



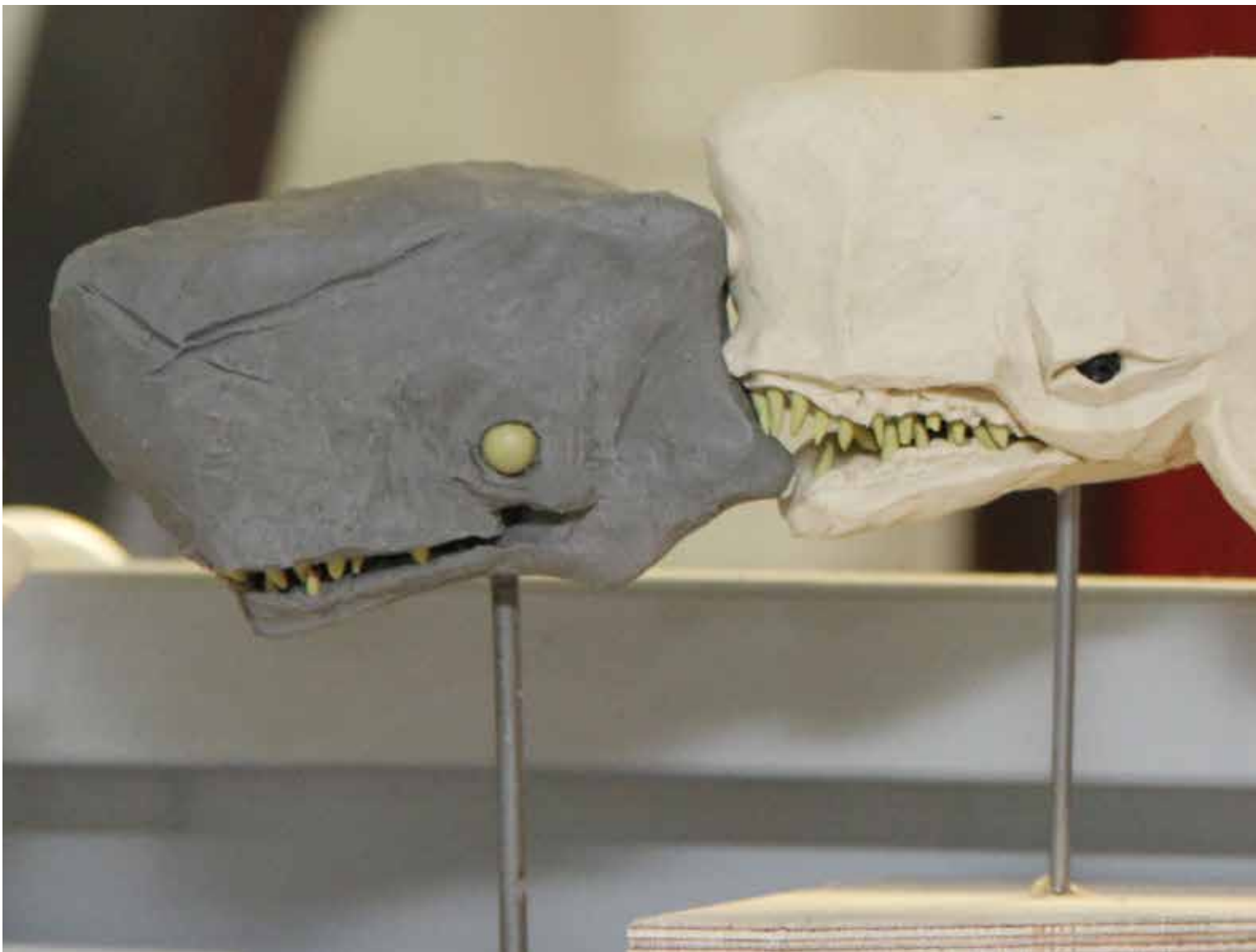
WELCOME PACK

BA (Hons) Modelmaking 2015-16



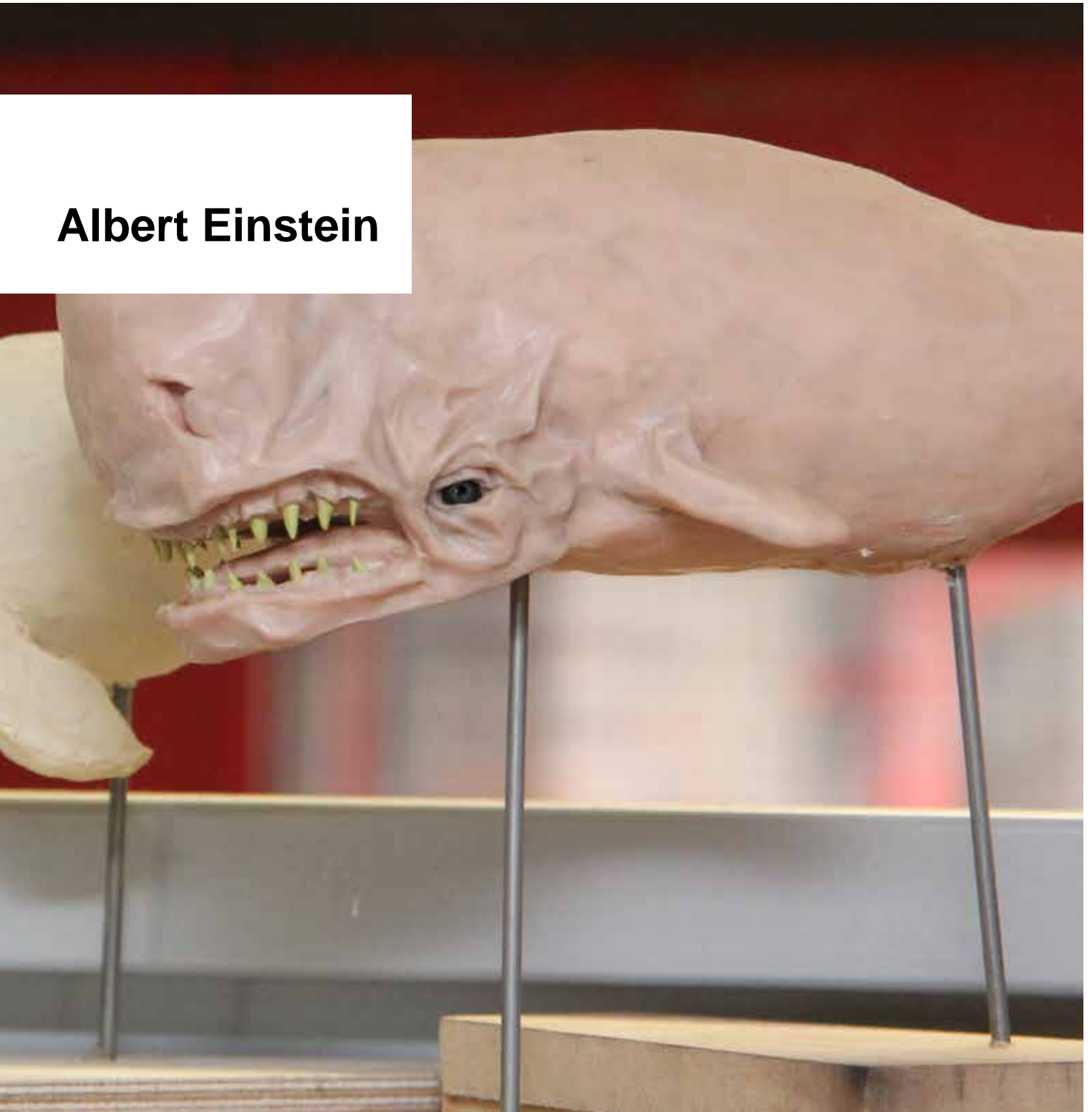
“Creativity is

Pass it on.”



contagious.

Albert Einstein



Course Leader's Welcome

Dear Student,

The BA (Hons) Modelmaking team welcome you to the start of your journey towards becoming a professional modelmaker or one of the many other creative industry professions open to you on completion of the course.

You are joining a course with an excellent reputation, one which is widely regarded by industry as the leading modelmaking degree in the UK. Our reputation has been built through years of student and graduate successes. Both our students and graduates are renowned for their diverse skills, professional attitude and high standards. I encourage you to be inquisitive, experimental, hard working and fun. The course demands high levels of attendance and commitment, but it will reward your commitment with an extraordinary range of opportunities.

We have set a summer project for you to present to small groups in the first week. We find this is a fantastic way to demonstrate your strengths and gives you an indication of some of the key skills required by modelmakers. More details are in this pack.

I look forward to meeting you on Monday 21st September 2015.

Regards, Paul.

Paul Johnson
Course Leader
BA (Hons) Modelmaking
01202 363252
pjohnson@aub.ac.uk
www.bmakers.co.uk

On Arrival

The academic year for undergraduate students starts on Monday 21 September 2015.

Please arrive before 9.30 on that day and make your way to the Arts Bar. The Course Leader will meet you there, so please arrive promptly. If for any reason you are delayed on your way to us, please make your way to Main Reception. A campus map is available at the back of the enclosed Student Welcome Guide.

If you are joining us from overseas, International Orientation week takes place from 14-18 September. Details of this week will be provided separately.

Induction Week

Your first few days at the University will include enrolment and induction events to introduce you to the facilities and services you will be using as a student, as well as the activities and resources on your course. You will receive copies of important documents, including your Course Handbook, and the Undergraduate Course Framework and HE Regulations.

During a normal working week we would expect you to attend university from 9:00am until 5:00pm. Taught time varies through the week but is usually from 9:30am—4.30pm, a timetable for the year will be provided during Induction week.



Induction Week Timetable:

NB: All sessions take place in the Modelmaking studio unless stated otherwise

Monday 21 September

9.30am — 9.45am	Arrival Arts Bar
9.45am — 10.45am	Introduction & schedule for the week
10.45am — 11.30am	Principal and Vice-Chancellor's Welcome (University House Lecture Theatre)
12.30pm — 1.30pm	Lunch Break
1.30pm — 2.30pm	Studio Health & Safety Tour
2.45pm — 4.00pm	Ice Breaker (Summer project hand in 2 x A3 boards)

Tuesday 22 September

9.30am — 12.30pm	Summer Project Introduction
12.30pm — 1.30pm	Lunch Break
1.30am — 4.30pm	Summer Project activity

Wednesday 23 September

9.30am—10.00am	Library Induction (University House Lecture Theatre)
10.00am — 12.45pm	Summer Project activity
12.45pm—1.30pm	Enrolment (Conference Centre)
1.30pm — 2.30pm	Lunch Break
2.30pm—3.00pm	Student Services & SU (University House Lecture Theatre)
3.00pm — 4.30pm	Summer Project activity

Thursday 24 September

9.30am — 12.30pm	Summer Project activity
12.30pm — 1.30pm	Lunch Break
1.30pm — 4.30pm	Summer Project Conclusion

Friday 25 September To be announced

ONLINE ENROLMENT

All students are required to enrol online on, or soon after, 15 September 2015.

Online enrolment is accessed via myApplication. Login with your 7-digit username (student number) and follow the instructions – this is approximately a ten minute task. If you have any problems with online enrolment, please contact Student Records on studentrecords@aub.ac.uk or telephone 01202 363381 / 01202 363221.

ENROLMENT ID CHECK

Enrolment is completed by an ID check during your first week at AUB. It is essential that you bring the following ID with you to complete this process:

One of the following:

Full valid passport

Photo ID plus correspondence from Student Loans Company / Student Finance England / original birth or adoption certificate

Valid photo identity card (EU countries only)

If you are a Visa student it is essential that you bring a full valid passport, plus your Visa documentation*. If you have a Tier 4 Visa, you should also bring your original qualification certificates.

*Please note: we can only temporarily enrol you with a 30 day entry clearance vignette in your passport. You must collect your Biometrics Residence Card from the Post Office within 10 days of arriving in the UK.

Please also bring the following items with you:

- Notepad and pens
- £150* (Payment for essential toolkit, pay via AUB online store)

* We will make available a specialist modelmaking tool kit to the cost of £150.

This will include specialist tools and personal protection equipment that is essential for your study. Sold at cost price with bulk order discount included, the kits are sold as a single pack and cannot be split. Payment can be made via the AUB online store. (BA Modelmaking Tool Kit 2014-2015) The tool kits will be distributed in the first week of term.

Summer Project Brief:

This is a formatively assessed, designing and making project that will prepare you for study at BA level.

This project is intended to provide opportunity to get to know the rest of the year group, the course team and the university. The project is not formally assessed. The core skills of the modelmaker will be introduced and practised.

You will experience the importance of team-working and gain confidence ready for the first year of the course. You must be able to see the part that you are making in relation to a whole production in order develop it to be in keeping with the overall style. Communication is therefore a very important part of this project.

The research and development needed to complete this project reflects that expected for the first year of the BA (Hons) Modelmaking course.

Task 1: (To be completed during the summer and 'submitted' during the 'Icebreaker' on Monday 22nd September at 14:45.)

You are to explore the fairy tale '**Jack and the Beanstalk**'. From this you are to design characters and sets for use in a puppet show that will be produced in an original or influenced style. These should be presented on two A3 size presentation boards (one board for characters and one board for sets.)

Choose a production style and apply it to designs for both characters and sets.

You should propose a style that is original and consistent. Choose any style that you feel could make interesting puppets and sets. The more original the better, as we will shortlist designs for voting based on both viability and originality. It is important to choose the style first and then develop your designs to fit. This is how professional modelmakers work, whether they are developing their own style or working to designs that have been created by art directors etc.

A3 Board 1:

Characters. Designs for 'hands up', rod and stick puppets (like the original Muppets!) of;

Jack, Mother, The Cow, The Giant, A Bean Seller

A3 Board 2:

Set Designs for;

Farm yard with Farmhouse (external), Giants Castle in the clouds (Internal)

Boards should be printed, montage or drawn onto A3 size card for submission. 'Digital' or emailed submissions are not appropriate for this project.

Task 2: (During Induction week)

Once all boards are submitted the course team will short-list a selection for you to vote for. Three performances will be produced (as voted by you), each having five puppets and two sets. The year group will be divided into two teams. Each team will divide into puppet makers and set builders. Teams must agree how they will communicate to ensure that the style of the production is consistent. Once puppets and set are complete your team will perform to the rest of the year group.

Staff and materials will be available to help you create your productions. Time will be short so you will need to be creative and resourceful to make the most of the brief!

As well as beginning to learn key skills, the aims of this project are to introduce everyone and to make sure you have an enjoyable time while settling into Bournemouth.

If you need clarification about what is expected on arrival in September please feel free to contact us with questions.

pjohnson@aub.ac.uk

01202 363 252



Preparing to study

Learning at university will probably be very different to how you learnt at school or college. To help you adjust to university study, the Arts University Bournemouth has created a brief on-line introduction entitled The Art of Studying.

For lots of helpful hints to develop the skills you need as a student, go to www.artofstudying.co.uk

Computer Equipment

Although you are not required to purchase a computer as a course requirement, many students prefer the convenience of working on their own computer. We would recommend a laptop for this purpose. Both PC and Apple Mac platforms can support the majority of the software that we use on the course, however, some of the CAD software is currently only supported on Windows operating systems. We, therefore, recommend Windows based PC's. If you intend to use an Apple Mac you should ensure it is a current Intel based system as this will ensure compatibility should wish to run Windows on the Mac.

Average computer specifications now exceed the majority of course requirements so the choice of model is all yours. Current entry level computers are sufficient for your first year of study. As you progress through the course a higher end computer may become preferable. The main component to consider is the graphics card. Preferably this should be a separate graphics card i.e. not integrated, on board or shared. This means that graphics card uses its own resources (memory and processor) and will speed up many tasks. Should you decide to focus on digital modelling you may wish to upgrade to a higher specification at a later date.

Please note that we have an up to date, open access computer base room in our studio.

The main software packages we use are as follows:

Microsoft Office, Adobe CS6, Rhino 3D, 3D Studio MAX, Zbrush, Solidworks.

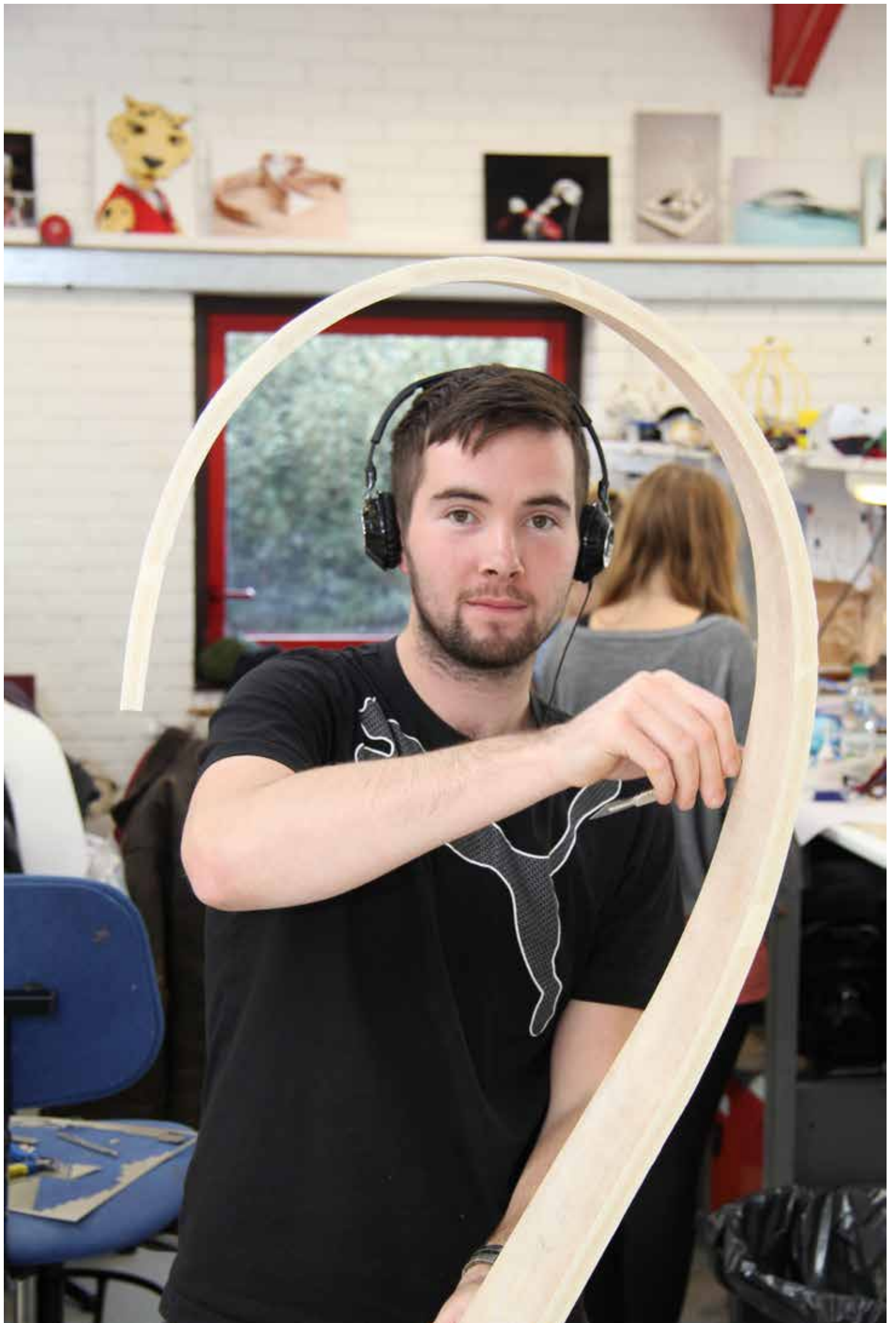
Most software can be purchased with an educational discount.

Work Experience

Work experience in any of the creative industries will be of great benefit to you as you begin this course. It may be difficult to find much responsibility, but the experience of working and observing others is very valuable.

Exhibitions

Visit as many inspirational exhibitions and galleries as you can, locally, nationally (and internationally?!). A wide range of influences will help you to complete the summer project and inspire you as you begin your modelmaking study.



What might I need later?

The £150 tool kit that we offer includes essential tools and safety equipment:

(The items listed below are subject to change according to cost and availability)

Maker's Manual

Personal protection: Air respirator, goggles, ear defenders, dust masks, gloves

vernier gauges

300mm Steel rule & 150mm Steel rule

Engineers square & V block

Scalpel handle/blades/blade remover

Combination Pliers

Tweezers

Metal leaf and spoon sculpting tool

Clamps

Junior hacksaw and blades

Scissors

Palette Knife

PZ ('PoziDrive') Screw driver

Sundries kit including: Glues, tapes, plastic primer and silicone

We would recommend that over the three years of your course you 'grow' your toolkit. We suggest the following tools would be valuable additions:

Year 1

- Tool box
- Retractable Stanley knife
- Digital Camera (a good quality compact or 'bridge camera' or SLR for progress images. Not just a camera phone)
- A pair of overalls or similar for messy work.
- Needle files
- Sculpting tools (metal dentist tools)
- External storage device (for computer work)

Year 2

- Cordless drill
- High speed engraving tool (e.g. Dremel)
- Air brush and small compressor
- Set of screwdrivers
- Retractable tape measure
- Protractor on a stick (metal)
- Small hand plane

Year 3

- Professional spray gun

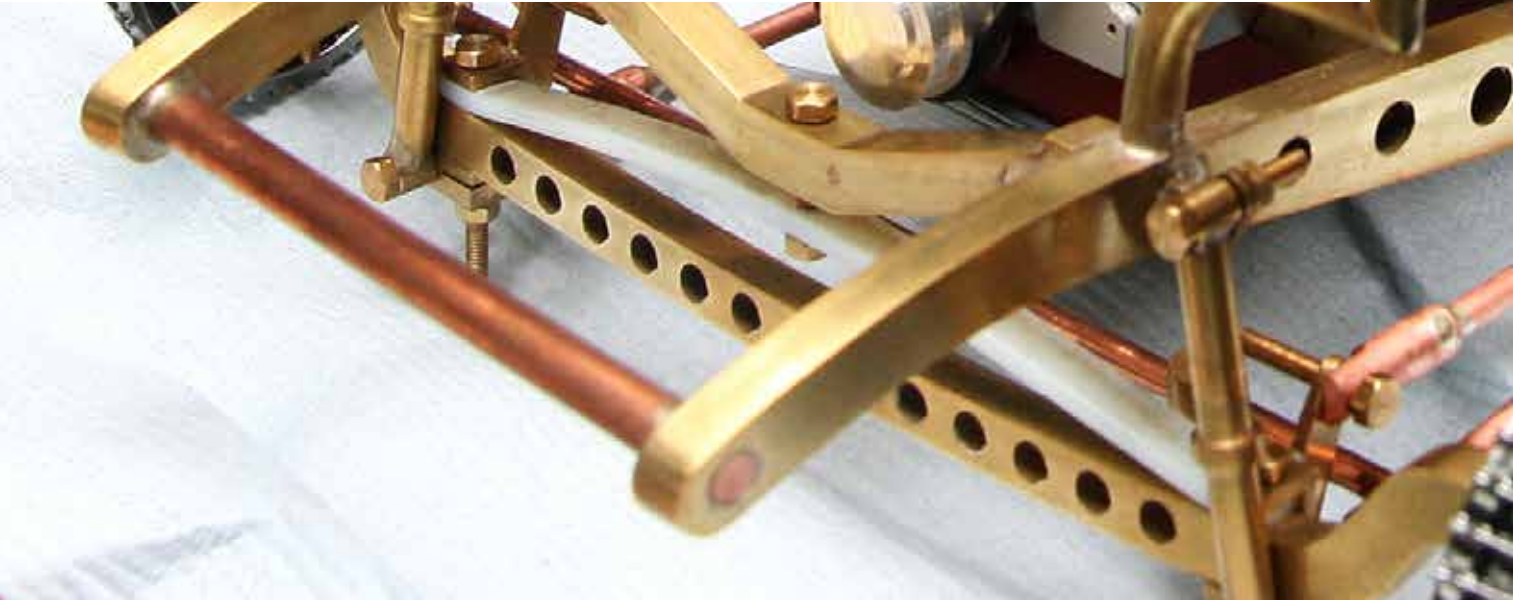




“Nothing is

There is

and no fail.



There is only



a mistake.

no win

MAKE”

John Cage

