

Imagine what you can become...

Graphic Designer

Games Designer

Illustrator

Animator

Web Designer

Many students go on to study at prestigious universities e.g. Loughborough, University of the Arts London, Falmouth, Leeds and Edinburgh.







Find out more: scan me!



# GRAPHIC DESIGN

- Graphic Design is one of the biggest growth areas in the Creative Industries
- This subject encompasses all of the traditional art and design skills alongside new emerging technologies
- Develop skills to communicate and solve design problems for companies and campaigns

EXAM BOARD

# YOU WILL STUDY

- Project-based assignments to develop thinking, communication and problem solving skills
- Traditional art skills working by hand, with tutorials in typography, printing and illustration techniques
- Advanced digital skills in animation, concept art, UX Design, layout and branding
- Industry standard Adobe software, including Photoshop, Illustrator, Premiere and InDesign





### **ASSESSMENT**

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 digitally in PowerPoints or PDFs and culminating in final designs produced during 15 hours of supervised time.

### YOU'LL LOVE...

Our extra-curricular opportunities including regular live briefs and competitions, talks from visiting speakers and future progression workshops.





www.carmel.ac.uk