EXTENDED DIPLOMA IN ART & DESIGN
ACCREDITED BY UNIVERSITY OF THE ARTS LONDON AWARDING BODY
UAL LEVEL 3 EXTENDED DIPLOMA
IN ART & DESIGN

If you want to pursue a career in Art & Design and have not completed high school, this two year programme is the ideal route for you and is essential if you want to study Art & Design at Degree level.

WHAT TO EXPECT

Year one
You will develop your drawing skills through compulsory subject areas including Visual Studies, Life Drawing, Contextual Studies and English Language training. 2D and 3D creative design processes are introduced (Fine Art, Graphics, Textiles & Surface Design) as well as lens-based media (Photography or Moving Image).

Year two
In year two, you will select a pathway to specialise in whilst considering university applications with the guidance and support of lecturers. In the second term, you will continue to focus on your chosen specialism and develop a portfolio for university interviews. As part of your final major project, you will also complete a journal which is a reflection and evaluation of your work. At the end of term, we will celebrate your achievements by holding an exhibition of student work.

OPTIONAL SUBJECT AREAS

• Fashion Design
• Fashion Promotion
• Fine Art
• Graphics & Illustration
• Spatial Design
• Product Design
• Moving Image
• Photography
• Theatre Arts
• Applied Craft

ENTRY REQUIREMENTS

Age 16 years +
Educational Level Completed 11 years’ schooling with 3 x GCSEs or equivalent
English Level IELTS 4.5+ (no element under 4.0)
Portfolio Limited required
Start September | January
Course Length 2 years (6 terms)
Progression Art & Design Degree
WHY CHOOSE THIS COURSE?

“I always knew I had a passion but with encouragement from these really great teachers, I have discovered my talent too!”

SOFIA RUSSO | DESTINATION: KINGSTON UNIVERSITY PHOTOGRAPHY

UALAB Centre Handbook

“IF you want to pursue a career in Art and Design and have not completed high school, this two year Programme of study is the route for you and is essential if you want to study Art and Design at degree level.”

CSVPA COURSE GUIDANCE

The qualification aims to enable you to:

• Have a critical and contextual awareness of different perspectives and approaches within art, design or related subjects of study or work.

• Research, analyse and evaluate relevant information and ideas in order to develop creative solutions.

• Understand, adopt and safely use appropriate and practical methods and skills for creative production.

• Solve complex problems through the application of art, design or related practical, theoretical and technical understanding.

• Critically review the effectiveness and appropriateness of methods, actions and results.

• Use evaluative and reflective skills in order to take responsibility for own learning, development and decision making.

• Take responsibility for the research, planning, time management and actions to access progression opportunities.

• Effectively present themselves and their work to appropriate audiences.

UALAB Centre Handbook
WHAT TO EXPECT

YEAR ONE

This is an intensive year of full-time study in art and design and will give you a broad understanding of the many ways you can express yourself through the creative process of 2D and 3D design, as well as lens based media. This will be a challenging and rewarding year, which will provide the bridge between school and university.

In preparing you for this transition your tutors will encourage and support you to become an independent thinker. Being a general art course you will learn the necessary knowledge, skills and understanding required to give you a firm foundation on which to build a successful progression through the many art and design disciplines.

Also during the year you will develop your understanding of the language of drawing through compulsory ‘Life Drawing’, and ‘Drawing Skills’. You will also gain insight and broaden your knowledge of the History of Art and Design through Contextual Studies.

You will complete 9 units of work throughout the year. Unit 8 being the Final Major Project which determines your overall grade for year one. This could be Pass, Merit or Distinction.

All internal assessment and grading decisions are subject to External Moderation.
During this year you must complete nine units in order to progress to year two. Below is a brief outline of the units:

PART ONE

UNIT 1: INTRODUCTION TO A VISUAL LANGUAGE IN ART AND DESIGN (12 CREDITS)
For this unit you must show evidence of your skills, knowledge and understanding of how visual language supports art and design activities.

UNIT 2: INTRODUCTION TO RESEARCH SKILLS IN ART AND DESIGN (12 CREDITS)
For this unit you must show evidence of your research and skills appropriate to the support of art and design. You must also be able to effectively communicate your ideas through writing and speaking.

UNIT 3: INTRODUCTION TO CRITICAL AND CONTEXTUAL AWARENESS IN ART AND DESIGN (12 CREDITS)
For this unit you must show your understanding of other artists and designers. You must show this through drawing, writing and speaking.

UNIT 4: INTRODUCTION TO MATERIALS, PROCESSES AND TECHNICAL SKILLS IN ART AND DESIGN (12 CREDITS)
For this unit you must show an ability to use a variety of materials and processes with an understanding of their particular characteristics and uses and the related technical skills necessary. Show an ability to record your experiences and ideas skilfully.

PART TWO

UNIT 5: AN INTEGRATED APPROACH TO 2D PROBLEM SOLVING IN ART AND DESIGN (12 CREDITS)
You will be required to use the knowledge, skills and understanding acquired in units 1-4 and propose a solution to a two-dimensional art and design problem.

UNIT 6: AN INTEGRATED APPROACH TO 3D PROBLEM SOLVING IN ART AND DESIGN (12 CREDITS)
You will be required to use the knowledge, skills and understanding acquired in units 1-4 and propose a solution to a three-dimensional art and design problem.

UNIT 7: INTEGRATED APPROACH TO TIME BASED PROBLEM SOLVING IN ART AND DESIGN (12 CREDITS)
You will be required to use the knowledge, skills and understanding acquired in units 1-4 and propose a solution to a time based art and design problem.

PART THREE

UNIT 8: DEVELOPING AN ART AND DESIGN PROJECT (24 CREDITS)
For this unit you must show the knowledge, skills and understanding gained from units 1-7 and develop a substantial art and design project.

UNIT 9: OPPORTUNITIES FOR PROGRESSION IN ART AND DESIGN (6 CREDITS)
You must show evidence of a series of learning experiences designed to show you a range of progression opportunities. This may be through lectures/studio visits/application letters to FAD etc.
PART ONE
FIRST TERM

During the autumn term you will complete 2 projects which will enable you to cover units 1-4. They are linked together to give you an introduction to the skills, knowledge and understanding necessary to explore, enhance and sustain your creative development. It forms the foundation for all other units and is vital that you pass these units to progress further on the course.

PROJECT NUMBER 1
THEME | PEOPLE AND PLACES
INTRODUCTION TO VISUAL LANGUAGE (2 WEEKS)

This short introductory project is designed to enable you to explore the visual elements in art and design. You will be outside drawing and taking photographs of people and architecture in the historic city of Cambridge. Then during the second week you will develop these drawings through 3D, Fine Art, Textiles, Graphics, Photography and Moving Image.

Alongside this you will learn about Medieval Art and Architecture and the Renaissance period in art and design. Further drawing tasks will enable you to understand a wider variety of mark making techniques.

PROJECT NUMBER 2
THEME | CONTRASTS
WORKSHOP/ METHODS AND MATERIALS (7 WEEKS)

This second project will introduce you to a wide variety of materials and techniques. You will take part in workshop activities in 3D, Textiles, Fine Art, Graphics, Photography and Moving Image.

3D may include: working with clay, wire, wood, glass, mod rock and recyclable material.

FINE ART may include: painting and print making, drawing techniques, colour theory and sculpture.

TEXTILES may include: sewing both machine and hand techniques, heat moulding fabric, heat transfer, dyeing and printing, felt making and weave.

GRAPHICS may include: typography, communication techniques, creative collage, Photoshop, illustrator.

PHOTOGRAPHY may include: learning the basics: shutter speed and aperture, using film cameras, working in the darkroom and studio lighting.

MOVING IMAGE may include: developing ideas for storyboard, narrative structure, film style, stop motion, character design and live action.

Throughout the year you will also have compulsory lessons in Life Drawing, Critical and Contextual Studies and Drawing Skills. These are an essential part of the curriculum and will be assessed alongside your core subjects.
PART TWO
SECOND TERM

During part two you will apply your newly acquired skills, knowledge and understanding to a series of more complex and demanding assignments.

Unit 5 will require you to solve a 2 dimensional problem through GRAPHICS AND TEXTILES.

Unit 6 will require you to solve a 3 dimensional problem through FINE ART AND 3D.

Unit 7 will require you to solve a time-based problem through PHOTOGRAPHY AND MOVING IMAGE.

PART THREE
THIRD TERM

Your Final Major Project is unit 8 and will require you to make use of the knowledge, skills and understanding developed in units 1-7 to complete an art and design project. You will also be able to explore one subject in greater depth.

The work that you produce for this unit will culminate in an end-of-year exhibition, and be internally assessed and externally moderated by University Arts London Awarding Body.

The course also requires you to develop your understanding of progression opportunities and this will be covered in unit 9.

Task may include:
UCAS workshop | visiting practitioners | visiting university | researching universities through UCAS | personal statement | portfolio review | mock interviews for FAD | presenting your work to an audience.

3D, Textiles and Graphics & Illustration work from Final Exhibition
YEAR TWO
SPECIALISM BREAKDOWN

FASHION DESIGN

Key to Foundation is idea development through research and knowledge of fashion in context. Critical thinking is encouraged so you can assess what is good and bad in order for further progression. You will learn how to take your ideas from sketch to catwalk, and how to learn the physical making of a garment, from choosing the correct material to pinning and draping materials on a dummy and sewing the final pattern.

EXAMPLE SKILLS LEARNED
Fashion Illustration, Customisation, Translating Designs from 2D Drawings to 3D Garments, Garment Making, Research and Sketch Book Development

PREPARATION FOR

FASHION PROMOTION

This combines all the creative elements of the fashion industry without creating garments: it’s the styling, marketing and promotion. You are not only exposed to the graphic design components of fashion, such as the design of a fashion label or fashion magazine page layout, but you will also learn the business fundamentals of selling a fashion product. A passion for the industry and an eye for creativity are must-haves if you are to excel in the world of fashion promotion.

EXAMPLE SKILLS LEARNED
Fashion Marketing, Trend Reporting and Prediction, Portfolio Development

PREPARATION FOR
Fashion Styling and Production, Creative Direction for Fashion, Fashion Styling, Fashion Retail Management, Fashion Promotion, Fashion Journalism
FINE ART

Fine Art is based around ideas and concepts behind the subject. It asks questions, evokes emotion and tells a story. Foundation level focuses on experimental creativity where you will create works of interest using taught skills tailored around idea development and realisation. From Conceptual Art to Contemporary Fine Art, you are taught how to present your finished pieces using a mixed range of media.

EXAMPLE SKILLS LEARNED
Painting & Drawing, Sculpture, Printmaking, Fine Art Film

PREPARATION FOR
Fine Art Degree

GRAPHICS & ILLUSTRATION

Graphics and Illustration are the two key areas in the world of Design and this course will give you the opportunity to learn about both sides whilst placing emphasis on the development of your ideas and creative thinking.

We will work closely with you to help you to understand research methods and how to implement them as you learn to reflect and evaluate on your work and prepare your portfolio.

Final projects have included branding for hotels and restaurants, advertising posters, typographic installations, packaging design, designed and illustrated book covers, hand rendered typography, children’s pop-up books, guide books, store illustrations, children’s games, info graphics and editorial illustration.

EXAMPLE SKILLS LEARNED

PREPARATION FOR
THEATRE ARTS

Using a variety of techniques, you will learn how to create functional stage environments and make-up looks whilst ensuring that costumes are fit for purpose and enhance the actors’ performance.

SET DESIGN
Using a variety of techniques involving lighting and colour play, learn how to create innovative stage environments that match the functional requirements of a performance or play.

EXAMPLE SKILLS LEARNED
Making & Modelling Props, Properties Of Space, Design For Performance, Story/Play Analysis

MAKE UP
You will learn techniques to create glamorous looks through to the other spectrum of special effect make-up.

EXAMPLE SKILLS LEARNED
Techniques: Ageing, Scarring, Cuts, Body Painting, Creation and Use Of Prosthetics, Contemporary, Historical and Classical Make-up

PREPARATION FOR
Theatre Performance and Event Design, Theatre and Screen: Costume Interpretation, Makeup and Hair Design, Theatre Studies, Make-up & Prosthetics, Character Creation & Technical Effects

COSTUME
The key to good Costume Design is ensuring it’s fit for purpose - this requires an appreciation of the acting involved. You will create designs that balance comfort with functionality whilst ensuring the end result enhances a performance.

EXAMPLE SKILLS LEARNED
Costume Research & Illustration, Production, Sketchbook Development

APPLIED CRAFT

Applied Craft is concerned with the creation of handmade, one-off objects in a variety of materials including metal, wood, plastic, ceramic and glass. You will be introduced to a range of techniques and design restraints so you can select the correct materials for the design purpose. Idea development is key because you can choose to specialise with a material or continue to do general Applied Craft at university.

EXAMPLE SKILLS LEARNED
Glass: Fusing, Slumping & Lost Wax Mould Making
Ceramics: Glazing, Slip Casting & Resin Casting
Metal Craft: Jewellery Making, Soldering & Texturing

PREPARATION FOR
Jewellery and Silversmithing, Contemporary Crafts, Fashion Jewellery, Ceramics, 3D Design, Design Crafts
PHOTOGRAPHY

Using simple teaching techniques, you will be introduced to all elements of photography, from concept through to art direction, digital photography and print media. Our teachers specialise in different areas of photography e.g. fashion, fine art, photo journalism, so you are able to develop your preferred area of photography with the help of experts in the field.

EXAMPLE SKILLS LEARNED

Exposure & Shutter Speed, Perspective & Depth Of Field, Alternative Processes, Wet Processing and Printing, Digital Imagery and Manipulation, Elements of Composition

PREPARATION FOR

Photography, Advertising Photography, Fine Art Photography, Photo Journalism, Fashion Photography, Digital Photography, Documentary Photography

MOVING IMAGE

You will be introduced to the world of digital short film production and 3D animation. Many use this as a stepping-stone towards advertising, feature films, TV or cameraman and even directorship. Group work is the predominant teaching format due to the collaborative nature of project work but for your final project, you will work independently.

EXAMPLE SKILLS LEARNED

Pixilation, Green Screen, SFX Using Adobe After Effects, Motion Tracking, Drawn Animation and Stop Motion, Video Editing and DV Authoring, Rotoscoping

PREPARATION FOR

Media and Communications, Animation, Graphic Design, Film Practice, Visual Effects, 3D Game Design, Computer Visualisation and Animation, Film and Television Production, Digital Film Production, Interactive Media Design
**Spatial Design**

Spatial Design is the practice of creating and managing space. You will learn how to set a problem, research it, push the idea through development and create a computer model. Interior design and architecture have similar design concepts so they share the same project brief, which not only encourages creativity but gives you the opportunity to experiment before deciding which area to specialise in for your final year project.

**Example Skills Learned**
- Site Surveying, Plan and Elevation Drawing To Scale, Casting and Model Making, Research, Presentation and Portfolio Preparation

**Preparation For**

**Product Design**

Product Design is about the reproduction and manufacturing of a product. You are required to find the balance between functionality and style via an intensive design and redesign process. Our teaching encourages idea development and a critical approach, so scoping out project requirements becomes habitual.

**Example Skills Learned**
- CAD (computer aided design) Concept Generation, Prototype Making

**Preparation For**

**Visual Studies**

This all-encompassing subject ensures you have a solid understanding of drawing-based theory including mark making, colour theory and perspective theory that takes into account how work is reproduced.

**Life Drawing**

This is a highly influential toolkit for graphic designers, illustrators and fashion designers alike, because the human body forms the basis of everything we do and feel. You will learn about the human form, the model, cultures and shapes to better your craft.

**Contextual Studies**

Two basic areas are covered: the history of art and design and the teachings of the contemporary world. You will be encouraged to question the context of your projects so you appreciate how the work has evolved and what will happen to it next.

**English for Academic Purposes & IELTS**

Through a variety of teaching styles, we focus on four key skills you need to pass your IELTS exam: listening, reading, writing and spoken English. This subject is linked with your Contextual Studies lectures so you are better equipped with vocabulary to explain your workings and promote your final pieces.
Across all programmes we guarantee you 5 days a week teaching — more than almost any other college or university.

Lecturers are based in your studios Monday to Friday, giving you high quality one-to-one time.

Your class sizes are small, on average no more than 15 students to one lecturer.

We teach you real skills that will be invaluable throughout your whole career.

You will have your own design space - no need to share.

Your studios are open 7 days a week.

Guaranteed iMac if you are studying Graphics & Illustration, guaranteed mannequin if you are focused on Fashion.

Free calico material, pattern cutting paper; various materials for set projects, dyes and screen printing inks and foils for Fashion.

Free printing up to A3 colour.

We will provide you with extensive English support to help with essay and dissertation writing.

Guaranteed participation in an exhibition or fashion event.

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**MATERIALS INCLUDED**

We also provide the basic materials for your studies which may include some or all of the following:

**CRAFT:**
Metal, glass, clay, other materials such as plaster, alginate, glazes and wire. Subject specialist tools such as hammers files, pliers, saws and cutting tools. Machinery such as drills, electric saws and sanders. Blow torches and kilns.

**PRODUCT & SPATIAL DESIGN:**
Tracing paper and materials to build your models, such as foam board, card, PVA glue, balsa wood, metal sheets, etc.

**PHOTOGRAPHY:**
Black & white film/photographic paper; processing chemicals, specialist paper such as acetate during rotation, unlimited laser copies. In specialism: ink jet ink & ink jet paper up to 10 sheets A4 for final pieces.

**FASHION:**
Pattern cutting paper and card, all calico, mannequin, sewing materials eg threads.

**THEATRE ARTS:**
Card, wooden spatulas, lolly pop sticks, wire, coloured acetate on a roll, foil, perforated card, glue, paints (acrylic/ol/watercolour), glitter glue, coloured tissue paper, pasta, pliable air setting dough, tracing paper, pattern cutting paper, buckram, sewing notions (cottons, buttons, wool/yarn), paper glue, glue gun and glue sticks, coloured card, pins and needles, silicone prosthetic materials and chemicals, alginate, clay, bandages, plaster, mudrock, 2 x boxes of various make-up (foundation, mascara, lipstick, eyeshadow, blusher, eye liner, nail varnish, powder), make-up remover pads, moisturiser, talcum powder, cotton wool, toner, eyelashes and notions. Wigs and hairpieces, SFX makeup - wax, silicone, fake blood, bruise wheels, wire mesh. Calico and scrap fabric.

**FINE ART:**
Clay, plaster, wood, acrylic and oil paints, wire, canvas, stretcher frames, alginate for casting, range of materials for installations (paint, plastic sheeting etc), wire, stockinet, hessian scrim, all laser printing, tapes, all drawing and mounting papers, pastels, crayons, inks, tin foil, acrylic sheets for making and printing drypoints, sheet metals and aluminium etc.

**GRAPHICS & ILLUSTRATION:**
Oils, watercolour, acrylic, gouache, aromatic ink, inden ink, Quink ink, oil bars, studio markers, water based markers, brush pens, fine liners, dip pens, bamboo pen sets, screen printing, mono printing, lino printing, carbon printing press printing, digital printing, gocco printing. Each student gets an iMac and a wide range of paper stock and card.

**MOVING IMAGE:**
Plasticine as well as professionally printed posters for your final pieces. Most other things are handled through software. You also have full use of Sony HDV cameras, DSLR camera, SLR rig, tripods, drawing tablets, lightboxes.

**FASHION PROMOTION:**
You will have access to a materials cupboard and the majority of paints, inks, tracing paper, PVA glue, pastels, watercolour paper are provided for. You also have access to your own iMac and the photography studios where backdrops, lights and cameras are provided.
THE CATERED ACCOMMODATION FEES include breakfast, lunch and an evening meal on weekdays and brunch and supper at the weekend during term time. Day students or self-catered students will need to purchase meals required. College policy is such that all under 18s are catered.

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<th>Discounted Advance Price</th>
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<th>Termly</th>
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<td><strong>Catered</strong></td>
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<td>Halls of residence, catered</td>
<td>£13,820</td>
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<td>Halls of residence, self-catered</td>
<td>£11,290</td>
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**ACCOMMODATION FEES 2018–19**

**HOME/EU TUITION FEES**

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**INTERNATIONAL TUITION FEES**

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**ADDITIONAL FEES 2018–2019**

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<td>Other London</td>
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**REGISTERATION FEES**

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<tr>
<td><strong>Registration Fee</strong></td>
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**ADDITIONAL FEES**

Other fees might include: coursebooks, some materials and examination fees (as applicable) as well as optional social activities.

* # A 2% advance payment discount is given on programmes of 2 terms or more if payment for tuition and accommodation fees are made in full at least 2 weeks prior to the start of the course. For September 2018 start courses advance fees must be paid by Friday 17 August 2018, and for January 2019 start courses advance fees must be paid by Friday 21 December 2018.

All programmes are subject to a £300 registration fee and a refundable deposit payment of £2,200 (refundable after the completion of your course).