

# ART & DESIGN

## COURSE GUIDE 2019

FASHION & TEXTILE DESIGN  
FINE ART  
GRAPHIC DESIGN  
PHOTOGRAPHY  
3D DESIGN



There are three responses Yes, No and Wow!  
WOW is the one to aim for.

MILTON GLASER

# Fashion & Textile Design

Linear A Level

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Carolyn Nicholson



Carolyn Nicholson

## What is Fashion and Textile Design?

An exploration of surface, texture, colour, materials and construction, Fashion & Textile Design offers a diverse and creative approach to fabric development framed by an understanding of professional contexts including fashion, interior and accessory design.

Students explore visual information to develop creative investigations into textiles and fashion. Experimentation into techniques and processes includes stitch, print, dye, knit and garment construction, to develop understanding of shape, form, pattern, texture and colour. All practical work is underpinned by critical analysis of appropriate sources. Students are encouraged to visit exhibitions and galleries.

Research methods including drawing, collecting and mood boards will be used to generate a wealth of ideas. Students' diverse and individual approaches can be realised in a variety of outcomes including fine art textiles, fashion design, illustration and textile design.

## What will the course prepare me for?

Many students go on to study the UAL Art Foundation Diploma and then access Higher Education progressing onto universities that include Central St Martins, London College of Fashion and Westminster University. There are many career opportunities within the area of fashion and textiles with universities offering courses in Textile Design, Womenswear, Menswear, Styling, Fashion Buying, Fashion Promotion and Costume Design for theatre and television.

## Enrichment opportunities

The Fashion & Textile Design department visits Graduate Fashion Week annually to view university and gala fashion shows and portfolios from a range of higher education courses. Students have the opportunity to enter competitions held by Clothes Show Live and to participate in the production of their own fashion show for Carmel's Creative Arts Evening each year.



Claire Marsden



Ellie Wilcock

# Fine Art

## Linear A Level



Jemma Stringer



Nicole Douglas-Wilson

### What is Fine Art?

The broadest of all the individual specialisms, Fine Art covers a wide variety of media and techniques. These include traditional drawing, painting and sculpture alongside the more contemporary illustration art, animation, film, photography, printmaking, performance and digital imagery.

All students participate in practical and theoretical workshops and are encouraged to experiment with a wide range of media in order to express their ideas. All practical work is underpinned by contextual sources and students are encouraged to visit galleries to engage with artwork first hand.

### What will the course prepare me for?

Students develop a wide range of transferable skills through studying Fine Art which are sought by employers and universities. Some of these skills include creativity, problem solving, organisation and communication skills.

Developing employability skills is also encouraged through students participating in external exhibitions, competitions, work experience and through workshops with visiting artists and designers.

Many of our students progress onto the UAL Art Foundation Diploma and then access Higher Education. This year students have gained prestigious university places at Goldsmiths, Central St. Martin's, Falmouth, Edinburgh University and others. Students have gained places on courses such as Illustration, Animation, Fine Art, Interactive Arts and Architecture.



Shaun Roberts



Lucy Morris

# Graphic Design

Linear A Level



Joseph Vandenburg-Owens



Joe Owen

## What is Graphic Design?

Graphic Design is about communication and problem solving. It encompasses all of the traditional art and design skills alongside the new emerging technologies.

The great thing about Graphic Design is that you don't need to be a great artist to be successful in this area. Ideas and the ability to solve problems for companies and campaigns is more important than traditional art skills. It is one of the biggest growth areas in the Creative Industries and covers all sorts of areas from animation, branding and advertising to fashion promotion and layout. It is the commercial aspect of Graphic Design which makes it so exciting.

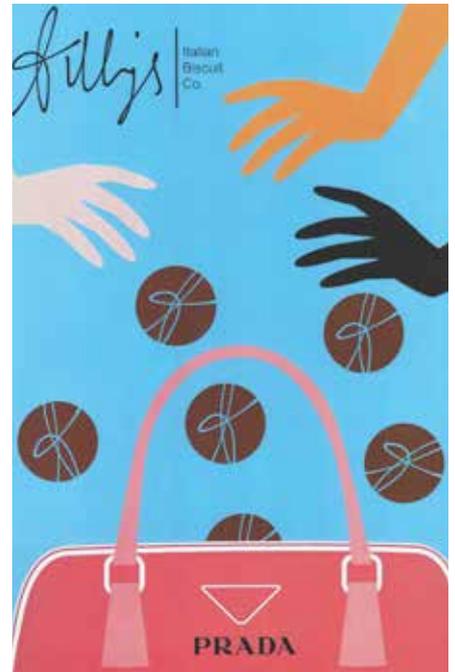
Students complete project based assignments which develop thinking and communication skills and the ability to solve problems. There are lots of opportunities to learn new skills working by hand, with tutorials in painting, printing and illustration. There is plenty of time to develop digital skills too with web, layout, film and motion graphics and packaging workshops.

## What will the course prepare me for?

Many of our students go on to study a BA (Hons) Graphic Design course here at Carmel, or at other universities across the country. Some students also take up places on Carmel's UAL Foundation Diploma. Our former students have gone on to do amazing things with many working in the industry at places like VOGUE, GQ, Net a Porter, Naked and Rapier. Students have gone on to work in areas such as Architecture, Advertising, Branding, Events Promotion, Animation, Magazine and App Design, and Illustration.



Ohm Buriphia



Zak Haddock



Myles Walsh

# Photography

Linear A Level



Lauren Halls



Lucy Hepke

## What is Photography?

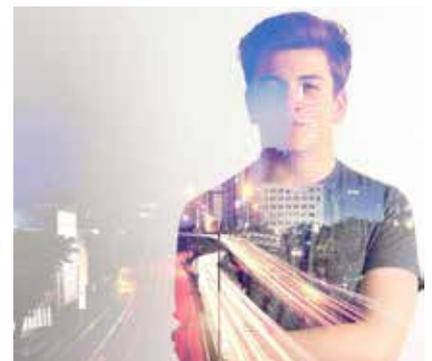
Portraiture, still life, landscape, editorial, fashion, photojournalism, reportage, and studio – the list is endless. Whether digital or analogue, photography is about visually communicating; reflecting on an idea, a concept, a message and conveying this to an intended audience to evoke a reaction. Photography plays one of the most important parts in an ever-evolving digital world, where imagery, interactions and communications are instantaneous through social media.

Photography starts with the ability to see and capture the world around us, to select and compose, to manipulate light and capture those decisive moments. Digital Photography involves the use of technology through digital SLR cameras, software such as Adobe Photoshop and the embracing of an app driven world; the use of motion and multisensory imagery becoming ever more important. The more traditional analogue and chemical based processes are embraced creatively, practiced and appreciated fully. The opportunity to attend workshops with professional photographers, visits to galleries and links to creative industries are an integral part of the Photography course.

## What will the course prepare me for?

Many students go on to study Photography at degree level at a range of universities.

Students may also study the UAL Art Foundation Diploma and then access higher education. The focus of study at higher education can vary from photojournalism, fashion, editorial, documentary, experimental and moving image. The course offers you a great deal in terms of creative development, problem solving, independent learning, analytical skills and reflective/ evaluative skills – all of which are transferrable into a range of careers and progression.



Liam Brennan



Cameron McCully

# 3D Design

Linear A Level



Aidan Rabbitt

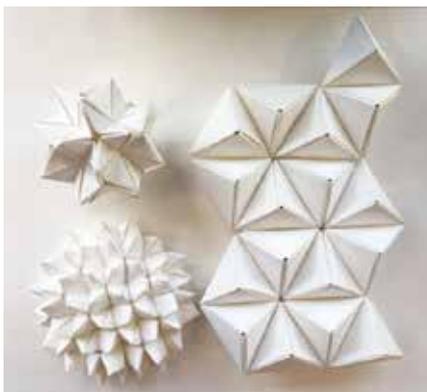


James Tombs

## What is 3D Design?

The 3D Design course enables students to explore a wide range of materials and processes to create 3 dimensional outcomes. These can be decorative or functional pieces and students are encouraged to experiment and problem solve. Starting points include nature, architectural and man-made structures and may also include shape, form, surface and texture. Students are encouraged to become fully involved in the design process and to be open minded to manipulating new materials. All practical work is underpinned by critical and contextual studies and students are asked to research, record and annotate from a wide range of sources. Students will work in a wide variety of materials including paper, card, wood, metal, glass, plaster, clay and wire.

Final outcomes may be architectural, lighting, body adornment, sculpture, furniture, set design, product design and 3D design.



Ryan Christopher

## What will the course prepare me for?

Students who study this course go on to further study and careers in architecture, interior/spatial design, 3 dimensional design, product design, exhibition design, design for television, stage and film, silversmithing, model making, environmental design, sculpture, furniture design, transport design, ceramics and glass.

Progression routes from this course have been to the following universities: Glasgow School of Art-Silversmithing, Huddersfield University-Architecture, Manchester Met. University-3D Design, Northumbria University-Product Design, Leeds Beckett-Interior Architecture & Design, Salford University-Interior Design.



Izzi Garvey



Michael Bird



Niamh Ireland

## The following information is relevant to all courses featured in this leaflet:

### How will I be assessed?

At Advanced Level you will be introduced to a variety of experiences that employ a range of traditional and new media processes and techniques appropriate to your level of study.

#### **Component 1: Personal investigation (60%)**

A practical investigation, supported by written material, into an idea, issue, concept or theme leading to a finished outcome or related outcomes.

#### **Component 2: Externally set assignment (40%)**

A choice of eight questions to be used as starting points with one being selected. Supported by preparatory work presented in sketch books, journals, models, mounted sheets along with 15 hours of examination time.

### What support will I receive?

A range of supportive measures are designed for you to succeed. Lesson structure places great emphasis on teaching and learning and within Art and Design a one-to-one approach is very much in evidence. Lessons are only one aspect of course delivery. Individual tutorials enable students to discuss their progress in more detail. Homework provides the opportunity for a weekly assessment and feedback on progress, whilst unit feedback is more detailed. Opportunities exist for students to work in the studios over lunch, break times and after college. Tutors offer support in suggesting suitable gallery visits and sources of information for research purposes.

Technical support is available in terms of support staff who will assist in workshop procedures. Tutors are open and friendly and lessons are lively and engaging. We have received the highest praise for student support in inspections of the department.

### What is the Art & Design department like?

The department is certainly busy and has a lively atmosphere, which we believe to be conducive to learning. Students who have been interviewed, without exception, comment on the supportive, friendly nature of the tutors and the progress, satisfaction, enjoyment they have experienced in the department. The tutors are committed to providing the highest quality teaching and learning possible.

All art subjects are housed in the two-storey Centre for Art and Design offering superbly equipped studios and the latest technology. Computer facilities are available in separate suites. All computers are equipped with Adobe Photoshop, Illustrator and Premiere. There is a dark room, kiln room, dye room, sewing room, and workshop.

Every effort is made to display student work with the highlight of the year being the Creative Arts Evening which features an exhibition of art and design work. Talented and conscientious students could achieve our annual financial award.

## Meet the Tutors

### Peter Frost

Head of Creative Arts Faculty  
Head of Graphic Design

### Deborah Bradley

Head of Fashion & Textile Design

### Silvana Fair

Head of 3D Design

### Liz Walls

Head of UAL Art Foundation &  
Diploma  
Fine Art Tutor

### Mark Bradley

Head of Fine Art

### Kevin Crooks

Head of Photography

### David Fox

Degree Co-ordinator  
Graphic Design Tutor

### Vikki Leech

Fashion & Textile Design Tutor

### Kate Moffatt

Fine Art & Graphics Tutor

Technical Support:

John Whittingham

Maxine Lee-Mackie

Stuart Gimblett

## Stretch and Challenge

Carmel's HIGH ACHIEVERS' PROGRAMME provides a structured programme of activities, events and support to our high achieving students. It offers the best possible preparation for application to a range of high profile courses suited to the specific skills and future aspirations of each individual student. The Creative Arts faculty have progression agreements with UAL, Salford and Manchester universities. Informed and experienced staff are dedicated to preparing students for their next steps in education, offering 1:1 support from subject tutors. Students who meet criteria for Oxford and Cambridge applications will be additionally supported by a High Achievers' Co-ordinator. We have an excellent success rate securing university places for A Level, Extended Diploma and Art Foundation students.

## Frequently Asked Questions

### What are the entry requirements for these courses?

If you haven't studied Art, no problem, just come and talk to one of the tutors. If you have studied Art, the requirements are any **Art & Design GCSE Grade 4** or a **Technology GCSE Grade 4** including Resistant Materials, Product Design, Graphic Products, Textiles or equivalent.

### How can I enrich my studies?

The department organises a three day visit to London each year, usually taking in the Turner Prize. Major galleries and museums are visited including Tate Britain and Modern, V&A, National Portrait Gallery, and Whitechapel.

You are also encouraged to visit the museums and galleries in the area, including Tate Liverpool, Walker Gallery, the Bluecoat, Harris Museum, Platt Museum of Costume, Whitworth Art Gallery, Manchester City Art Gallery, FACT, Cornerhouse and Open Eye.

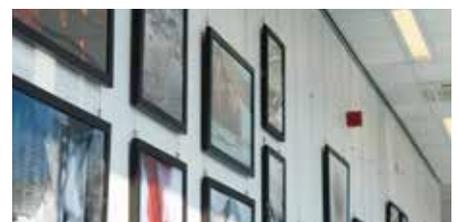
### What is the Art & Design learning environment like?

The Art and Design Studios are fully equipped and offer you every opportunity to realise your creative potential.



### Exam results 2018

Fine Art	100%
Graphic Design	100%
Photography	97%
Fashion & Textile Design	100%
3D Design	100%



**carmel**  
college

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## More Information

Further examples of students' work can be found on the college website  
[www.carmel.ac.uk](http://www.carmel.ac.uk)



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