

# ART RESISE C

2019

LEEDS BECKETT UNIVERSITY — SCHOOL OF ART, ARCHITECTURE & DESIGN

# Art & Design Art & Design

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The School of the Art, Architecture & Design has a reputation for experimental and pioneering practice-based undergraduate and postgraduate work, dating back to The Leeds School of Art 1846 and The Leeds School of Architecture in 1906. Art & Design courses at Leeds Beckett University have historically inspired students to develop successful careers in a range of creative disciplines. The new Art & Design subject area will facilitate collaborative and individual critical practices in a range of creative fields. Established and new undergraduate courses in Fine Art, Graphic Design, Illustration and Product Design; and postgraduate courses in Fine Art, Graphic Design and 3D Design offer students the opportunity to explore, experiment, iterate, resolve and reflect on their learning, to develop their own individual practices. Housed in the internationally award-winning Broadcasting Place and the new Creative Arts Building from September 2020, in the heart of the city of Leeds, students will have access to the most advanced technical equipment and industry standard resources.

Courses within the Art & Design area enable students to gradually develop a bespoke portfolio and practice which aligns with their professional career aspirations. Central to the curriculum strategy is the integration of practice and theory through negotiated platforms for students to evidence, reflect and locate their work within technical, professional, cultural and social contexts. Their practice is shaped by these integrative activities and the internal and external opportunities that students undertake. This year, students have been involved in a number of external projects with regional and national partnerships, such as: The Arts Council, Bruntwood Developers, the Henry Moore Institute, Leeds City Art Gallery, Rushbond, Space2, The Tetley, the Yorkshire Sculpture Park, and our partnership with the Yorkshire Sculpture International, a major festival of contemporary art in the summer of 2019 in Leeds and Wakefield. Students have also entered a number of internationally recognised student awards, notably the International Society of Typographic Designers (ISTD) and Royal Society of the Arts (RSA). The highly prestigious and widely recognised ISTD scheme celebrates the very best of student work, the review process is rigorous and the standards are exceptionally high. We are therefore delighted to have achieved accreditation for two of our students this year, following our success last year of 4 awards.

This publication showcases work produced by our 2019 graduates in Fine Art, Graphic Arts and Design and Product Design and outlines the subject area's future provision in Art & Design at undergraduate and postgraduate levels. The work again demonstrates the commitment by our students, supported by academic and learning support colleagues, to continually create work that engages, provokes, stimulates, and informs.

Justin Burns  
Head of Art & Design



LEEDS BECKETT UNIVERSITY  
SCHOOL OF ART,  
ARCHITECTURE & DESIGN

BA (Hons)

# Fine Art Fine Art Fine Art Fine Art Fine Art Fine Art

02 —



Sian Hulley

Dr Julia Kelly  
Course Director, BA (Hons) Fine Art



Third Year Interim Show

Fine Art at Leeds Beckett takes an open and experimental approach to making and testing different solutions in its processes, production and research. We like to examine and explore, always ready to question what we see and know. We like to collaborate and work collectively as well as individually. We like to respond to cultural and social stimuli around us. We like to be playful as well as thoughtful.

Fine Art BA students this year have worked on a number of projects with partners and collaborators. Artist-led projects with Georgia Lucas-Going and Das Hund have explored different forms of performative and audio-visual experimentation. For the third year in a row, students have worked with the Arts Council Collection at Longside, Wakefield. This year, the touring show 'Criminal Ornamentation', curated by Yinka Shonibare, generated a series of artistic responses based on the cultural and social connotations of decoration as an aesthetically marginalised concept.

Fine Art students have also been working in partnership with the Yorkshire Sculpture International, a major festival of contemporary art this summer in Leeds and Wakefield. Visiting artists, guest lectures and a range of projects and events have encouraged our students to engage with questions about what sculpture is and can be today. Projects led by artist Dominic Allen took up this challenge, working with a list of sculptural 'provocations' provided by Phyllida Barlow. Artists including Holly Hendry, Alice Channer, Jasleen Kaur, Zadi Xa, James Capper, Veronica Ryan, Anne Hardy and Jill McKnight spoke about their work and gave tutorials to students. The Inside/Out lecture series included artists showing in Yorkshire this year, like Kimsooja, Tarek Atoui, Tamar Harpaz, Nobuko Tsuchiya and Ayse Erkmen.

Students have explored the expanded field of sculptural practice this year, working with assemblage and construction, miniature model-making, bodies in sculpture and bodies as sculpture, secret spaces and compartments, casting and modelling, contraptions and machines, costume and masquerade, hard and soft sculpture, in a range of materials. The final year show reflects these diverse forms of three-dimensional making, as well as extending into print and painting, photography, text-based works, textiles, audio-visual work, video and film, archival and documentary work, virtual and augmented reality, and performance.

Immersing themselves in these processes and activities, our final year students' work is permeated by themes of contingent and precarious experience. It asks us to consider our position as humans in relation to the natural world, and our role as domesticators of the animal kingdom. It raises questions about the social norms and obligations that seem to result in an uneasy conformity. We also see work that explores forms of freedom, using the language of protest, dissent and DIY culture. This sense of freedom extends to explorations of extreme states: altered realities, moments of ecstatic and irrational encounter. Through their art, our students are hungry to capture moments of intensity, to create fragile repositories of personal and collective memory.



Kayleigh Smyth

Georgia Roe



Imogen Brown



— 03

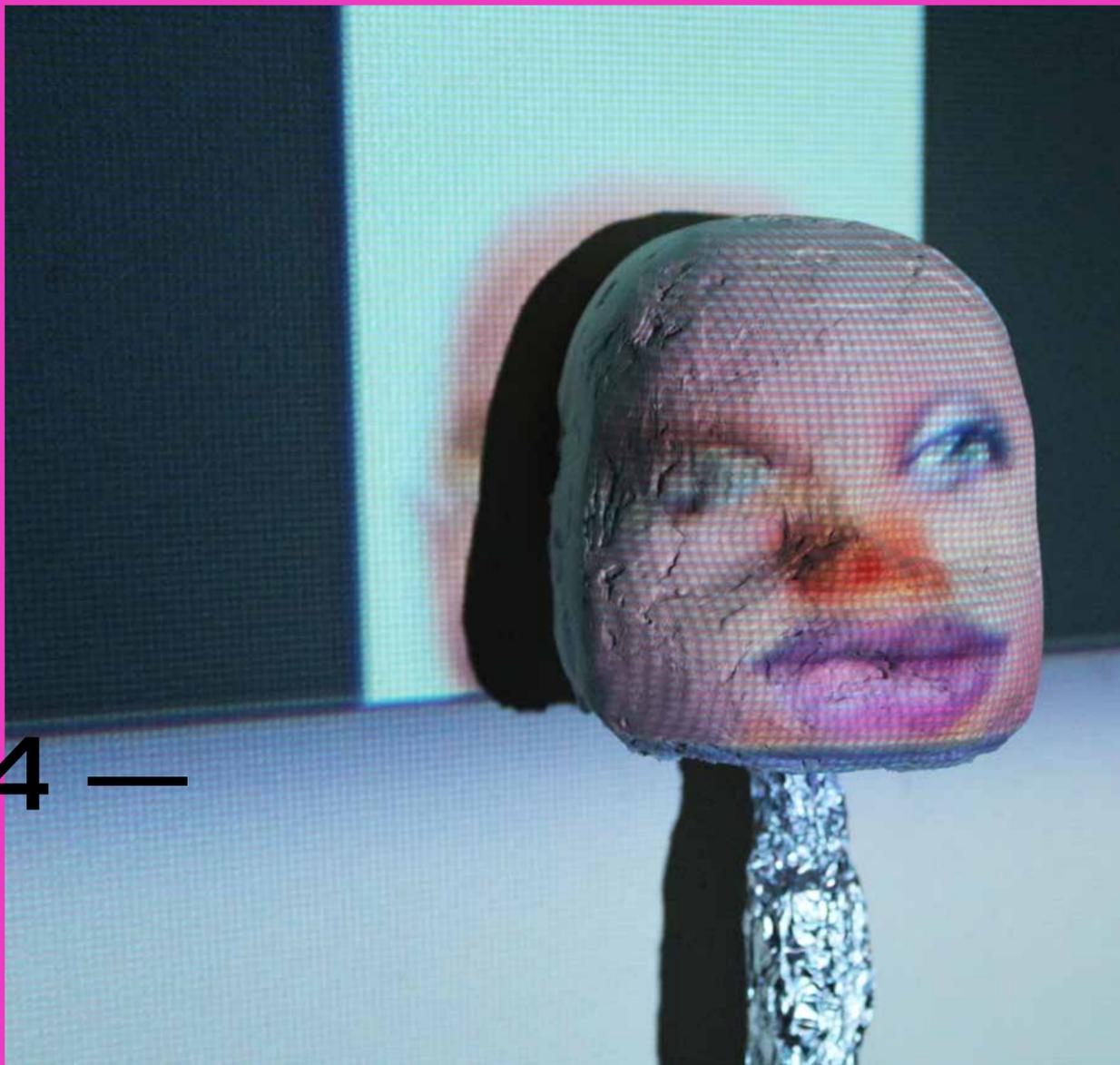
Gemma O'Connell



BA (Hons)

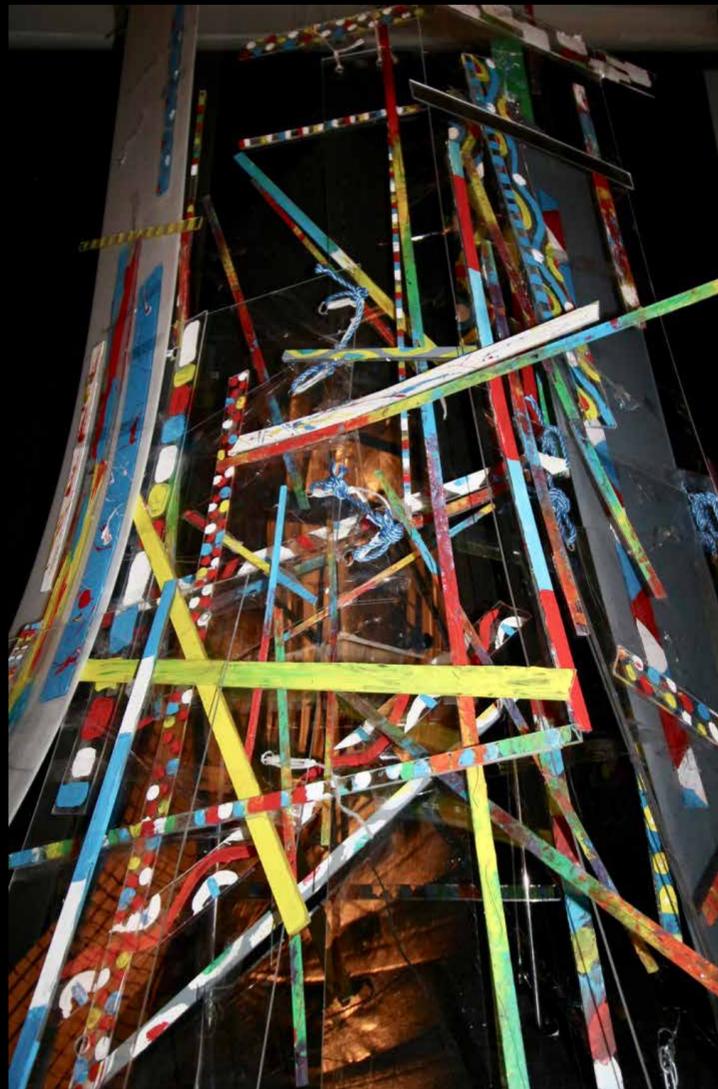
# Fine Art

Lucy Chisnall



04 —

Grace Browning + Jess Simmons



— 05



L4 Paper Sculpture



Isobel Fawcett



Isobel Wylie



Josephine Petrie

BA (Hons)

BA (Hons)

# Graphic Design Graphic Design

Joe Adams



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Katie Bambrough

Throughout their studies our students have worked on a wide range of projects and applied their skills to a variety of challenging creative scenarios. They have learnt to navigate the complexities of live projects and the demands of real-world problems. They have developed the confidence to act with autonomy, to self-initiate, collaborate and lead design teams. They have managed client negotiations, competed in national and international competitions, undertaken industry-led workshops, curated and participated in exhibitions, secured internships and work experience, bid for external design work; and importantly our students have developed the critical awareness to consider how the Graphic Design they produce can affect positive change in the lives of others.

Year on year we have maintained longstanding relationships with external organisations and developed new ones, each offering our students invaluable opportunities to explore their work within professional contexts. This year we have continued to work with the arts charity organisation Space2, along with Allerton C of E and Thorpe Primary Schools, to engage and motivate vulnerable pupils with the project 'Barking Up the Wrong Right Tree'. This required our students to design and deliver themed workshops for children, as well as manage the design, organisation and curation of an exhibition of the work produced by the children taking part. Our students were offered the opportunity to produce promotional material for The Tetley Weekender festival, under the mentorship of local design company Saul Studio. We have worked with Allied Glass on bottle designs for a new distilled non-alcoholic beverage, during which students were offered the opportunity to visit the plant and gain insight into industrial processes of production. We have worked with Leeds Beckett University's 'Story Makers Press' to illustrate a children's story entitled 'The Nightmare Catcher', the text for which was developed in collaboration with Leeds based school children. The finished book will be launched in June 2019 and distributed nationally through Waterstones. We have also worked in collaboration with the Arts Council Collection and their current touring exhibition 'Criminal Ornamentation', curated by Yinka Shonibare CBE, to produce a publication for a related event held at the Yorkshire Sculpture Park.



Graphics Workshop

The International Society of Typographic Designers is a highly prestigious accreditation scheme which promotes worldwide excellence in the use of typography and we are delighted to have had two students achieve membership this year.

The importance of connecting students to our network of industry professionals and enviable alumni is at the core of their learning as third year students. This year an intensive professional programme of activities connected our students with the in-house design department at the BBC, multi-disciplinary design agency Golden, creative print and finishing company Precision Print, integrated design agency Intermarketing, branding and creative agency Studio Build, freelance Illustrator and alumni Katie Edwards, branding agency Thompson Brand Partners and the Amsterdam-based creative studio VBAT. Our Broadcast lecture series has continued to give all of our students access to established and emerging professionals from a broad range of creative practices, all offering them invaluable insight into the realities of professional practice. This year we were delighted to welcome Lucienne Roberts, Andrew Savage, Unit Editions, MagCulture, Chris Reynolds, Sara Ogilvie, Qubik, Kellenberger White, James Clapham and The Caravan Gallery.

Jo Hamill  
Course Director,  
BA (Hons) Graphic Design

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BA (Hons)

Barking Up the Wrong Right Tree

# Graphic Design



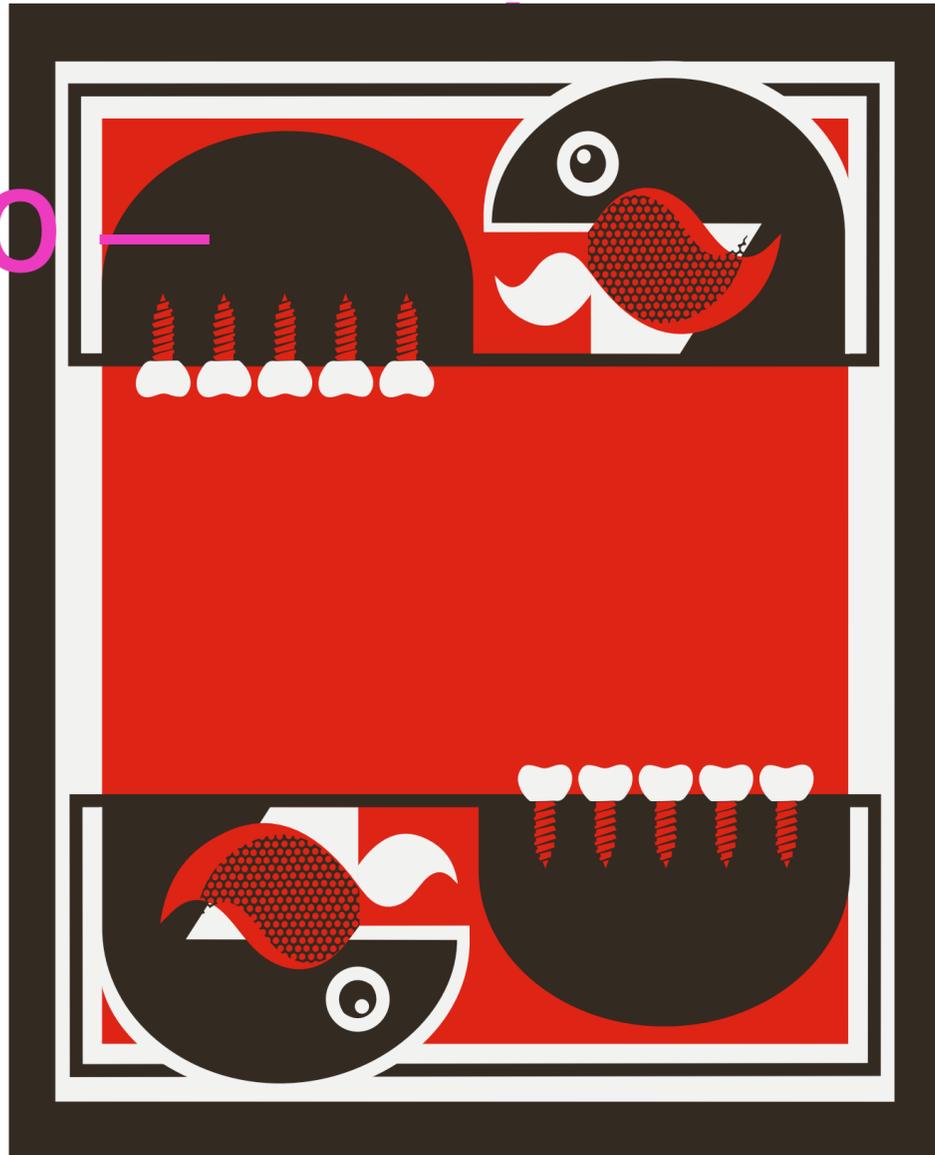
BA (Hons)

# Illustration Illustration Illustration Illustration Illustration



Rhea Bowers

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Josh Oakenfull

Kate White



— 11

The new BA (Hons) Illustration course at Leeds Beckett University is an experimental course that challenges the conventions of the defined disciplines of Illustration. Students will explore traditional, hybrid forms of visual communication to develop their creative practice.

Students will be able to develop concepts and narratives through drawing, sequential illustration and animation, design for print and screen, digital practices, three-dimensional forms, performance and creative writing. Investigating unfamiliar established and emerging processes, to inform their own, individual methodologies is encouraged and supported throughout the course. This is an exciting new course that will provide students with an opportunity to define and locate their own practice within the professional context of Illustration. We have a course team of experienced lecturers who practice and research in diverse fields to support these multidisciplinary explorations. As a result, students will become equipped to deal with the practical, creative, critical and professional skills needed to excel in the creative industries. Throughout the course students will gradually develop an individual, professional portfolio which will align with their career aspirations. This portfolio is shaped by the projects, and the internal and external opportunities students will undertake on the course. This is evidenced within on-going self-reflection and critical thinking, which is consolidated at portfolio review. Central to the curriculum strategy is the integration of practice and theory. The course aims to instill a sense of creative responsibility by exploring current debates and issues within the discipline of Illustration and the wider creative fields.

There will be opportunities to collaborate with students on the Fine Art, Graphic Design, and Product Design courses within the Art & Design subject area. The new BA (Hons) Illustration course commences September 2019, we look forward to welcoming our first cohort!

Justin Burns  
Head of Art & Design

Brendan Lownds



BA (Hons)

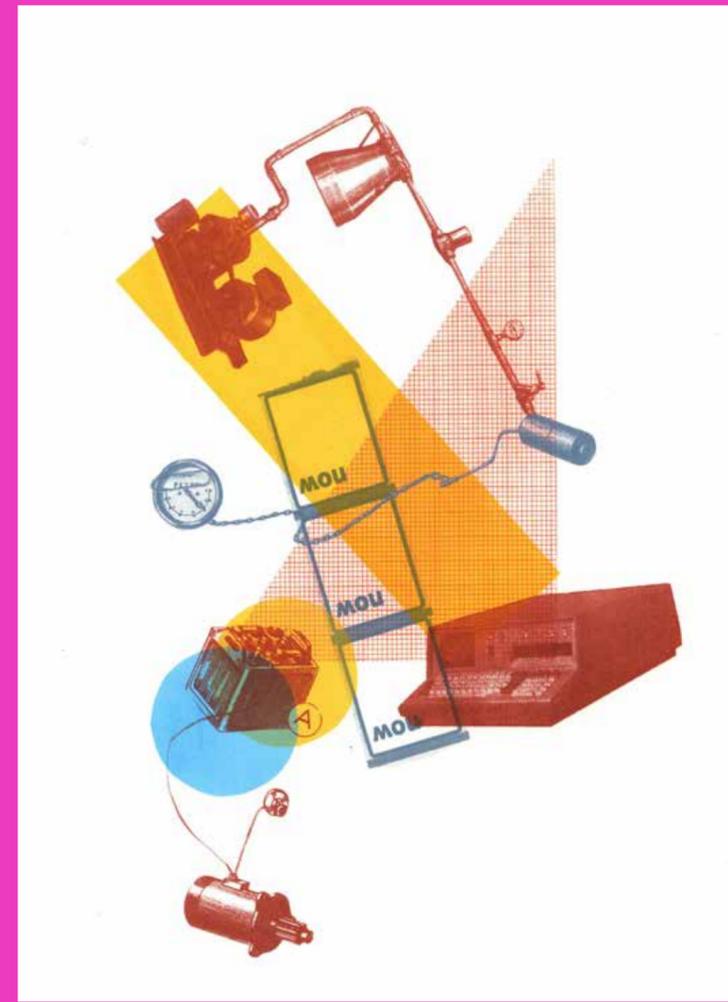
# Illustration

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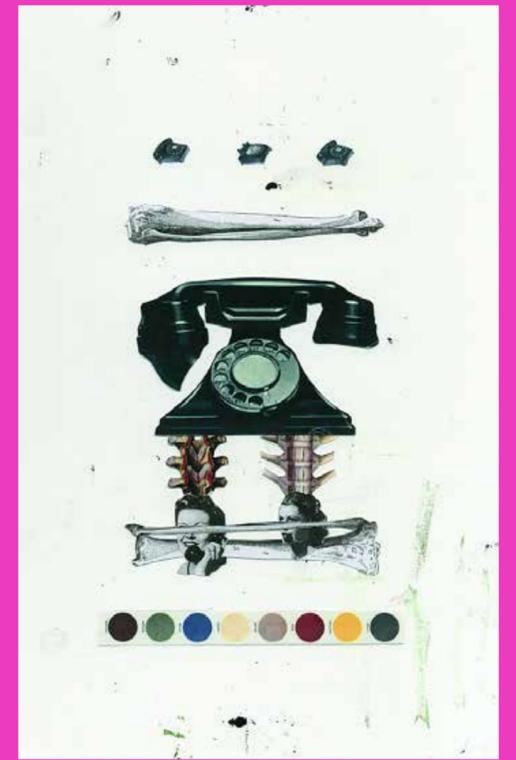


Seb Burnett

Sam Davies



Suzie Cichy



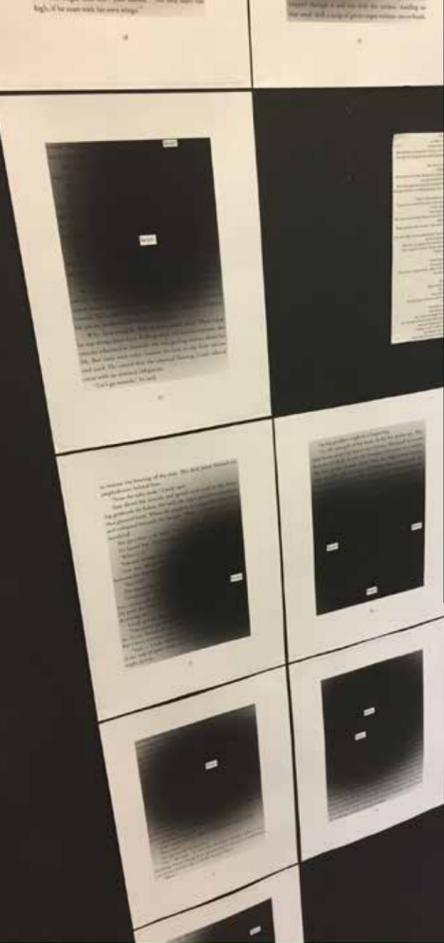
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Chris Lowther



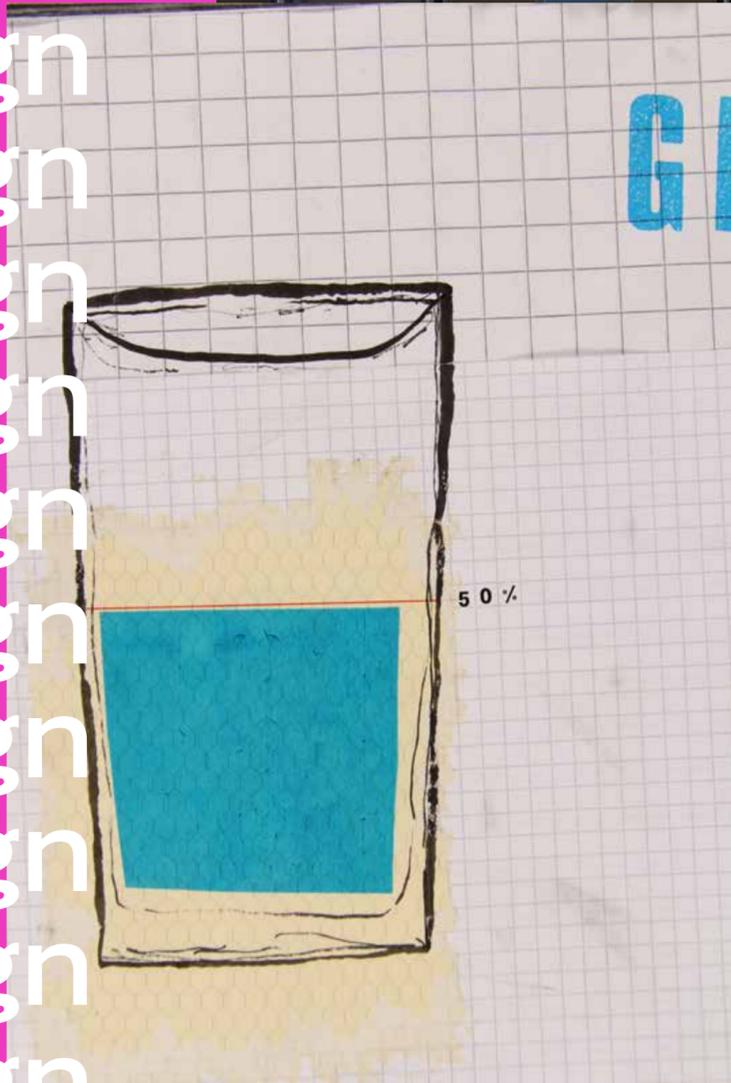
BA (Hons)

Illustration



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BA (Hons)

# Product Design Product Design Product Design Product Design Product Design Product Design



Ryan Lampon

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BA (Hons) Product Design has continued to work with numerous external industrial partners this year as well as showcasing our work within the city.

Our first year students worked on a project brief for LEGO, creating new characters and producing them as scale models of LEGO figurines. They also designed products to assist with eating and drinking in space and addressed the challenges of designing for weightless environments.

Second year students worked on a Fast Moving Consumer Goods (FMCG) project in association with The Retail Institute based within Leeds Beckett University. They also worked on a way-finding project for the Corn Exchange building in Leeds, sponsored by property developers Rushbond. The outcomes of both projects were showcased at the Retail Institute conference and course exhibition entitled 'Industry Insights', set within the Corn Exchange itself. The projects gave our students a valuable insight into working in the design industry and responding to a brief set by a real client. The conference was attended by delegates from over 25 design companies and featured a fantastic keynote talk by Craig Bennett, CEO of Friends of the Earth. The accompanying exhibition was an invaluable opportunity for students to speak directly to potential employers and they were awarded prizes of placements with the sponsor companies.

Second year students also had the opportunity to take part in the Worshipful Company of Furniture Makers Industrial Tour, visiting a number of local furniture businesses. The tour covered topics ranging from research and development through to manufacturing, marketing and sales to gain a broad insight into how the industry operates.

Third year students once again took part in the Royal Society of the Arts (RSA) Student Design Awards. The RSA is a renowned charity committed to finding innovative, practical solutions to social problems. The goal of the competition is to empower a generation of savvy, employable designers who understand the potential of design to benefit society. Winners are rewarded with cash prizes, paid industry placements and a range of other benefits to kick-start their careers.

BA (Hons) Product Design held its fourth annual Product Design Futures conference. This course wide event is designed to help our students think about their futures as product designers. Speakers included William Kent who graduated from our course in 2016 and is now a designer for JCDecaux, Olivia Kelly from Mamas and Papas design team, freelance product designer Richard Sharp and Sally Clark, Director of Human Recruitment, specialising in product design recruitment. The day provided insights into the different and varied aspects of the industry through individual career journeys and careers advice.

Other highlights of our year include a volunteering opportunity for our students with FixinArt in Greece, a student research trip to The Gambia, and visiting lecturer Beibei Zhang who joined us from Shandong Jianzhu University, China.

Lauren Moriarty  
Course Director,  
BA (Hons) Product Design



James Cheung

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Andrew Grainger



BA (Hons)

# Product Design



Industry Insights, 2019

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Matt Horton



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3D Workshop

BA (Hons)

# Product Design







Tobias Bridger

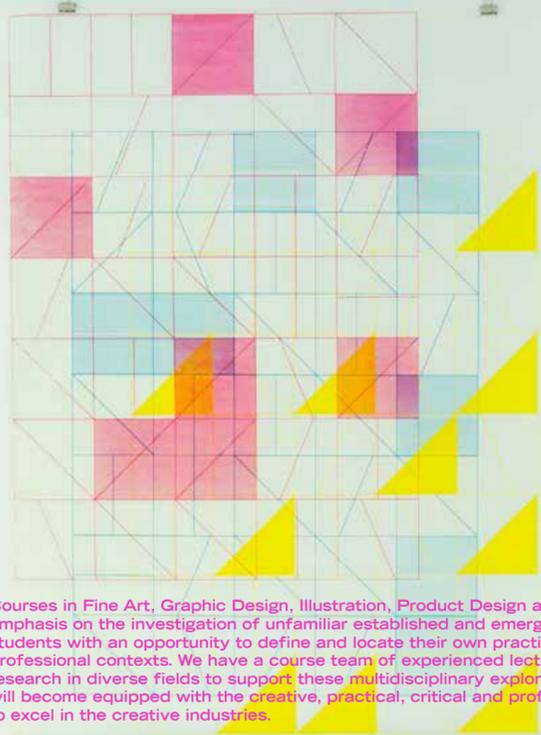


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The MA 3D Design course believes in creativity for purpose. We use design thinking to address real world and conceptual challenges with a combined approach to theory and practice. The course draws upon expertise within a dynamic team of staff and practitioners. The academic and learning support teams have a wealth of professional and educational experience. This diverse knowledge supports the breadth of possible practices within the field of 3D Design, including product design, furniture design, packaging design, material developments for 3D applications, designer-maker practice and considerations of spatial design contexts. Innovative research methods allow our students to gain insights into user needs, economic, environmental and ethical considerations and industry capabilities to inform their design outcomes. The importance of iterative modelling processes (making, testing and making better) allow us to question, challenge, refine and propose appropriate design solutions that make a positive contribution to the world around us. The MA 3D Design curriculum is characterised by four distinct areas that combine to form the identity of the course; Human centred design research allows our students to gain human insight into diverse design issues. Design Thinking engages them in a reflective and iterative process of design development and learning through doing. Design Realisation allows students to communicate their design ideas through compelling design outcomes. Operating as a Designer helps them develop their transferable skills to work effectively as a designer in real world contexts. The aim of the course is to foster and nurture independent creative thinkers. This is to equip graduates with the necessary attributes to respond to the contemporary challenges undertaken by designers and researchers in the field.

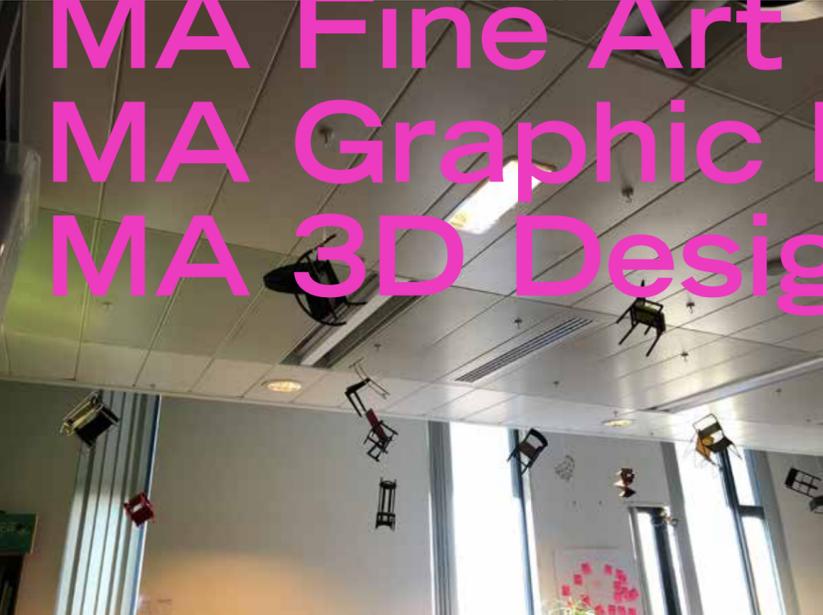
Daniel MacDonald

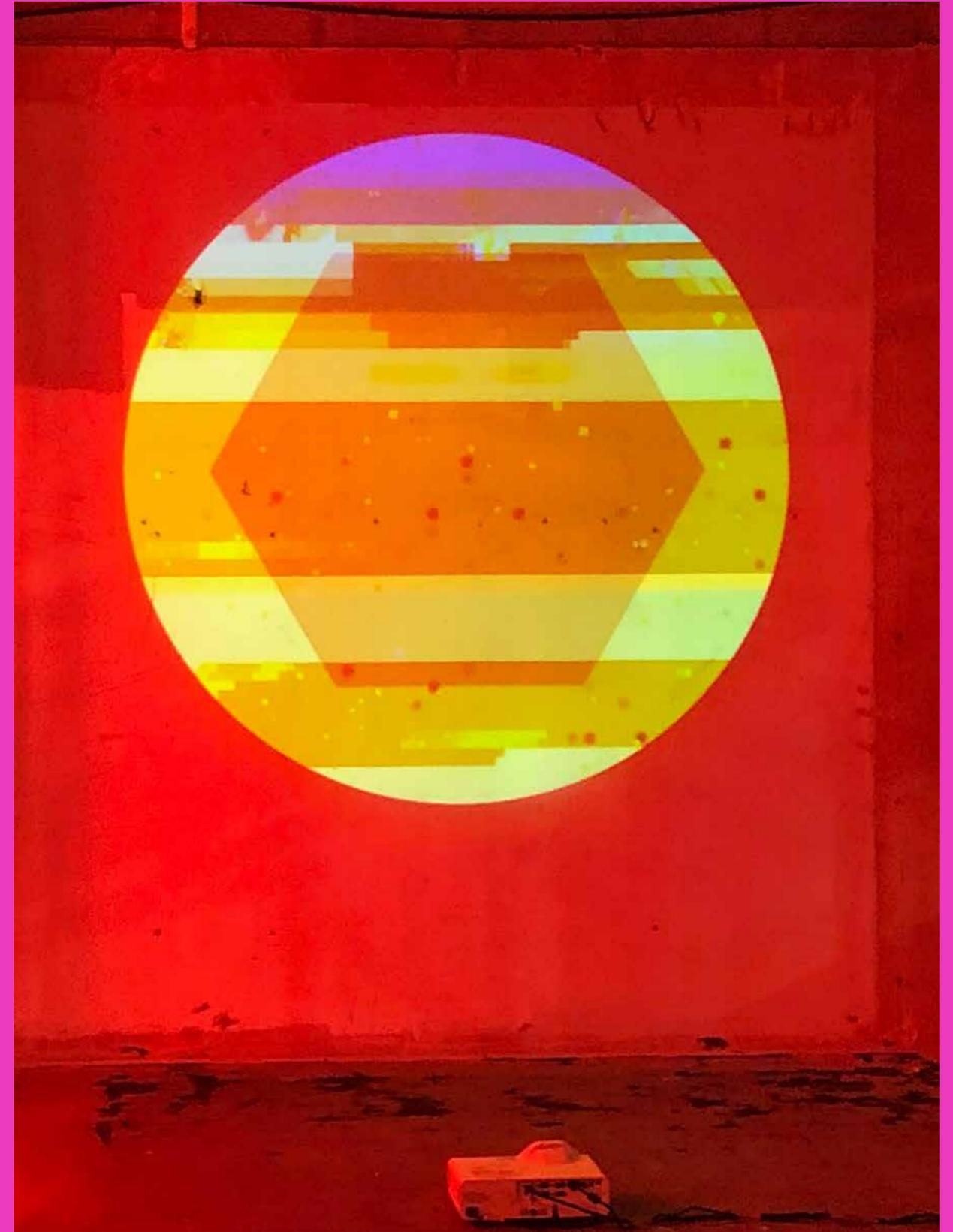




Courses in Fine Art, Graphic Design, Illustration, Product Design and 3D Design place an emphasis on the investigation of unfamiliar established and emerging processes, providing students with an opportunity to define and locate their own practice within a range of professional contexts. We have a course team of experienced lecturers who practice and research in diverse fields to support these multidisciplinary explorations. As a result, students will become equipped with the creative, practical, critical and professional skills required to excel in the creative industries.

BA (Hons) Fine Art  
 BA (Hons) Graphic Design  
 BA (Hons) Illustration  
 BA (Hons) Product Design  
 MA Fine Art  
 MA Graphic Design  
 MA 3D Design





## School of Art, Architecture & Design

The Leeds Beckett School of Art, Architecture and Design, with a history that spans over 170 years, is united by a common goal: to encourage individuality, to inspire creativity, and to create impact. We have an exciting and experimental approach to contemporary, creative practice – set in the heart of a culturally energised city. Our aim is to instil in you the confidence, curiosity and commitment to thrive at University and beyond, and to give you the freedom and independence to both think, and to make.

### Art & Design

BA (Hons) Fine Art  
BA (Hons) Graphic Design  
BA (Hons) Illustration  
BA (Hons) Product Design  
MA Fine Art  
MA Graphic Design  
MA 3D Design

For course enquiries please contact:  
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# DESIGN REVOLUTION

2019

LEEDS BECKETT UNIVERSITY — SCHOOL OF ART, ARCHITECTURE & DESIGN