

The background of the entire page is a photograph of three large, translucent, spherical lanterns or balloons against a clear blue sky. The lanterns are made of a fine mesh material and have a geometric pattern of lines. One lantern is in the upper left, and two larger ones are in the lower half of the frame. In the top center, there is a white, irregular hexagonal shape containing the university's name and establishment year. The overall color palette is dominated by the blue of the sky and the white of the lanterns and logo.

LEEDS  
ARTS  
UNIVERSITY  
EST. 1846

**Postgraduate Prospectus  
2020**

# Contact Us

We would love to hear from you if you are interested in finding out more about us!

Leeds Arts University  
Blenheim Walk  
Leeds  
West Yorkshire  
LS2 9AQ

Tel. +44 (0)113 202 8000  
[www.leeds-art.ac.uk/contact-us](http://www.leeds-art.ac.uk/contact-us)

**Facebook:** @LeedsArtsUni  
**Instagram:** @LeedsArtsUni  
**Twitter:** @LeedsArtsUni

## Open Days

We understand deciding to continue your studies to postgraduate level is a significant step in your academic and career development. Our open days aim to give you all the information you need to make the right choice.

To view our upcoming open days and book your place visit:  
[www.leeds-art.ac.uk/open-days](http://www.leeds-art.ac.uk/open-days)

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Introducing

# Leeds Arts University

We have built an international reputation as the only specialist arts university in the North of England. The entire University is dedicated to the study of creative subjects, with a strong postgraduate community focusing on critical thinking and self-directed practice-based research.

## **Externally facing**

From our specialist background in arts education we have built strong relationships with partners in the wider creative community. We have an established network of visiting professionals who deliver specialist talks detailing their insights and professional practice to enhance your experience. Our outlook is global and our diverse creative community of staff and students join us from around the world.

## **Our creative staff**

Our expert tutors and professional instructors are all highly experienced in their disciplines, as well as active researchers and practitioners. Many of them continue to be actively involved in the creative industries so they are well-connected and up to date with current practice. They are committed to encouraging and supporting you to advance your artistic practice.

## **Our building**

Blenheim Walk is where our postgraduate courses are based. It's just a ten minute walk from the city centre. Our state-of-the-art extension to Blenheim Walk opened in 2019, and includes our gallery, research library and archives, and postgraduate hub.

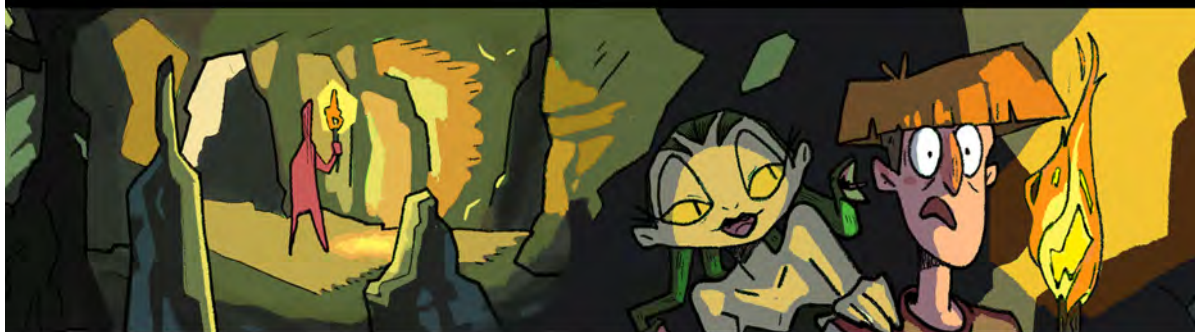
## **Our excellent facilities**

We invest heavily in our facilities - we have won the Whatuni Student Choice Award for the UK University with the Best Facilities three times in the last five years. Based in our postgraduate hub, master's students will have access to a range of resources to support their learning. These include open access to our library and general computer suites which are equipped with up to date industry standard software related to creative practices. Our digital printing facility also allows large scale, professional quality output up to A0. Further specialist facilities that are available according to course disciplines are outlined on the following pages where applicable.

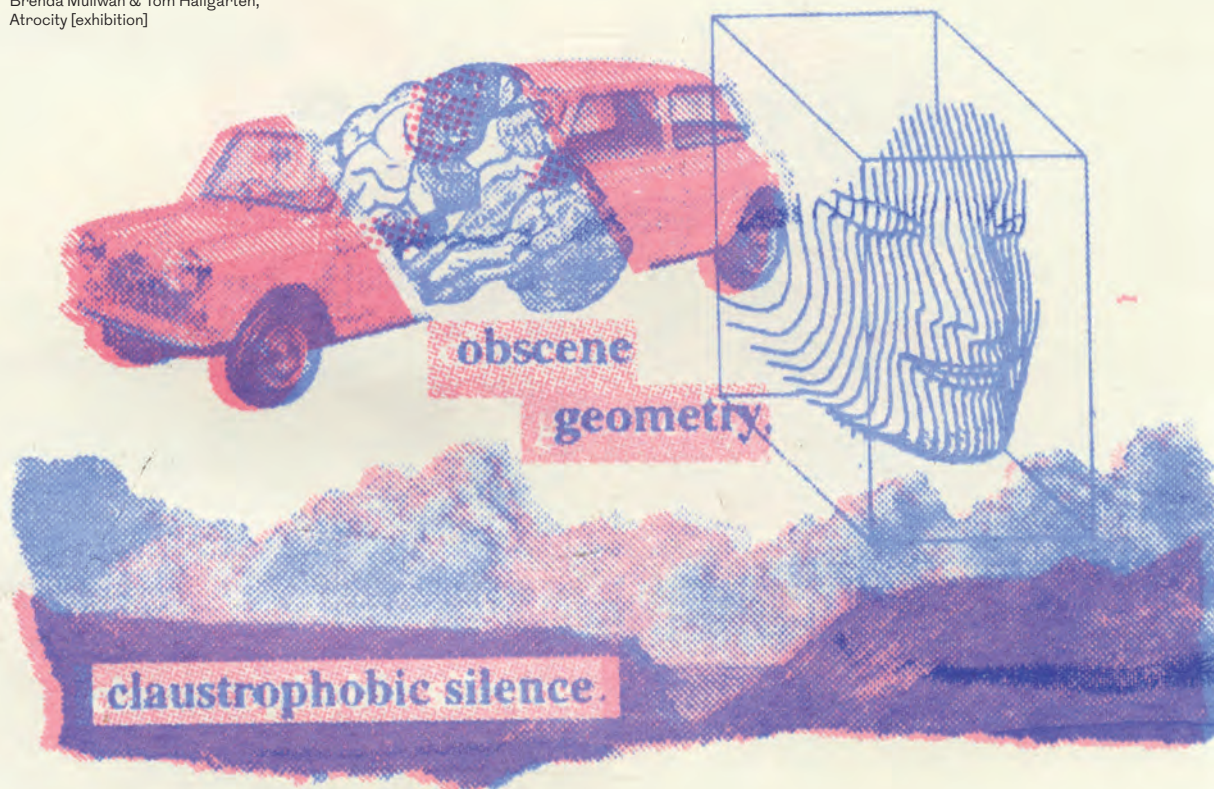
We embrace a post-studio culture in our postgraduate teaching. This encourages our graduates to sustain a practice. We therefore expect postgraduate students to have access to their own studios or workspaces.



Haraldur Pettersson



Brenda Muliwan & Tom Hallgarten,  
Atrocity [exhibition]



MA

# Animation\*

Our MA Animation course gives practitioners a year to create an animated film from start to finish. You will engage in a critical dialogue with practice, theory and the professional aspects of animation.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-animation](http://www.leeds-art.ac.uk/ma-animation)

The course provides space for the animators to make work of cultural value, but understand commercial practices. The curriculum is designed to allow both individual and collaborative practice to take place. However, we positively encourage collaboration as it is a key part of the animation production process, enabling you to undertake ambitious projects.

The course will provide you with the space to develop animation, think and question what animation has the potential to be and how it communicates to an audience. You also will have the opportunity to explore emerging technologies and new approaches to storytelling such as the use of VR and game technologies.

You will be supported by a team with diverse research and practical interests within animation including 2D and 3D animators, modelmakers, scriptwriters and you will also engage with visiting industry professionals. The course will present you with the opportunities to work with other creatives on the course and across other MA courses within the institution. The objective is to enable students to produce engaging work across all forms of animation from animated shorts, documentary and experimental practices.

## **Specialist resources**

Students are able to access a range of specialist facilities by arrangement on one evening a week and on Saturdays during the standard academic year. These include: A stop-motion facility, PC's equipped with graphics tablets and software for 2D and 3D animation, 3D scanning, 3D printing and professional standard digital print facilities.

Our MA Animation provides you with the opportunity to explore and produce animation, supporting the production of narrative driven or experimental artefacts using a variety of media technologies.

MA

# Creative Practice

Our MA Creative Practice has been devised for creative practitioners, recent graduates and professionals who wish to examine, strengthen and deepen their practice within their own context.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-creative-practice](http://www.leeds-art.ac.uk/ma-creative-practice)

This course offers a bespoke learning experience that is tailored to each student's practice: a wide range of creative practitioners have all studied on this course.

The course encourages you to pursue an individual research interest for the duration of study which will allow you to examine and strengthen your own practice and place it at the centre of your studies. It addresses the needs of graduates who want to continue to develop their practice and identities in the context of the creative and cultural industries.

Students will maintain contact with other creative practitioners and develop freelance or other career paths in the context of a portfolio career. This course will also prepare those who wish to develop ideas for application to a practice-based PhD.

## **Specialist resources**

Access to specialist resources for MA Creative Practice students is negotiated based on their specific individual research interests and skill set. Agreed facilities are available on one evening per week and on Saturdays during the standard academic year.

We provide a creative community that encourages ethical and collaborative working across a diverse set of disciplines. Your learning will be self-directed with a strong research focus that will promote critical thinking.

**Frances Norton**

[frances.norton@leeds-art.ac.uk](mailto:frances.norton@leeds-art.ac.uk)





Images: Rosemary Chalmers, Creature  
Design: ex femina, 2019 [exhibition]



MA

# Creature Design<sup>\*</sup>

You will investigate approaches to developing creature designs inspired by existing animals. There is a focus on experimentation to create imaginative creature designs as well as ensuring believability through considering skeletal, muscular and surface anatomies. You will develop creatures and their life cycles, behaviours, relationships with other characters/creatures and interaction with the environment. There may be opportunities for cross-disciplinary influences from science to help inform creature design. Candidates are encouraged to position their work within a professional context to help inform the visual output and production method. There are opportunities for creature designers within entertainment design and beyond, such as paleo reconstruction (visualising prehistoric life) or speculative biology (visualising possible future evolution or life on other planets).

Developing a body of self-negotiated work, you will be supported by a team with diverse research and practical interests within creature design and work closely with visiting industry professionals. You will source briefs, work with clients and apply your contextual and industry informed knowledge and understanding to question what makes a creature design believable. The aim is to create believable creatures that engage with their environment and have a past, present and future.

This course explores creature design through animal anatomy, worldbuilding, and believability across a range of professional contexts, production methods, and industries.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-creature-design](http://www.leeds-art.ac.uk/ma-creature-design)

## **Specialist resources**

Students are able to access professional standard digital print facilities (including film scanning) by arrangement on one evening per week and on Saturdays during the standard academic year.

Our MA Creature Design is a space to critically explore the design, science and philosophy behind creating believable creatures, both real and imagined. Design creatures for fantasy, science and science fiction!

**Rosemary Chalmers**

[rosemary.chalmers@leeds-art.ac.uk](mailto:rosemary.chalmers@leeds-art.ac.uk)

MA

# Curation Practices

Our MA Curation Practices is ideal for those who wish to focus on the expansive field of curation by contributing to growing areas of practice within the commercial, education, arts and heritage industries.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-curation-practices](http://www.leeds-art.ac.uk/ma-curation-practices)

Students will develop a synthesised skill set in preparation to enter the profession or continue further study. Perfectly situated in a specialist arts community, students will be surrounded by the study and production of creative artefacts. Specialist tutors, visiting lecturers and professional curators provide a stimulating range of study topics including audience engagement. Students will also be supported to advance their object handling and installation skills.

We support students in identifying curation spaces through our partnership network. This entails students being resident with a partner organisation and in close proximity to professional curators in order to enhance their skills, experience and knowledge for a career in the discipline. Students are also encouraged to take responsibility for their own learning through forging contacts and securing space for curatorial projects.

## **Specialist resources**

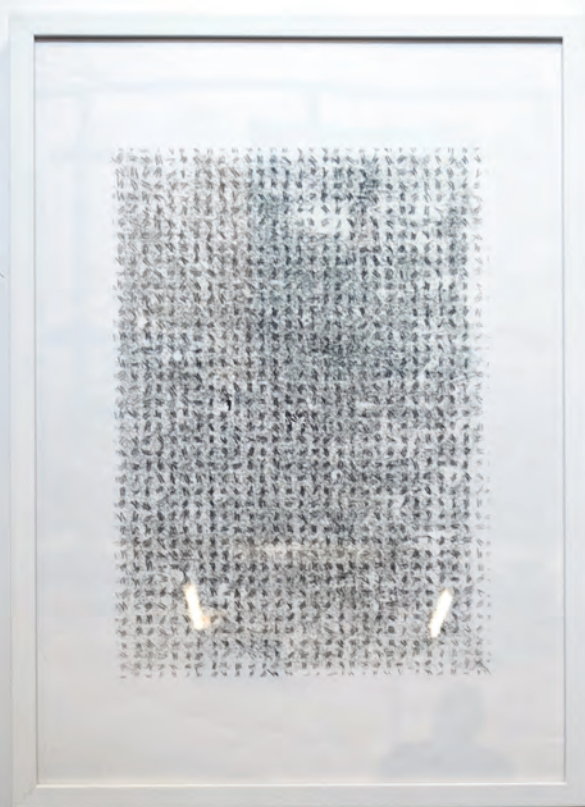
Access to specialist resources for MA Curation Practices students is negotiated based on their specific individual research interests and skill set.

Although expansive by nature, contemporary curation practices are unified by the desire to engage audiences. The subject matter of the discipline is incredibly diverse and this course fully embraces this breadth.

**Janine Sykes**

[janine.sykes@leeds-art.ac.uk](mailto:janine.sykes@leeds-art.ac.uk)

# The Petri Dish



Emma Grain



MA

# Digital Fashion<sup>\*</sup>

Fashion is a dynamic field with trends currently pointing to significant innovations in digital design and production to facilitate the creation of multiple digital and physical products from both fashionable and functional briefs. The emergence of additive manufacturing as a new method for manufacturing, along with the increasing acceptance of smart and wearable tech, will allow students with technical abilities and/or understanding of traditional fashion design and pattern cutting skills to push their ideas into new terrain.

Students will use 3D programs, such as CLO 3D, which allows an intuitive method of design, as well as scanners and laser cutters in innovative ways throughout the modules. Graduates enjoy a wide range of employment prospects due to their transferable skills and most relevant digital skills for today's modern fashion industry. The course supports individuals' career aspirations and students can tailor their work towards their aim.

## Specialist resources

Students are able to access a range of specialist facilities by arrangement on one evening a week and on Saturdays during the standard academic year. These include: PC's equipped with graphics tablets and software for 3D fashion visualisation and design, 3D scanning, 3D printing, professional standard digital print facilities and fully rigged lighting studios.

Our MA in Digital Fashion offers a unique route for creatives interested in the digital future of fashion. It will enable through practice-led research and new sustainable methods of design and fabrication to reach a new frontier of fashion design.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-digital-fashion](http://www.leeds-art.ac.uk/ma-digital-fashion)

Digital Fashion encompasses all that is technical and future facing about the fashion industry. It encourages critical thinking and exploration into both new and familiar platforms to help students develop along their chosen career path.

**Emma Grain**

[emma.grain@leeds-art.ac.uk](mailto:emma.grain@leeds-art.ac.uk)

MA

# Fine Art

This course cradles all specialisms within contemporary practice such as painting, drawing, sculpture, text, performance, media and sound. The core seminars will use group work to explore the wider field of practice within which such disciplines are situated, and deepen individually nuanced discourses through an individual tutorial programme.

Working with subject specialists you will be introduced to practice-led research approaches to advance your knowledge acquisition of advanced critical and analytical methods and approaches in your own practice. The programme of study will explore your creative ambitions in the context of both knowledge and market-led fields.

The course begins with a sharing of personal intentions through exhibiting your own work to peers, and progresses to a conclusive moment of public sharing, where you will materialise theories, concepts, techniques, processes and crafts as artwork. You will be supported to articulate your ideas in visual, oral, written and material forms.

## Specialist resources

Our 3D workshops with facilities for wood, metal, plastics, ceramics and glass are available to MA Fine Art students by arrangement on one evening a week and an additional weekday during the standard academic year. Saturdays are also available for work involving the use of hand tools.

This course will advance, widen and deepen your existing fine art practice through a series of modules designed to enable your progress through practice-led research. Dialogic exchange is at the heart of this course of study, staging, at its core, teaching and learning approaches in the form of regular dynamic group work, supported by individual tuition.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-fine-art](http://www.leeds-art.ac.uk/ma-fine-art)

Crafting, making, reflecting, learning, testing, experimenting and researching are the skill set of the contemporary artist. These approaches are practiced daily in our fine art community and are at the heart of this intensive course.

**Dr Tom Palin**

[tom.palin@leeds-art.ac.uk](mailto:tom.palin@leeds-art.ac.uk)





MA

# Graphic Design

Our MA Graphic Design explores the fascinating relationship between design-led practice, industry engagement and critical analysis.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-graphic-design](http://www.leeds-art.ac.uk/ma-graphic-design)

You will build a body of self directed work informed by contemporary graphic design practice and emerging debates within the field of design. Driven by problem analysis, critical debate and design innovation you will develop briefs, engage with an audience and work collaboratively. Your investigation will explore the relationship between visual and contextual research, investigating the social, political and ethical contexts of your work.

You will be supported by a team with diverse research and practical interests within graphic design and visual culture, working closely with visiting industry professionals. You will source briefs, work with clients and apply your contextual and industry informed knowledge and understanding to question why graphic design needs to exist and who is the audience - the focus is on becoming a problem seeker not just a problem solver.

## Specialist resources

Our digital print resource enables professional-standard, large-format digital printing and print finishing. We have large format (up to A0) printers which are capable of printing over a metre wide. Our vinyl cutter enables designs to be cut from many types of vinyl and plastic. Postgraduate students are able to book into a designated evening or Saturday session during the standard academic year.

I am excited by the prospect of finding new problems to solve. Playing with contents, contexts and research. Discovering your audience, understanding your audience. I like the idea that in graphic design there are only good problems.

**Simon Spawforth-Jones**

[simon.spawforth-jones@leeds-art.ac.uk](mailto:simon.spawforth-jones@leeds-art.ac.uk)

MA

# Graphic Novel\*

You will research and develop sequential narrative methods, world-building techniques, and graphic novel publishing and immersive technologies. Engaging with the breadth and depth of what a sequential narrative could be, you will critically examine and contextualise your work in relation to emerging social, political, cultural, and ethical issues. You will work individually and collaboratively to produce a graphic novel that questions the role of the comic artist, audience, distribution and immersive media.

You will be supported by a team with diverse research and practical interests within sequential narrative, comic art and graphic novel culture, working closely with visiting industry professionals. You will challenge what a graphic novel can be, working collaboratively with writers, artists, publishers and readers – the aim is to create externally-engaged, progressive, inclusive, and immersive graphic novels for a diverse and growing readership.

## Specialist resources

Students are able to access professional standard digital print facilities (including film scanning) by arrangement on one evening per week and on Saturdays during the standard academic year.

This course provides the framework and critical discourse for the candidate to develop, create, and publish a graphic novel over the course of study.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-graphic-novel](http://www.leeds-art.ac.uk/ma-graphic-novel)

The MA Graphic Novel is a collaborative and progressive space to critically explore what the graphic novel can, should and could be through drawing, sequential storytelling and global sociopolitical discourse.

**Rosemary Chalmers**

[rosemary.chalmers@leeds-art.ac.uk](mailto:rosemary.chalmers@leeds-art.ac.uk)

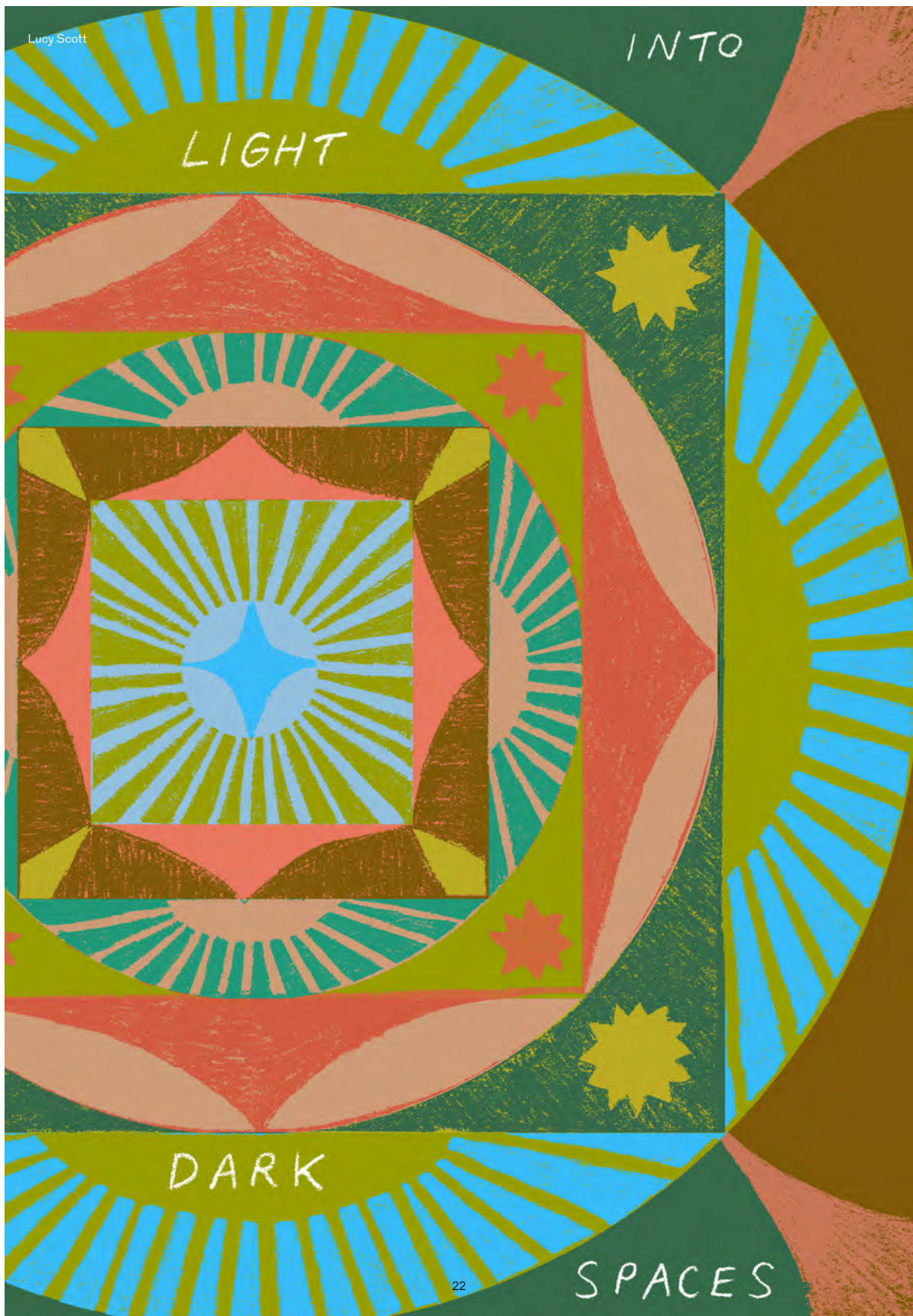


INTO

LIGHT

DARK

SPACES



MA

# Illustration\*

Drawing from multidisciplinary methods of working, students will be confident to explore and extend the concepts of communication, narrative and situated illustration through research, practice and discursive critique.

The course will allow students a stimulating, open thinking space for speculation, collaboration and exploration of the boundaries of what the discipline can be. The course recognises the power of illustration as a tool for looking closely, seeing and communicating in a way that is resistant to trend or restraints of process or medium. The course situates students at the forefront of the illustration-research discipline, with authorial and innovative practice at the centre.

The course is supported by a team with diverse research and practical interests from the fields of illustration and its broader visual cultures. Research and dissemination methods will be introduced and developed with the support of visiting industry professionals, workshops, lectures and seminars with opportunity to situate work in relevant professional contexts – publishing, heritage, exhibitions, conferences and events. The course methodology centres around the ideas of observing, questioning and responding to the world, seeking out ideas and examining how these are communicated.

Our MA Illustration course encourages students to question and expand the nature of their practice, the modes of dissemination and the context in which they situate themselves.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-illustration](http://www.leeds-art.ac.uk/ma-illustration)

## **Specialist resources**

Students are able to access a range of specialist facilities by arrangement on one evening a week and on Saturdays during the standard academic year. These include: PC's equipped with graphics tablets and software for illustration, a range of traditional printmaking resources and professional standard digital print facilities.

Through an examination of ecological and ethical concerns, practice-led research, and modes of dissemination, the MA Illustration course encourages students to challenge and expand contemporary illustrative discourse.

**Jamie Mills**

[jamie.mills@leeds-art.ac.uk](mailto:jamie.mills@leeds-art.ac.uk)

MA

# Photography

The MA Photography course promotes innovation and experimentation. Through an examination of contemporary photographic practices you will learn to contextualise cultural and ethical uses of photography within a range of different photographic genres.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-photography](http://www.leeds-art.ac.uk/ma-photography)

The course will examine strategies to resolve projects into different outputs such as publications, exhibitions and digital platforms, as well as emphasising the need to find an audience as being integral to a sustained and successful practice. There will be opportunities for external visits and the chance to attend events such as the Unseen in Amsterdam, Photo Paris and Photo London in order to enable engagement with the wider photographic community and industry. You will be able to attend talks by visiting professionals to the University, with examples of previous speakers including: Martin Parr, Erik Kessels, Cristina de Middel, Guy Martin, Bruno Cescel, Anouk Kruithof, Ewen Spencer and Elaine Constantine.

## **Specialist resources**

MA Photography students are able to access professional standard digital print facilities (including film scanning) and fully rigged lighting studios by arrangement on one evening per week and on Saturdays during the standard academic year.

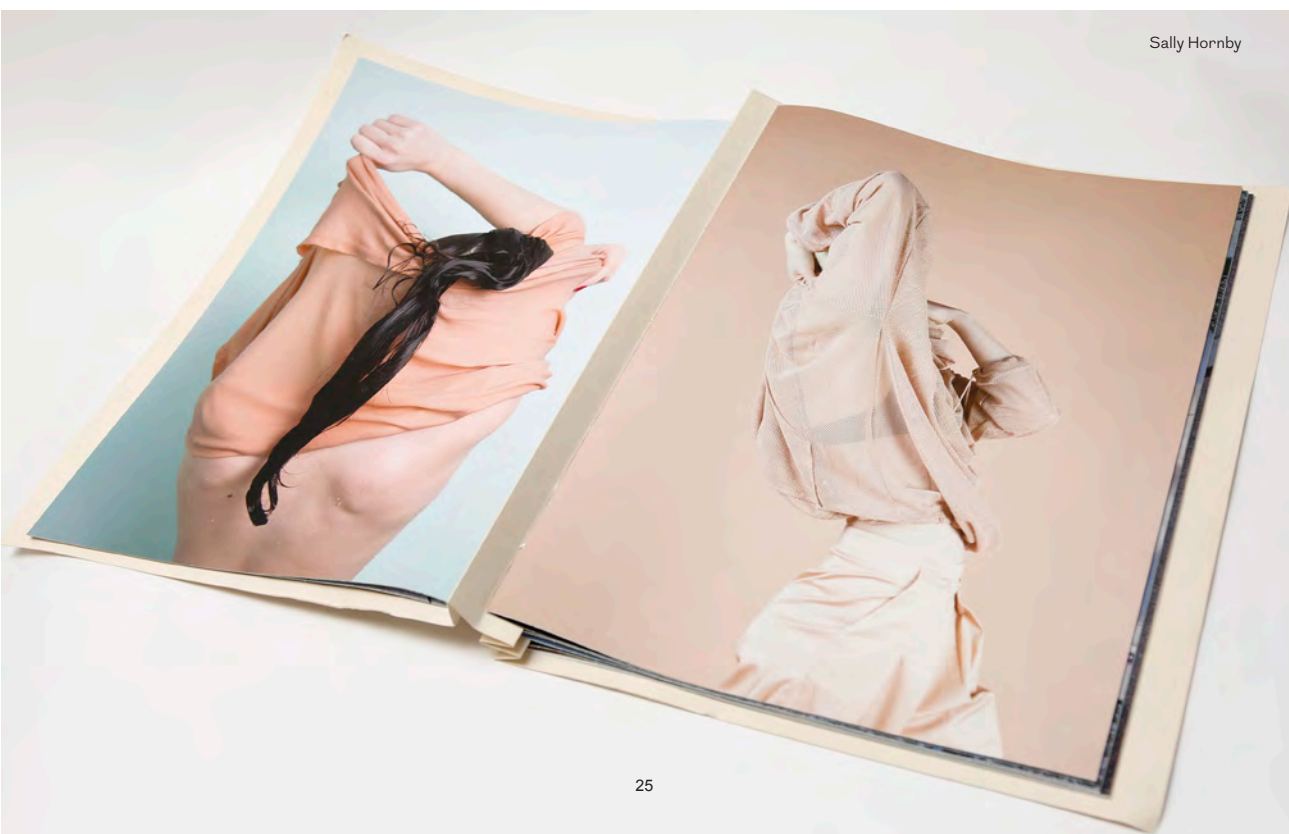
The MA Photography encourages experimentation for innovation, with an emphasis on producing multiple outcomes to enable the promotion of your work and practice.

**Adrian Davies**

[adrian.davies@leeds-art.ac.uk](mailto:adrian.davies@leeds-art.ac.uk)



Sally Hornby





MA

# Worldbuilding<sup>\*</sup>

You will design a well-researched and richly detailed world in a collaborative and interdisciplinary environment that integrates imagination and emergent technologies. You will have opportunities to explore designing cultural, historical and futuristic worlds through drawing, iterative design, and 3D prototyping.

Candidates are encouraged to position their work within a professional context to help inform the visual output and production method. The function and output of the worldbuilding will be examined through a self-determined approach, whether that's drawing on concept art, VFX, game art and design, or analogue game design.

Embracing emerging technologies, such as VR and 3D printing, candidates will be able to explore wider contexts of worldbuilding, creating negotiated projects ranging from environment concept art, matte painting, theme park design, VR experiences or table-top game prototypes. The course provides the critical and progressive space to explore the processes and contexts to visualise and build immersive, believable and sustainable storyworlds.

Our MA Worldbuilding brings together practitioners who want to create immersive worlds for entertainment design, production, and research.

Course type: **Taught**

Duration: **1 or 2 years**

Study Mode: **Full time or part time**

[www.leeds-art.ac.uk/ma-worldbuilding](http://www.leeds-art.ac.uk/ma-worldbuilding)

## **Specialist resources**

Students are able to access a range of specialist facilities by arrangement on one evening a week and on Saturdays during the standard academic year. These include: software for 2D and 3D visualisation (including VR), 3D scanning, 3D printing, professional standard digital print facilities and fully rigged lighting studios.

Our MA Worldbuilding explores visualising storyworlds through drawing, 3D workflows, and immersive technologies. Transdisciplinary engagement with entertainment design, visualising the imagination and developing virtual environments to progressing industry, education, and beyond.

**Rosemary Chalmers**

[rosemary.chalmers@leeds-art.ac.uk](mailto:rosemary.chalmers@leeds-art.ac.uk)

# Postgraduate Entry Requirements



We are looking for creative practitioners who wish to expand their practice through critical thinking and self-directed practice-based research.



**Our postgraduate minimum requirements:**

- an undergraduate UK honours degree or international equivalent in a subject related to your proposed course of study or;
- a degree-equivalent postgraduate diploma/professional qualification.

**You will also need:**

- one reference to support your application from an academic or a creative practitioner.
- a proposal outlining your intentions for postgraduate study.

Applicants who hold a degree from another discipline or have experiential learning in lieu of a degree that can demonstrate appropriate knowledge and skills may also be considered for entry. This is subject to an interview and the submission of a satisfactory portfolio of related work.

**Recognition of Prior Learning**

Leeds Arts University has a commitment to widening access to higher education. The University demonstrates this commitment through its widening participation schemes, arrangements for transfer and recognition of prior learning.

[www.leeds-art.ac.uk/PGapply](http://www.leeds-art.ac.uk/PGapply)  
[mastersapplications@leeds-art.ac.uk](mailto:mastersapplications@leeds-art.ac.uk)

# What's Next?

## Open days

We understand deciding to continue your studies to postgraduate level is a significant step in your academic and career development. Our open days aim to give you all the information you need to make the right choice.

To view our upcoming open days and book your place visit:  
[www.leeds-art.ac.uk/open-days](http://www.leeds-art.ac.uk/open-days)

## Applying

Please apply directly to Leeds Arts University for our postgraduate courses.

To find out more about this process please visit our website at:  
[www.leeds-art.ac.uk/PGapply](http://www.leeds-art.ac.uk/PGapply)

## Fees & funding

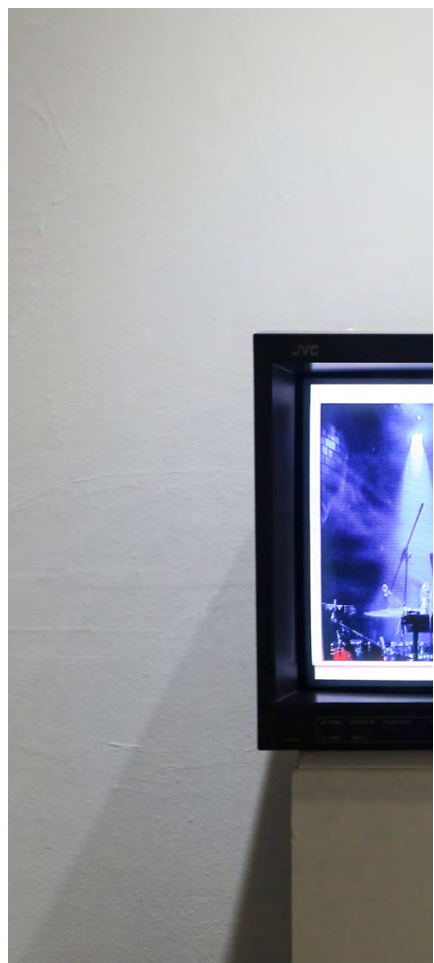
Loans are available for all taught and research Master's courses in all subjects for both full-time and part-time study for those who qualify. The loans can be used for tuition fees, living costs and other study expenses.

For further information visit Student Finance England:  
[www.gov.uk/funding-for-postgraduate-study](http://www.gov.uk/funding-for-postgraduate-study)

Our current fees are available on our website: [www.leeds-art.ac.uk/fees](http://www.leeds-art.ac.uk/fees)

Discounts are available to graduates of BA (Hons) or the Access to HE courses at Leeds Arts University directly progressing to a postgraduate course at the University.

If you think you would like to join us for your postgraduate study then this page has more information on open days, how to apply and the fees and funding that are available to you.



LA RISSA





[www.leeds-art.ac.uk/postgraduate-courses](http://www.leeds-art.ac.uk/postgraduate-courses)