat

BA (Hons) Computer Games Art

Unleash your artistic talent into the realm of game creation. This is your opportunity to design worlds and bring characters to life through 3D modelling, texturing and animation.

You’ll develop your skills in an environment that reflects the gaming industry, working on briefs with programmers, audio technicians and musicians from other courses.

Discover the world of gaming

Almost a fifth of the UK’s computer games workforce is based locally, making Cambridge a hotbed of gaming expertise. It’s a great place to share ideas, find inspiration and grow as a digital artist.

As well as local developers, we invite serious players from the world of game creation to give guest lectures. You’ll also have the opportunity to network at annual events such as Brains Eden, the largest student games festival, which we host annually.

Game on

By the time you graduate, you’ll have built up a substantial portfolio to impress employers.

Beyond the gaming industry, your skills will be sought after in other creative sectors, such as film and television production, advertising and web design and production.

The full package

We’ll provide everything you need to create exciting visuals:

- High-end computers with graphic tablets
- Motion capture equipment
- Render farm
- Industry-standard SLRs (for HDRI capture)
- HD cameras
- Top of the range 3D modelling, animation, and compositing software (Maya, MotionBuilder, 3ds Max, After Effects, Mudbox, ZBrush and Unity)

UCAS code: W281

Entry requirements: 80-96 UCAS Tariff Points

More info: anglia.ac.uk/compgames



KLARA BLOCK
*Graphic User Interface for an
Experimental Film Channel*

“There is a growing need for graduates from courses like this - designers who have experience with a range of digital software as well as traditional drawing and communication skills”

Oliver Wright
(Design Manager, Sony Entertainment)

BA (Hons) Digital Media

The digital industry needs you. New technology and changing platforms means there's a constant demand for people who can create new, exciting content for advertising, online businesses and social media.

Under the watchful eye of our experts, you'll use industry-standard software to create apps, explore user interfaces and design websites.

Work with our industry partners

Our industry partners will set you live briefs to work on. You'll work with students from different courses to mirror the dynamics of the work place and prepare you for the challenges you'll face working in digital media.

As well as technical skills, we'll help you develop the research and analysis skills you need to create work that has a real impact.

It's a digital world out there

As one of the UK's fastest growing industries, digital media offers a range of opportunities from web design and user interfaces, to online marketing and content writing.

You'll graduate as an innovative creator able to contribute great ideas to the future of digital content.

Creative tools

Our comprehensive facilities include:

- Fully equipped computer suites with iMacs and Adobe software
- Professional digital photography studio
- 3D CGI workshop
- Modern digital gallery space
- Industry-standard digital camera and video equipment
- Drawing studio

UCAS code: P301

Entry requirements: 80-96

More info: anglia.ac.uk/digitalmedia

MICAELA SAPINHO
The Other



**“The lecturers
are so willing to
dedicate their time
to helping you
grow as a designer.
My confidence
has definitely
been boosted”**

Savannah

BA (Hons) Fashion Design

Watch your designs come to life on the runway. We'll help you develop the skills you need to make your mark in fashion, whether you want to work for leading brands or start your own business.

You'll experiment with different techniques (including creative pattern cutting and surface textiles), and learn what it takes to become an innovative designer in a dynamic industry.

See your designs on the catwalk

Our lecturers and guest speakers are active in the industry and you'll benefit from their expertise and insight. We want you to feel part of the fashion world while you study, so you'll go to trade shows and exhibit your work.

Past students have secured internships with famous names including French Connection, Vivienne Westwood and Vogue.

Take your skills out into the world

You'll leave with the skills needed to be a designer, stylist, buyer or trend forecaster. And you'll be ready to start your own business.

Our fashion graduates have gone on to work for a range of leading companies from Topshop and Adidas to Guess and Bolongaro Trevor.

Your dream workshop

We've got everything you need to get started, including:

- Industrial sewing and finishing machines
- Surface textile facilities
- Laser cutting and 3D printing
- Fully equipped computer suites with iMacs and Adobe software
- Sculpture workshops
- Screen printing
- Photography and film making facilities

UCAS Code: W230

Entry requirements: 80-96 UCAS Tariff Points

More info: anglia.ac.uk/fashiondesign



CAMERON TURNBULL & CHRIS ANSTEY
The Victorious

“With fantastic support from the lecturers and a great range of equipment and facilities, I would fully recommend the course and university.”

Jack

BA (Hons) Film and Television Production

Whether you film your own TV show, shoot a drama on location or direct a documentary, you'll learn what it means to take scripts to screen.

Experimenting with everything from 16mm film to the latest high definition cameras, you'll become an expert in screenwriting, cinematography, editing and production.

Learn from award-winning experts

Our lecturers have produced documentaries for the BBC and Channel 4, TV commercials and BAFTA award-winning dramas. You'll benefit from their expertise and insights into the industry.

Over the years we have built good links with the broadcast industry. Top directors and producers visit to lecture and attend our events, giving you the opportunity to network and learn from their experience.

Small screen or big screen? You choose.

Your success story starts while you study. You'll be able to enter your work into national competitions, with the chance of seeing it screened on TV.

Our graduates work for leading production companies, and have worked on recent feature films such as *The Theory of Everything* and popular TV shows like *Eastenders*.

The real deal

We have a comprehensive range of industry-standard equipment, including:

- Fully equipped HD TV studio
- A full range of HD location cameras
- Sound-recording equipment
- Stage with overhead lighting, tracks, dollies, green screens, and flats
- Multi-purpose scenic backdrops suitable for current affairs, magazine programmes, and dramas
- Huge range of software including Final Cut, Pro Tools, and Adobe Master Collection

UCAS code: W612

Entry requirements: 80-96 UCAS Tariff Points

More info: anglia.ac.uk/film_tv



CATHERINE FAITHFULL

Roots

Commended in the Sustainability Art Prize 2016

**“Since being here
at University
I’ve been directed
on to different
pathways and I’m
proud to have
worked with people
in all different
disciplines.”**

Chris

BA (Hons) Fine Art

What makes great art? What makes you want to be an artist? How would you describe your style? This course will make you reflect, question and experiment, as you develop your artistic practice.

Covering a wide range of specialisms from painting to installation and video, we’ll teach you the concepts, skills and techniques you need to build a career as a professional artist. You’ll leave with a thorough understanding of fine art theory and practice.

Learn from practising artists

Our bright and airy studios are the perfect place to study. Supported by expert staff (all practising artists who regularly exhibit their work), you’ll feel part of a strong artistic community. You’ll be inspired by the guest artists we invite to lecture, visits to galleries in Cambridge and London and international trips to the likes of Berlin, Madrid, Amsterdam and Venice.

With opportunities to exhibit your work and competitions to enter, you’ll build a strong portfolio with a distinct identity by your 3rd year.

A range of skills for various careers

We’ll prepare you for life as a practising artist, but also develop your skills for other related careers, from gallery management and curation, to art therapy or teaching.

A creative space

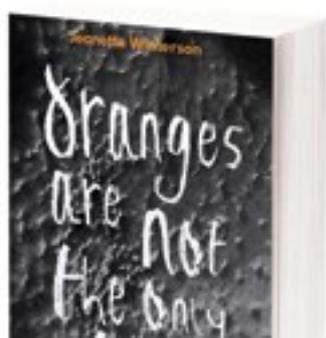
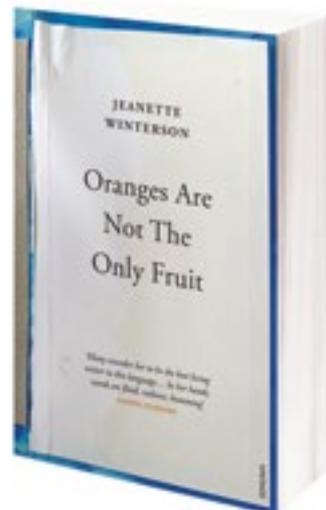
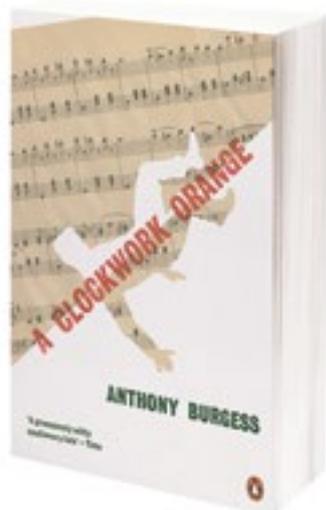
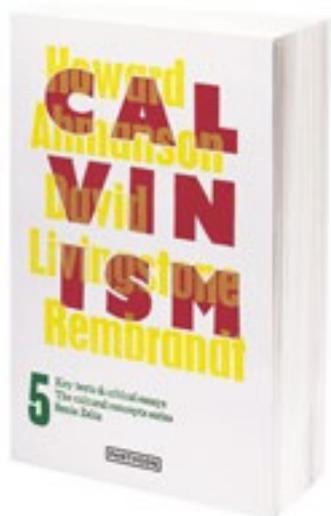
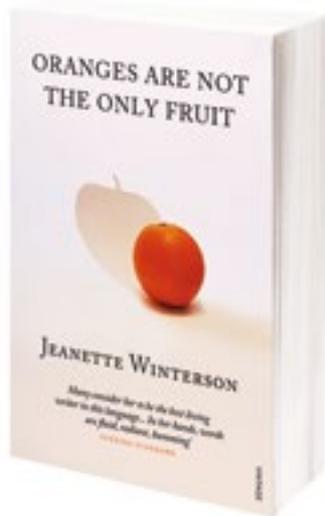
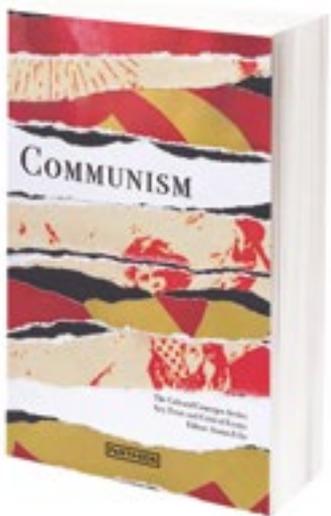
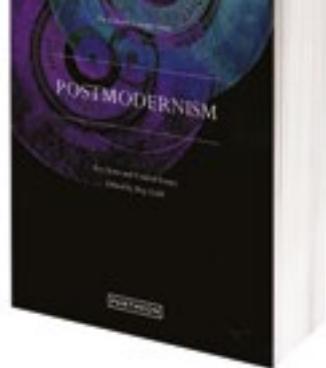
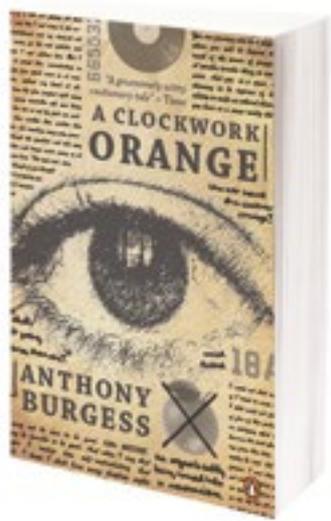
We’ll provide an inspiring environment with a range of great facilities:

- Professional contemporary art gallery
- Specialist printmaking workshop with historic presses
- Sculpture workshops
- Laser cutting and 3D printing
- B&W and colour photography darkrooms
- Dedicated iMac computer suites

UCAS Code: W105

Entry requirements: 80-96 UCAS Tariff Points

More info: anglia.ac.uk/fineart



“Our course leaders are active in the industry, and they bring other professionals in to speak to us all the time”

Tafadzwa

Book covers designed by second-year BA (Hons) Graphic Design students, employing a wide range of processes including the use of Adobe CC software, letterpress, collage, hand-lettering, die-cutting, collagraph printing and mono printing.

Dennis Amoah, Sarah Whitehouse,
Sophie Potterill, Zahra Fontenelle,
Elliot Walker, Bryony Jones, Erika Maesakka,
Leigh-Anna Frith, Evianne Verhagen,
Jake Hudson, Ed Lock, Danielle Rippengill,
Tuike Tuominen, Ella Sherwin.

BA (Hons) Graphic Design

Push boundaries, challenge existing thinking and develop your own take on graphic design. You will be able to experiment with traditional and modern techniques while learning the theory behind your work.

By the time you finish the course, you will be proficient in the key areas of graphic design, from typography to combining text and image for maximum impact.

Experience the design industry

You'll have the chance to exhibit your work and enter national design competitions. We also encourage you to join national design networks such as Young Creative Network (YCN) and Design and Art Direction (D&AD), which help people in the creative industry make new and relevant connections.

Over the years we've built links with many regional design agencies. This has created a range of placement opportunities for our students. Working on live briefs and industry networking also leads to internships and work experience, as well as opportunities for paid freelance work while studying.

Design your own future

With an emphasis on careers, many students have a job or MA study lined up before they graduate. Your specialist skills will help launch your career in a range of areas including advertising, branding, magazine or book design, packaging, information graphics and web design.

Our graduates are award winners and have won BAFTAs, Sony awards and Best Art Vinyl.

Outlets for creativity

Whether you need modern software or traditional printmaking facilities, we've got it covered:

- Computer suites with iMacs and industry-standard Adobe software
- Letterpress workshop
- Printmaking and photography facilities
- 3D workshops

UCAS code: W200

Entry requirements: 80-96 UCAS Tariff Points

More info: anglia.ac.uk/graphicdesign



**“I won a contract
with Macmillan and
they’re publishing
my book”**

Bethan
*won the Macmillan Children’s Book
Competition in the second
year of her degree.*

BA (Hons) Illustration

Make your dreams of becoming an illustrator a reality. This course develops your ability to turn a vivid imagination into visual ideas for books, digital platforms and exhibitions.

With a long tradition of drawing and illustration, Cambridge School of Art has a national and international reputation, attracting ambitious illustrators from far and wide.

Let your creativity run wild

From life drawing to printmaking, our bright and airy studios are an ideal setting for creativity. With your own desk space, you’ll have an inspiring place to develop your skills and discover your visual language.

As well as learning from your lecturers who are practising artists, we invite top illustrators to share their thoughts on modern-day illustration.

Make your mark on the world

Our recent students and graduates are winners of Macmillan Prize for Children’s Book Illustration, Penguin Design award and D&AD Awards.

Our end-of-year degree show and New Designers exhibition in London are great opportunities to kick-start your career. Past graduates work for top companies from Sky TV and The Mill to Oxford University Press and Hallmark cards.

A whole range of facilities

Hone your skills in our illustration studios:

- Bright and airy studio space
- Personal desk area
- Printmaking, bookbinding, letterpress, laser cutting
- A range of scanners and large format printers



TEREN LARGE
Inaline

**“You try something,
the staff feed off it
and go ‘well you
could do this as
well’, and it all
bounces around.
It’s a bit of a pinball
machine in the
studio. It’s good”**

Finnlan

BA (Hons) Illustration and Animation

Bring your illustrations to life. Using digital and traditional animation techniques, we'll help you become a powerful visual storyteller.

As you develop your drawing skills by taking a closer look at the world around you, you'll discover how to create new worlds through animation techniques that range from 3D CGI to stop frame animation.

Benefit from a variety of expertise

Our lecturers are practising artists and animators. Their experience gives our students a valuable insight into the demands of the creative industry.

You'll benefit from their local and international industry connections through: master classes delivered by visiting experts, opportunities to network with professionals and industry experience as you study.

Stand out from the crowd

We'll help you develop a portfolio packed with work that shows employers your ability to create attention-grabbing visual content.

Our graduates work with leading animation studios and broadcasters such as the BBC, Channel 4, The Mill and 12 Foot 6 and many have their creations screened at international festivals.

An animator's dream

Make your creative vision a reality in our fully equipped studios:

- Dedicated animation production suites
- 3D CGI workshop
- Digital image making technology
- Light and airy drawing studios
- Industry-standard cameras, lighting, and sound recording kit
- Professional digital imaging, compositing, and animation tools including Adobe, TVPaint, Maya, and Dragonframe

UCAS code: WW26

Entry requirements: 80-96 UCAS Tariff Points

More info: anglia.ac.uk/animation



“The lecturers here are very helpful, they’re like family. They challenge us to be brave with our ideas”

Liya

BA (Hons) Interior Design

Interior design is at the heart of any exciting space. Interiors add character, and impact the way we live and work. This course helps you develop your design process and three-dimensional communication so that you’re equipped for a career in this influential industry.

There’s more to interior design than creativity. We’ll teach you the planning and management skills you need to make sure professional projects run smoothly.

Show your designs to the world

We think it’s vital to give you an insight into the industry. Your studio work is modelled on industry practice in a supportive environment. Each year you’ll have opportunities to work with clients and live projects.

While on the course, you’ll visit a variety of industry fairs and enter international competitions. You can also display your designs at the Cambridge Festival of Ideas, E-luminate and Free Range London.

We also offer the chance to visit design capitals on case study tours to broaden your perspective and understand what good design looks like to different cultures.

Got big ambitions?

From iconic skyscrapers to modern workspaces, you’ll graduate prepared to work with architects, designers and clients – giving buildings the great interiors they deserve.

Our students have worked as interns for top designers including Imagination, BBC, Laura Ashley, Haley Sharp, Sabrina Monte Carlo and Saunders Boston Architects – with many securing a job before they have graduated.

Real studios for real design work

You’ve got big ideas. So you’ll need top facilities to realise your vision:

- Dedicated interior design studio
- CAD suites with industry-standard software
- Fully equipped and staffed 3D workshop for prototyping

UCAS code: W250

Entry requirements: 80-96 UCAS Tariff Points

**More info: anglia.ac.uk/interiordesign
interiordesigncsa.tumblr.com**



EEJAY ANGEL
Appearance of Substance

“I really wanted to push my creativity. You’re not in a large faceless place, everyone is interested in the work you are doing”

Richard

BA (Hons) Photography

Capture the world. From analogue to digital image making, you’ll explore a range of techniques that develop your personal style and professional skills.

Experimenting with media, including moving image and installation, you’ll learn to create images with real impact, whether you want to be a fashion photographer, photo-journalist or fine art photographer.

Learn from the past and present

You’ll study the theory and history of photography and hear from practising photographers who share their experiences of the industry.

We’ll give you opportunities to display your work in exhibitions which are an excellent way to get noticed before you graduate. While studying, many of our students also secure photographic work with magazines, galleries and photographers - gaining valuable employment skills and building contacts for when they graduate.

Get ready for the future

You’ll leave with a remarkable portfolio designed to impress employers and launch your career in this highly creative profession.

Many of our students have won international and national competitions. From capturing the action for BT Sport to the latest trends for Vogue, our graduates have gone on to work for a range of top names.

Everything you’ll need

Our gear list is every photographer’s dream come true:

- Digital cameras (DSLRs and medium format), large format cameras, lenses, light meters, and lighting kits
- Three fully equipped daylight and artificial light studios
- Modern computer suites with iMacs
- A range of scanners and printers: A4 and A3 flatbeds, medium and large format and printers capable of wide format
- B&W and colour darkrooms for varying sized film

UCAS code: W640

Entry requirements: 80-96 UCAS Tariff Points

More info: anglia.ac.uk/photography

photographycsa.blogspot.co.uk

M ▲ C
T R B
E G D





Postgraduate Study

Take your understanding to the next level or learn new skills with our range of taught Master's courses and postgraduate research degrees. Whether you want to specialise, or add value to your career, our inspiring and experienced academic staff will help you develop as a creative professional.

Our taught M▲ courses:

MA Children's Book Illustration	49
MA Computer Games Development (Art)	51
MA Fashion Design	53
MA Film and Television Production	55
MA Fine Art	57
MA Graphic Design and Typography	59
MA Illustration and Book Arts	61
MA Photography	63
MA Printmaking	65

Our PhD/MPhil Research Degrees

We also offer a range of research degrees, allowing you to delve deeper into your area of specialism:

- Children's Book Illustration
- Fine Art
- Film and Television Production
- Graphic Design and Typography
- Fashion Design

To find out more about research, visit:
anglia.ac.uk/csaresearch



**“It’s the best decision
I ever made.
I wouldn’t have
been able to do my
dream career if
I hadn’t done
this course.”**

Becky

Illustration by course graduate, Maisie Shearring, winner of the 2015 Bologna International Award for Illustration. From the Spanish edition of *The Happy Prince* by Oscar Wilde. Reproduced by permission of publisher, Ediciones SM (Madrid)

MA Children’s Book Illustration

This pioneering UK course has earned a global reputation thanks to the international success of its published graduates and academic staff who are leading professionals in the sector.

Whether you have just finished a degree or are a creative looking for a new specialism, we’ll help you nurture your creative ambition and introduce you to the children’s publishing industry.

Sharpen your skills

Our team of internationally recognised artists, writers and academics will support and guide you. Through one-to-one tutorials, group critiques, seminars and lectures, they’ll inspire you to think critically and develop a personal visual vocabulary.

You’ll work in light and airy studios at the heart of Cambridge School of Art, among our other arts courses, and next to the inspiring Ruskin Gallery.

Our students and graduates from this course have been consistent winners of high profile international illustration and publishing awards.

Your future

We are industry-focussed but not industry-led. We have a partnership with Walker Books and work closely with leading publishers from the UK and from overseas. However, we also expect you to surprise rather than follow them.

Our London graduation exhibition and our stand at the Bologna Children’s Book Fair give students and graduates wide exposure to the industry.

Success stories

Our students and graduates have dominated children’s book awards in recent years, including the MacMillan Prize, Carmelite, V&A Illustration and Bologna International Illustration Award. In publishing, our graduates have been shortlisted for the Waterstones Prize, Kate Greenaway Medal and the Klaus Flugge Prize.

**For entry requirements and more information visit:
anglia.ac.uk/mabookillustration**



TAMLA TYRELL
Witches Lair

“Creative members of staff with prior industry experience, cutting edge equipment, and on-going support from local and world leading companies, make the MA Computer Games Development course feel like a complete learning experience.”

Jason Riley (Senior Artist,
Sony Computer Entertainment)

MA Computer Games Development (Art)

Create exciting games for world-famous companies. Or do things your own way and go indie. Whatever your ambitions, this Master's will help develop your skills in shaping new worlds and characters.

Room to grow

Our dedicated Games Centre is the perfect place to feed your imagination and experiment. You'll work alongside local indie developers who will add their real world experience to the tips and insight you gain on this course.

We'll expand your knowledge and provide regular opportunities for you to test your skills on real projects. Collaborating with industry, or with students on the MSc Computer Games Development, will help bring your visual ideas to life.

How to join the major players

Cambridge is a creative hotbed for the games industry with nearly 20% of the UK's gaming jobs in the city. We have links with all the big developers (and plenty of the smaller ones). They are always on the lookout for fresh talent.

You'll get the chance to build up your contact book, contribute to live projects and take part in events like Brains Eden, which we host annually.

Tools of the trade

No games studio is complete without its complement of tech and gadgets. You'll have access to all the essentials like:

- High-end computers with graphics tablets
- Up-to-date software including Maya, MotionBuilder, 3ds Max, After Effects, Mudbox, Zbrush, Unity
- Render farm
- Motion capture equipment
- 3D monitors and VR equipment
- HD cameras
- Digital SLRs for HDRI capture

For entry requirements and more information visit:
anglia.ac.uk/macomputergames

MILLY JEFFREY (EMILY)
Hygge



“All of us are interested in different sectors of the industry which is really nice, it’s refreshing to have such a broad mix. The MA gives me the structure that allows me to concentrate on my specialism”

Sarah

MA Fashion Design

You will explore theories, debates and trends behind the global fashion industry. You’ll also investigate experimental design and production processes, and learn about the business from branding to forecasting.

Whether you plan to create your own label or work with your favourite designer or high street label, we’ll help you refine your skills in fashion and textile design.

Valuable skills for a global industry

Our course combines theory and practical work. It encourages you to think more critically and reflect on societal, technological and environmental issues. We encourage you to work across disciplines and explore new practices.

You’ll investigate new approaches to design, construction and visual communication. You’ll also develop innovative market-driven branding strategies.

Could you be the next big name in fashion?

You could work in a variety of fashion roles including design management, PR or trend forecasting. You might decide to go freelance and create your own brand. Or you might explore PhD study and teaching.

We’ve built links with industry professionals and organise plenty of events to get you on your way.

Our dedicated fashion studios

We provide everything you need to develop your portfolio or launch your own line:

- Industrial sewing and finishing machines
- Surface textile facilities
- Laser pattern cutter
- Seam sealer
- 3D printing
- 3D/sculpture workshops
- Screen printing
- Photography studios and film making facilities
- Computer suites with Photoshop and Illustrator

For entry requirements and more information visit:
anglia.ac.uk/mafashion



ALMANTAS PETKUNAS
Alter Ego

“It’s about pushing yourself, taking all the opportunities you possibly can, and ultimately leaving here knowing you can go straight into the industry”

Will

MA Film and Television Production

Explore behind the scenes of the TV and digital media industry and learn what it takes to make great programmes or films.

With our expertise in factual TV programmes, we’ll help you develop a real eye for thought-provoking productions.

Produced by... you

You’ll direct and produce seven films and write a dissertation on a subject of your choice. You’ll become a great storyteller, communicator, collaborator, motivator and problem solver. And you’ll learn about scheduling, production management, budgeting and marketing.

Producer or director, we’ll help you get there

We’ll help you develop the skills for a rewarding career in the film and TV industry. Our regular careers events will help you build a network of useful contacts.

You might discover an area you’re passionate about, such as natural history. Or you might use your skills for programme sales or another related role. We’ll help you build an impressive portfolio for a career with a studio or as a freelancer.

Industry standard studios

Get the full experience with our comprehensive set up:

- Fully equipped TV studio with full lighting rig
- Professional-standard gallery with mixer and autocue
- Scenic backdrops for current affairs, magazine programmes, and dramas
- Film stage with overhead lighting, tracks, dollies, green screens, and flats
- HD and SD location cameras (including Steadicam), lighting and sound
- Range of software including Final Cut, Pro Tools, and Adobe Master Collection

For entry requirements and more information visit:
anglia.ac.uk/mafilm_tv

Mind your head!



“That kind of practical visibility that the course gave us as artists was really unexpected and also really useful”

Philip

MA Fine Art

Whether you work in painting, sculpture, print, installation, video, performance or digital media, we'll help you explore your ideas and progress as an artist.

Our light, bright studios are waiting for you whenever inspiration hits. You will have access to all our facilities and workshops in 3D, printmaking, photography and digital media.

Practice and theory

The course gives you the freedom to research and advance your art practice independently. You'll also develop your theoretical and contextual knowledge in lectures, discussions, seminars and one-to-one tutorials.

Our professional and supportive environment is an ideal place to test your ideas. Presentations and critiques, exhibitions, curation and critical writing will help you gain important skills for your career as an artist.

Your future as an Artist

We have links with organisations where you can gain valuable professional experience. We'll also invite you to take part in extra curricular activities, external exhibitions and open competitions. And We also organise regular lectures with guest artists to give you further insight into professional practice.

Your work will prepare you for a career as a practising artist, but the broad reach of the course means you will be just as suitable for work in the gallery and teaching sectors.

Learn from the best

Our Fine Art Research Unit (FARU) organises guest lectures from the likes of:

- Clunie Reid
- Laura Buckley
- James Brooks
- Alaena Turner
- Florian Roithmayr
- Chris Dobrowolski
- Jaime Gili
- Kira O'Reilly
- Ruth Ewan
- Justin Hibbs
- Florence Peake



“The course completely transformed the way I work and took it to another level”

Hannah

MA Graphic Design and Typography

Take your graphic design and typography skills to new heights by exploring advanced ideas and theories.

Try out new techniques, be inspired by our creative environment and test innovative ideas on real projects.

Practice for your career

We'll challenge you to think critically about the professional, business and social context of your work. You'll find innovative ways to meet design briefs based on industry projects or your own ideas.

You'll undertake research, sharpen your knowledge and refine your technical skills.

Make the most of our connections

We have strong links with the graphic design industry, from independent consultants to prestigious companies such as Cambridge University Press.

We'll give you plenty of opportunities to network and develop your career prospects.

Our studios

A great designer needs great equipment. We've got everything you need:

- Fully equipped computer suites with iMacs
- A range of software including Adobe Creative Suite and Fontlab
- Letterpress workshops: 4 presses and 300 cases of metal and wood type
- Printmaking and photographic facilities
- 3D workshops

For entry requirements and more information visit:
anglia.ac.uk/magraphicdesign

PAPAGENO

PAPAGENO

YOU ARE LYING
LYING
LYING

WE DID!

The woman return from the temple

TOKEN FROM THE
QUEEN

THE WOMEN SHOW TAMINO A

shall never
return

Lie
again!!!



“This MA course provides students with the opportunity to deepen their understanding of image making, and encourages experimentation through practical and theoretical investigation.”

Arabella Marsh-Hilfiker

MA Illustration and Book Arts

Whether you've just finished a degree or you're an artist looking for a new direction, this course will challenge you and broaden your skills. You'll explore relationships between word and image, sequential image making and visual language in your work.

The narrative of your studies

Working on self-directed projects, you'll attend group critiques, tutorials, lectures and seminars that develop your knowledge and explore new aspects of the subject. There will be plenty of opportunities to share your work and benefit from constructive feedback.

Expert support

Our teaching staff are all practising artists who will give you valuable insight into the industry.

We'll support and push you all the way - whether your ambition is to become a book artist, a teacher or freelance illustrator.

A comprehensive compendium of contraptions

Our studios are open access. You'll receive training from our skilled technicians in any equipment you need:

- Printmaking, bookbinding, letterpress, laser cutting
- Scanners, large format printers
- Photography and recording equipment, photography darkrooms
- Animation and moving image studios
- 3D workshops

For entry requirements and more information visit:
anglia.ac.uk/mabookarts



“Before the beginning of the second year I’d exhibited four times, which was amazing”

Heath

JAMIE TILLEY
*Constructing the New/Non-Place
(all is as you would wish)*

MA Photography

Define your practice and develop your understanding of this art form. We'll help you fine tune your artistic voice and stand out in the global photography industry.

With fully equipped studios and plenty of opportunities to exhibit your work Cambridge School of Art is an inspiring place to hone your skills.

Grow as an artist

You'll experiment with new ideas, research your interests and present your work. Explore the relationship between text and image.

Discover the role of sequence in your visual language. You'll gain a deep understanding of the industry and the opportunities within it.

Our team of photographers and researchers have a wealth of international experience. You can benefit from their expertise in areas ranging from documentary and fine art to historical critique, from found photography to digital technical innovation.

Go freelance or add value to your role

Your course will give you a wide range of career options from picture researcher to art critic. Or you could combine photography with another role.

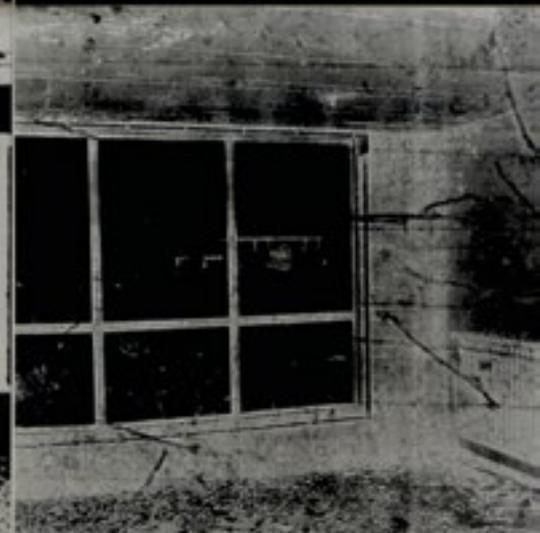
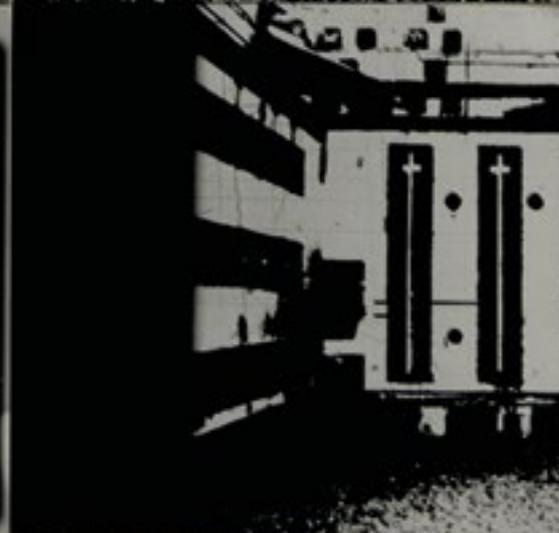
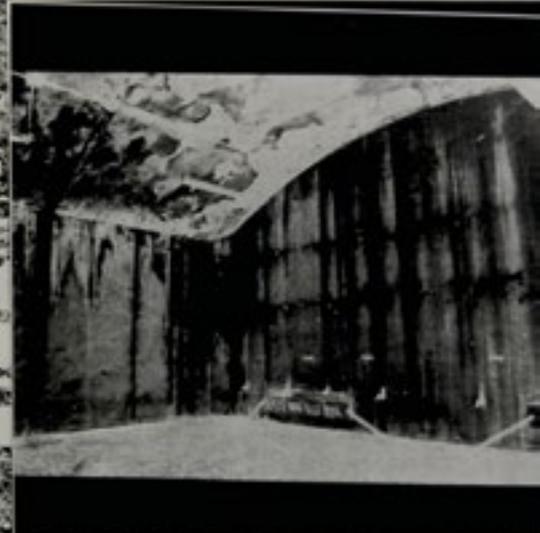
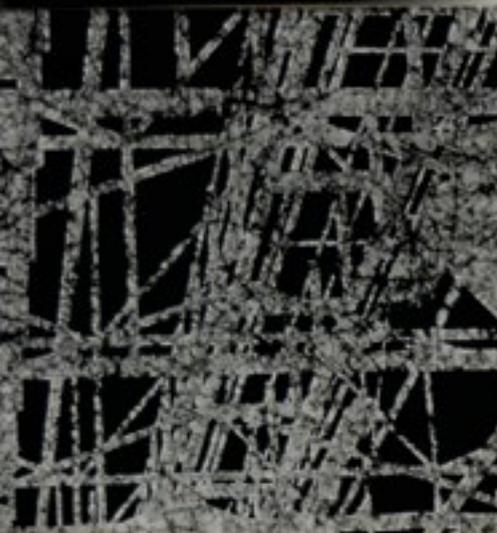
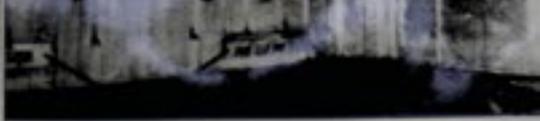
We'll help you follow your dreams by providing plenty of opportunities to build your CV and develop contacts, including an annual international symposium.

A great list of gear

We have all the equipment you'll need to realise your artistic vision:

- DSLRs and medium format cameras, large format cameras, lenses, light meters and lighting kits
- Computer suites with iMacs, A3 flatbed scanners, 35mm, medium and large format scanners and printers capable of calibrated wide format up to 44" wide
- CGI/HDRI research lab
- B&W and colour darkrooms with enlargers for 35mm, medium and large format film
- Three daylight and artificial light studios

For entry requirements and more information visit:
anglia.ac.uk/maphotography



“The printmaking facilities here are probably some of the best I’ve seen”

Alice

MA Printmaking

Printmaking is an art form with a rich history and a compelling future.

Our printmaking studio offers all the facilities you need to bring your ideas to life, from historic printing presses to the latest digital technology. We'll encourage you to explore different media and to consider the impact of new technology on printmaking.

Develop your skills

We offer technical inductions for a range of processes, including monoprinting, relief printing, intaglio, screenprinting, lithography, photo-processes and digital media. You can experiment and combine media in your creative work.

As well as refining your practical skills, you'll also learn about recent theories through lectures, seminars, discussions and one-to-one tutorials.

Your future as an artist

You will learn everything you need to work professionally, gaining experience in researching, curating, exhibiting and writing. The course prepares you for a career as a practising artist, but you could also work in the gallery and teaching sectors.

Opportunities and professional links

We work with many local organisations to give you a head start on the path to professional practice. These include:

- Aid & Abet
- Cambridge Original Printmakers
- Changing Spaces
- Curwen Print Study Centre
- Wysing Arts Centre
- Cambridge Artworks

W H A T

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CAMBRIDGE

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How to apply

You're only a few clicks away from applying for your place with us. Simply visit our website, anglia.ac.uk/csa, for everything you need to know. You'll find advice and information on how to create your portfolio, the skills we want to see and which qualifications you need.

Our admissions team are here to give advice and answer any queries you have about your application. Simply drop our team an email at admissions@anglia.ac.uk or call them on 01245 68 68 68 and we'll do everything to answer your questions.

Undergraduate courses

If you see yourself creating, experimenting and studying with us, submit your application through UCAS.

Struggling with your personal statement? Attend one of our Open Days, where we'll be running personal statement workshops.

Postgraduate courses

Once you've made the decision to take your practice to the next level, apply for your place on one of our postgraduate courses via our website.

Attend an open day

You've found the perfect course for you. Now fall in love with our campus and Cambridge.

Explore our studios, see where you'll be living, and meet the friendly Cambridge School of Art staff. Attending one of our Open Days gives you the chance to see your future home and where your success story will unfold.

To find out more and to book your place visit anglia.ac.uk/opendays





International Students

International office

Our staff in the International Office will happily answer your questions about becoming a student at Cambridge School of Art and can guide you through the application process. To talk to one of our team, email international@anglia.ac.uk

Before you apply

If you think Cambridge School of Art is the place for you, you'll need to check that you meet our entry requirements, including evidence of English language ability. For most courses you'll also need to provide a portfolio. Check the entry requirements section of the course pages on our website for details.

Improve your English

Don't worry if English isn't your first language, if you're motivated to improve, our Language Services Unit offers a range of English as a Foreign Language (EFL) courses to suit your needs.

If you need advice on which English language course is best for you, email us at lsu@anglia.ac.uk or visit anglia.ac.uk/lisu

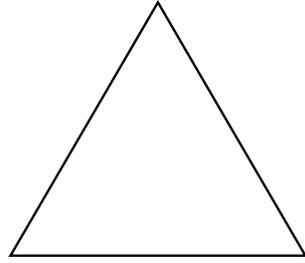
Can't meet our entry requirements?

Our associate college, Cambridge Ruskin International College (CRIC), also located on our campus, offers foundation and pre-Master's courses as a stepping stone onto our undergraduate and postgraduate courses.

If you want to find out more visit cric.navitas.com

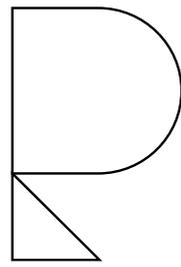
**2017:
Time to
make your
mark**

C



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Take the next step

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