

# MA ILLUSTRATION & ANIMATION

Kingston University London



# MA ILLUSTRATION & ANIMATION

## FAST FACTS

### Further information, including fees

See [www.kingston.ac.uk/pgillustration](http://www.kingston.ac.uk/pgillustration)

### Duration

FT: 1 yr PT 2yrs

### Attendance

FT: 3 days per week PT: 1 day per week

### Qualification, recognition and accreditation

MA

### Entry requirements

Applicants should have a good BA(Hons) degree or equivalent qualification in illustration or animation or a related subject, such as fine art, graphic design, photography, printmaking, fashion or textiles.

A portfolio of work, preferably on CD, must accompany your application.

International students must have an IELTS score of 6.5 or equivalent.

### Interviews

We will invite all shortlisted candidates to an interview, asking you to bring your portfolio with you; and submit a major project proposal for discussion, which indicates areas of interest for further exploration.

We can make alternative arrangements for international students based overseas.

### Prior learning – AP(E)L

Applicants with prior qualifications and learning may be exempt from appropriate parts of a course in accordance with the University's policy for the assessment of prior learning and prior experiential learning

### Fees and bursaries

The course offers three internal bursaries of £1,000 each. For details of how to apply contact: [xxxxx@kingston.ac.uk](mailto:xxxxx@kingston.ac.uk)

### What is MA Illustration and Animation?

Illustrators work within publishing, design and advertising projects creating arresting images that embellish, elucidate and inform. Animators create engaging moving images that are strong pieces of communication. Both develop strong visual identities, ideas and innovation. If you are an ambitious and determined artist, with the talent, motivation and desire to create new work, to form new directions and realise your career aspirations as an illustrator or animator, this course is ideal. It has a unique teaching and learning framework, providing you with the creative opportunity to develop a singular vision as an illustrator or animator, and will enable you to engage successfully in commercial practice after graduation. Specialisms include moving image, printmaking, digital imaging, book and editorial illustration.

### What you will study?

Taught by highly experienced professional illustrators or animators, you will learn how to write your own individual project brief within the guiding framework of the modules that form the course. You will learn how to understand and interpret language, written or spoken, into an imaginative visual form. You will consider the traditions of British and European illustration, as well as animation, and will discuss the significance of how changes in the creative industry have mirrored the technological changes of the day. You will also explore the range of contemporary illustration and animation and current approaches to design problems. In addition, you will develop an entrepreneurial sense in marketing and promoting your work. Your major project provides the space and time for you to produce a sustained body of original work.

Please note that this is an indicative list of modules only:

### Modules

- Research and Discovery
- Text and Image
- Individual Projects
- History of Illustration and Animation
- Contemporary Illustration and Animation
- Interdisciplinary Practice Research
- Major Project

[www.kingston.ac.uk/pgillustration](http://www.kingston.ac.uk/pgillustration)

# MA ILLUSTRATION & ANIMATION

## Assessment

Individual projects, major project

## Course features

If you choose to study this course, here are some of the things you can expect from the course and how it will benefit you.

This course provides the creative opportunity to develop your individual vision as an illustrator or animator. The major project allows you to build on this and produce a sustained body of original work.

You also have the opportunity to take a field trip abroad.

Many members of staff are professional illustrators or animators, which keeps your learning cutting-edge.

Alongside your academic studies, you develop workplace skills in:

- problem solving and organisation;
- data collation, review and synopsis;
- communication (oral, written and electronic);
- time management;
- computing; and
- co-operation and teamwork.

We offer a part-time study option to help you fit your MA around other commitments.

## Links with business and industry

Studying this course means you'll have opportunities to be involved with organisations outside the university — you can find out about them here.

Our industry connections mean we provide unique study opportunities, such as:

- the chance to have your work seen by eminent members of your profession
- project work and workshops with visiting lecturers and industry specialists

Our excellent reputation means that industry contacts regularly visit our student shows to see the best of the new talent.

Our links with professional practice provide a real-world base for our courses. They also help us to ensure your studies are kept up-to-date and relevant to the workplace.

All members of the MA Illustration and Animation team are top practitioners in their fields, which keeps your learning cutting-edge. The course has a strong reputation for being grounded in professionalism and real life practice. Top experts from across the creative industries enrich your study programme.

Recent eminent professional guests include:

- Adrian Johnson
- Gary Powell
- Richard Hogg (ex-Airside)
- Paul Grevitt,
- Sara Fenelli

You also have the opportunity to take a field trip abroad.

# MA ILLUSTRATION & ANIMATION

## **Student exhibitions**

Your Master's project culminates with a gallery assessment show

## **Events and lectures**

The range of events and lectures in the Faculty of Art, Design and Architecture enhances your studies and adds an extra perspective to your learning. You are free to attend lectures from a whole range of different areas and creative subjects.

## **Where is the Faculty based?**

All students in the Faculty are based at the University's Knights Park campus. Our well-equipped facilities offer a modern study environment so that you graduate with cutting-edge skills and knowledge.

# MA ILLUSTRATION & ANIMATION

## STAFF PROFILES

### Who teaches this course?

The Faculty of Art, Design and Architecture teaches this course. The Faculty has its roots in the studio-based approach of Britain's art school system (the original School of Art was founded in the 1890s).

Today, most of your learning still takes place in our specialist studios. Each subject area has its own fully-equipped studio, where you take part in classes, tutorials and critical reviews with fellow students. This strong studio culture also ensures regular interaction between students and tutors.

Our industry connections mean we provide unique study opportunities, such as:

- the chance to have your work seen by eminent members of your profession
- project work and workshops with visiting lecturers and industry specialists

Our excellent reputation means that industry leaders regularly visit our student shows to see the best of the new talent. Most members of staff are professional practitioners, which keeps your learning cutting-edge

Name: Penny Hudd

Title: Head of School of Communication Design

Email: [p.hudd@kingston.ac.uk](mailto:p.hudd@kingston.ac.uk)

Name: Jake Abrahms

Title: Course Director, MA Illustration & Animation

Email: [j.abrahms@kingston.ac.uk](mailto:j.abrahms@kingston.ac.uk)

Course director Jake Abrams started his illustration career working editorially for a range of clients including *Blueprint*, *Creative Review*, *GQ Magazine*, *Punch*, and *The Observer*. He has also worked on children's books, national advertising campaigns and has taught widely at university level.

Name: Robin Harris

Title: Module Leader, MA Illustration & Animation

Email: [r.harris@kingston.ac.uk](mailto:r.harris@kingston.ac.uk)

### Visiting lecturers

Name: Stephen Brown (MA RCA Animation)

Stephen has worked professionally in various capacities in both animation and live action film making. He is currently co-writing a feature film project in development.

Name: Dave McKeen

Dave is an international author, illustrator, graphic novelist and film maker.

Name: Sarah Odedina

Sarah is the Publishing Director at Bloomsbury

Name: Shelley Page

Shelley is European Director of Dreamworks SKG

# MA ILLUSTRATION & ANIMATION

## REFLECTIONS ON KINGSTON (TESTIMONIALS)

### Student testimonials

Name: Nicky Brown  
Course: MA Illustration

“Staff were always busy, but nevertheless always made the time to give realistic and constructive advice and help. I often struggled with my work but the push to keep me going was always there and I was immensely grateful.

“As a very mature student, I made use of the experience to give me the confidence to try new things. I started teaching adults while I was at Kingston and the course gave me a lot of insight and practical experience to enjoy this work, and, I hope, to give more to my students. I loved my time at Kingston and recommend it often and highly to anyone looking for somewhere to study.”

Name: Hayoung Yi  
Course: MA Illustration and Animation

Hayoung is from South Korea and the recipient of a Kingston University International Scholarship.

“I adjusted well into Kingston University as the School and the professors take very good care of international students. I was also impressed by the Faculty’s facilities, such as the printing and Mac room.

“The campus has a lovely river called Hog’s Mill, where I usually spend my lunchtime. It is a pleasant place to enjoy the sunshine and talk with your class mates. The atmosphere around the campus is quiet and serene, which helps me to concentrate on my studies.”

### Industry testimonials

Rick Wright,  
Creative Director, 3 Fish

Still by far the best. The students that Kingston produces consistently deliver outstanding work.

Suzanne Dean, Creative Director, Random House

The Kingston Shows are the only ones I never miss. They are consistently good, the graduates are cutting edge, dedicated and full of surprises.

# MA ILLUSTRATION & ANIMATION

## SCHOLARSHIPS

### **Annual Fund Postgraduate Scholarships**

The Development Office is offering two postgraduate scholarships for UK and EU students for the 2007/08 academic year. They are available for any subject and will pay 50% of the fees for a one-year, full-time or two-years, part-time masters programme (excluding MBA). Applicants should:

- be classed as "home" for fees purposes; and
- have already received an offer of a place for 2008 entry.

For further details see [www.kingston.ac.uk/scholarships](http://www.kingston.ac.uk/scholarships)

### **International scholarships 2008**

The International Office is offering awards totalling £250,000 for 2008 entry, with each scholarship worth £3,000. These are open to prospective full-time postgraduates in any subject area on a one-year taught masters degree.

You can apply for an international scholarship if you:

- are an international student (classified as "overseas" for fee purposes)
- have an offer of a place on a course at Kingston for 2008 entry
- are not currently registered on a postgraduate course at Kingston University.

You might also be eligible for an international loyalty bursary if you are Kingston University alumni or have a family connection with the University.

# MA ILLUSTRATION & ANIMATION

## RESEARCH CENTRES AND GROUPS

All staff and student researchers in the Faculty are part of a research centre through which they engage both with collaborative and individual projects and with a range of local, national and international research events, including workshops, seminars, visiting lecture series, conferences and symposia.

### **CONTEMPORARY ART RESEARCH CENTRE: CENTRE FOR USELESS SPLENDOUR**

The recently established Contemporary Art Research Centre provides an intellectual and creative milieu for innovation in contemporary fine art. Taking its identity from Andre Breton's articulation of the imagination, we draw on that legacy of surrealism to conceptualise our project of innovation. In this way, researchers – staff and students – seek to imagine and enact possibilities of contemporary art in contingency with social politics, technology, models of knowledge and modes of experience.

The Centre focuses on four interconnected research spaces.

#### **Foyer**

Art and social context that explores propositions for agency and the generation of expanded and hybrid modes of socially sited artistic production through collaboration, curation, writing, publishing, broadcasting and other modes of dissemination.

#### **Machine Room**

Art and technology, where research focuses on how technologies, methods and processes might be understood, employed, detoured and reinvented.

#### **Hall of Records**

Art and epistemology, which considers how histories and bodies of knowledge might be generated, re-imagined and re-inscribed through work with archives and physical collections, found objects, constitutions, laws and manifestos.

#### **Lumber Room**

Art and materiality, explores the relationships between matter, experience and translation and how knowledge is developed through embodied temporal encounter in a wide range of practices, including performance and drawing.

Director Elizabeth Price

Co-Director Louis Nixon

E [contemporaryart@kingston.ac.uk](mailto:contemporaryart@kingston.ac.uk)

[www.kingston.ac.uk/design/contemporaryart](http://www.kingston.ac.uk/design/contemporaryart)

### **DESIGN RESEARCH CENTRE**

Kingston University's Design Research Centre provides a transdisciplinary, intellectual and creative environment for researchers engaging with the cultural, environmental and presentational contexts of design practice in its widest sense. Research in this diverse area is developed through five interrelated design thematics that inform and support our postgraduate courses in design, the creative industries and the built environment.

**Design Innovation** focuses upon the presentational contexts of contemporary design practice in which design products and activities are formulated, disseminated and displayed. Individual and collaborative research projects bring an experimental or laboratory-like quality to the design process, which situates the activities of the designer within the broader context of commerce, industry, cultural institutions and the general public. Research benefits from the longstanding participation of several leading figures from the professional design arena, including the design, manufacture and production of fashion, interiors, and product and furniture.

**Curating the Contemporary** researchers focus on new initiatives and perspectives on curating, including the interface between design, craft and fine art. Research activities include regular themed conferences with leading international museum curators, a visiting professor programme, and collaborative projects with Kingston's on-site Stanley Picker Gallery. Design for Environments is an interdisciplinary focus for researchers engaged in the theory and practice of design for diverse environments. This includes design for well-being, health and micro-environments, as well as more spatial, aesthetic and critical enquiry into building typologies and cultural analysis of urban and leisure environments. Funded research projects range from the study of interior design schemes in hospitals, hospices and prisons, to systems of display in public transport networks and museums.

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## RESEARCH CENTRES AND GROUPS

**Design for Screen** research focuses on interdisciplinary practice-based enquiry into screen-based media. Presentation and context is central to their critical investigation of the screen arts and industry, and researchers engage with documentary and experimental film-making, multimedia-based projects, mainstream film design and animation.

**Sustainability** focuses on multidisciplinary research into issues of sustainability across innovative product and packaging design, recycling and materials innovation. Research resources include the Recycling by Design Research Unit, the Inspirecycle web resource and the Creative Resource recycled materials' library, funded by the AHRC. Research outcomes range from product design and installations to consultancy reports and web-based resources.

Director Hilary Dalke  
Associate Director Professor Catherine McDermott  
Associate Director Professor Sarah Chaplin  
E [designresearch@kingston.ac.uk](mailto:designresearch@kingston.ac.uk)  
[www.kingston.ac.uk/design/designresearch](http://www.kingston.ac.uk/design/designresearch)

### **VISUAL AND MATERIAL CULTURE RESEARCH CENTRE**

Situated at Knights Park, Kingston University's Visual and Material Culture Research Centre (VMCRC) provides the focus for energetic interdisciplinary research in modern and contemporary visual and material culture and the histories of art, film, design and architecture. The Centre enables academics, emerging scholars and students to conduct research within a stimulating and collegiate environment that actively seeks to shape the future of these fields of inquiry. Researchers are engaged in both individual and collaborative projects with a shared emphasis on modernity and its futures, and, since 1997, have organised a series of conferences and symposia in collaboration with major London museums and galleries.

Distinct inter-animating areas of study are: Historical and Critical Studies engaging with issues of patronage, the art market, avant-gardes, and the history of the art school; Place, Space and Global Futures, which focuses on local, national, and international identity; and Gender, Technology and the Human Image.

Director Professor Fran Lloyd  
Associate Director Dr Marquard Smith  
E [vamcrc@kingston.ac.uk](mailto:vamcrc@kingston.ac.uk)  
[www.kingston.ac.uk/design/VAMCRC](http://www.kingston.ac.uk/design/VAMCRC)

# MA ILLUSTRATION & ANIMATION

## RESEARCH CENTRES AND GROUPS

### **MODERN INTERIORS RESEARCH CENTRE**

Established in 2001 and based at Dorich House Museum, Kingston's Modern Interiors Research Centre (MIRC) provides a dynamic focus for interdisciplinary research on the subject of the design of the modern interior in the period 1870–1970. Its researchers work in the fields of design history, architectural history, art history, cultural history, and visual, material and spatial culture. MIRC researchers focus on interiors in both domestic and non-domestic settings and seek to explore the ways in which modern interiors have been created, disseminated and consumed, with an emphasis on the influences of socio-cultural factors such as class, gender and ethnicity.

Director Professor Penny Sparke  
Associate Director Dr Trevor Keeble  
Associate Director Prof Anne Wealleans  
E [mircc@kingston.ac.uk](mailto:mircc@kingston.ac.uk)  
[www.kingston.ac.uk/design/MIRC](http://www.kingston.ac.uk/design/MIRC)

### **REAL ESTATE RESEARCH CENTRE (RERC)**

Researchers within this Centre work across a broad spread of interests relating to real estate. The research takes a qualitative and reflective approach to the role of appraisal and management and the regulation of land and buildings. The work seeks to relate professional activity to changing social and political agendas.

A shared ambition of all researchers is to lead the knowledge and understanding of the relationship between the sustainability agenda and the operation of real estate markets. They are engaged in a range of exciting projects in highly focused and specialist areas relating to investment worth models, contaminated and brownfield land, taxation and fiscal incentives and the valuation of heritage assets.

Those interested in studying for research degrees in real estate and who have a relevant first or masters degree should contact the Director for an informal conversation.

Director Professor Sarah Sayce  
E [regerc@kingston.ac.uk](mailto:regerc@kingston.ac.uk)  
[www.kingston.ac.uk/design/RERC](http://www.kingston.ac.uk/design/RERC)

### **Student research**

You may be able to publish any research you undertake on the Kingston University Research and Innovation Reports (KURIR) website. This site gives anyone associated with Kingston University the opportunity to publish articles, which will be permanently available to the academic community.

See [www.kingston.ac.uk/kurir](http://www.kingston.ac.uk/kurir)

For further information on research within the Faculty, and to find out more about research opportunities, contact our research administrator:

T +44 (0)20 8547 7416

E [e.day@kingston.ac.uk](mailto:e.day@kingston.ac.uk)

[www.kingston.ac.uk/art-design-arch-research](http://www.kingston.ac.uk/art-design-arch-research)

[www.kingston.ac.uk/pgillustration](http://www.kingston.ac.uk/pgillustration)

# MA ILLUSTRATION & ANIMATION

## FACILITIES

The Faculty of Art, Design & Architecture began an ambitious and ongoing programme of investment during 2007. Consequently, we have been able to make significant improvements to our workshops and some other resources in order to support your learning.

These include:

- Faculty wide technical resources available to students on all courses;
- significant improvements to the 3D workshops with an investment in new equipment, which now includes a CNC controlled 3D router, a rapid prototyper 3D printer, a 3D scanner and a 2D plotter/cutter;
- the creation of a state-of-the-art filming environment and animation suite;
- the development of an industry standard photographic suite with two new digital darkrooms;
- the newly specified Digital Media Workshops I & II, with hardware and software upgraded to a professional level;
- the creation of a bookable, inter-disciplinary project studio;
- ongoing refurbishment of studios.

The University has its own on-site galleries, including:

- Dorich House – home of the sculptor of Dora Gordine;
- the Stanley Picker Gallery – featuring exhibitions of contemporary art plus exhibition space for students; and
- project spaces in the main University campus, which you can book for the construction of large-scale work.

### You also benefit from:

- well-equipped lecture theatres, seminar rooms and workshops;
- the library's extensive book and journal collection – as well as over 150,000 slides and visual references dating back to the 1600s;
- computer resources; and
- the dedicated Graduate Centre on campus – including IT facilities, seminar rooms and social spaces.

## Resources in London

Kingston is just a 25-minute train journey away from central London. Here you can access a wealth of exhibitions and galleries, including the Tate Modern and the National Gallery.

## Learning support

We want to make sure you get all the support you need while you are with us. Here you can see the range of support we can offer you while you're doing this course.

When you arrive at Kingston, we will allocate you a personal tutor to make sure you have access to appropriate advice regarding your academic development. You will also be able to use the University's Careers Service and counselling service.

## Personal training plans

We offer all students training sessions when they arrive at Kingston University, covering:

- project management;
- communication skills; and
- information research and retrieval.

The aim is to give you the chance to improve your study, research and life skills.

## Blackboard

Blackboard is an online learning management system. It is a potentially limitless resource for lecture notes and interactive teaching including:

- access to course materials – such as lecture notes, backup materials, presentations and previous exam papers;
- online chatrooms and bulletin boards – so you can interact with staff and other students; and
- multimedia features – such as video tutorials.

Because you can use Blackboard from any internet-enabled computer at any time, you can choose when and where you study.

# MA ILLUSTRATION & ANIMATION

## FACILITIES

### **StudentSpace**

The Kingston University student intranet provides a fast, easy way to find information and work online. It provides everything you need to know about student life at Kingston.

You can also use StudentSpace as a virtual workspace, customising it to include:

- your chosen web-based applications;
- favourite web links;
- a useful calendar; and
- your recently opened files.

### **The Graduate School and Centres**

All postgraduate students at Kingston have the support of the Graduate School. The Graduate School:

runs special training programmes for research students;

works with academics and administrators to develop graduate education and reinforce the links between teaching and research; and

helps to introduce new initiatives to postgraduate activities.

It also manages the Graduate Centres, dedicated spaces for graduate students. These are ideal for private study or holding meetings.

### **Language support**

International students can access plenty of language support, both before and during your course:

Pre-sessional English Language Course – improve your English language skills and learn about study methods and life in the UK

English Language Support Programme – after you enrol, this free programme offers a range of academic English courses and tutorial support throughout the academic year.

### **Where is the Faculty based?**

Most students in the Faculty are based at the University's Knights Park campus, with surveying courses based at Penrhyn Road. Our well-equipped facilities offer a modern study environment so that you graduate with cutting-edge skills and knowledge.

### **CONTACT**

Postgraduate Admissions Administrator

Faculty of Art, Design & Architecture

Kingston University

Knights Park

Kingston upon Thames

Surrey KT1 2QJ

T +44 (0)20 8417 4646

E [designpostgrad@kingston.ac.uk](mailto:designpostgrad@kingston.ac.uk)