

Please note that the former Arts University College at Bournemouth (AUCB) became the **Arts University Bournemouth (AUB)** on 13th December 2012.



All references in this document to AUCB, the University College or the Arts University College should be taken to refer to AUB, the University or the Arts University.

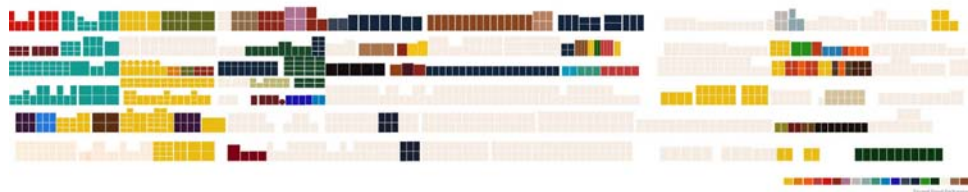
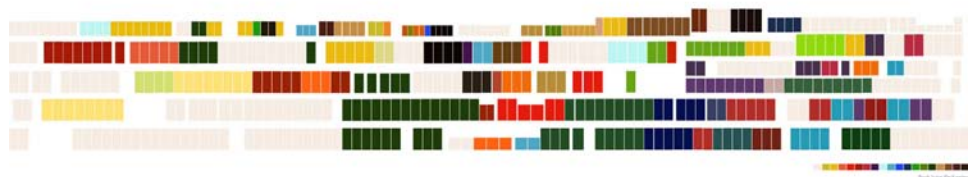
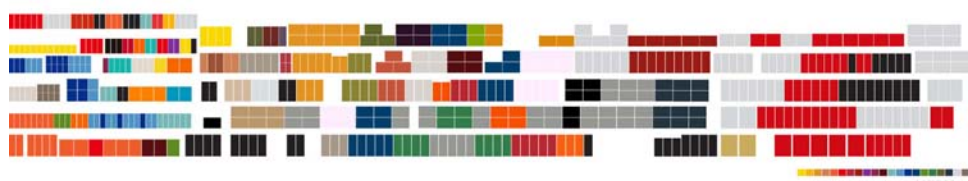
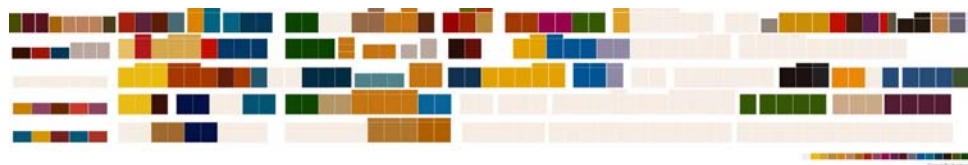


BA (HONS) GRAPHIC DESIGN

JOURNAL ONE

Introduction

A Sample of Images from
BA (Hons) Graphic Design



Natalie Bedwell



THE BIOMETRIC ALGORITHM

The algorithm is made up of two parts, the attractor and the mathematical equation.



- Attractor

An attractor is a set towards which a dynamical system evolves over time. That is, points that get close enough to the attractor remain close even if slightly disturbed. Geometrically, an attractor can be a point, a curve or a manifold.

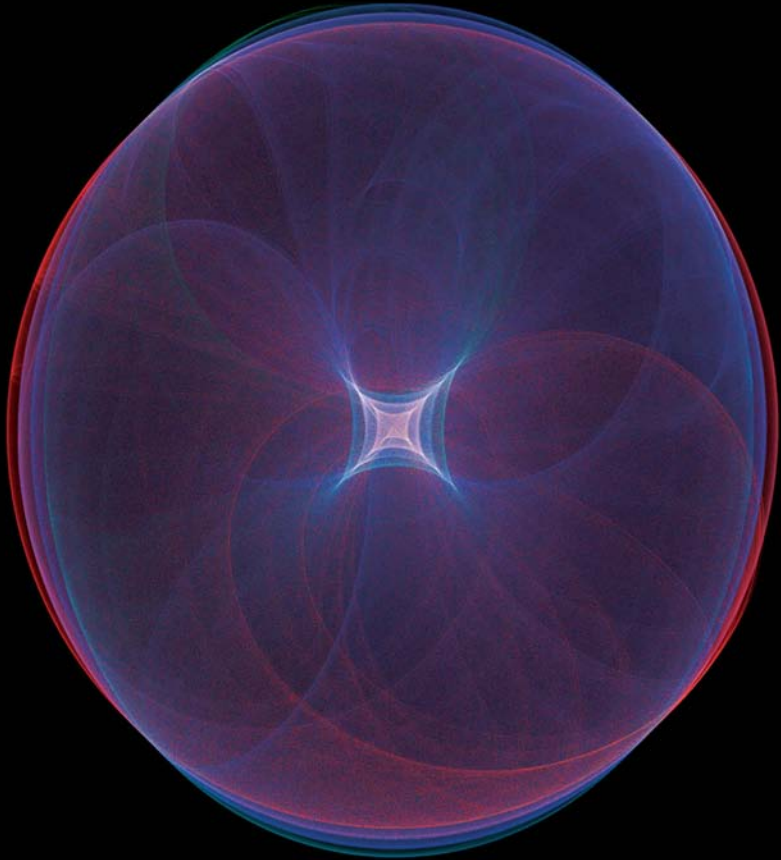
- Equation

We now need a function that, when called over and over again, shows different behaviour if we change some initial conditions (in this case anthropometric data). Fortunately there are smart people who already found such functions. This one developed by Peter De Jong gives uses this trigonometric equation.

$$x_{n+1} = \sin(a / y_n) - \cos(b / x_n)$$

$$y_{n+1} = \sin(c / x_n) - \cos(d / y_n)$$

Alex Rexworthy



IDENTITY 2.0

Identity 2.0 is a system that creates a visual human identity mark that will replace the photo in a passport. The photo in a passport is a highly vulnerable form of identification yet is the main source of identification used for people entering and leaving the UK. A photo is subject to change over time and can never truly represent the user at time of verification. Identity 2.0 uses an algorithm to uniquely create an identity by code for every face on the planet. 6 unique measurements are taken from the face then applied through the algorithm to create a unique identity that cannot be tampered with or replicated.

ID

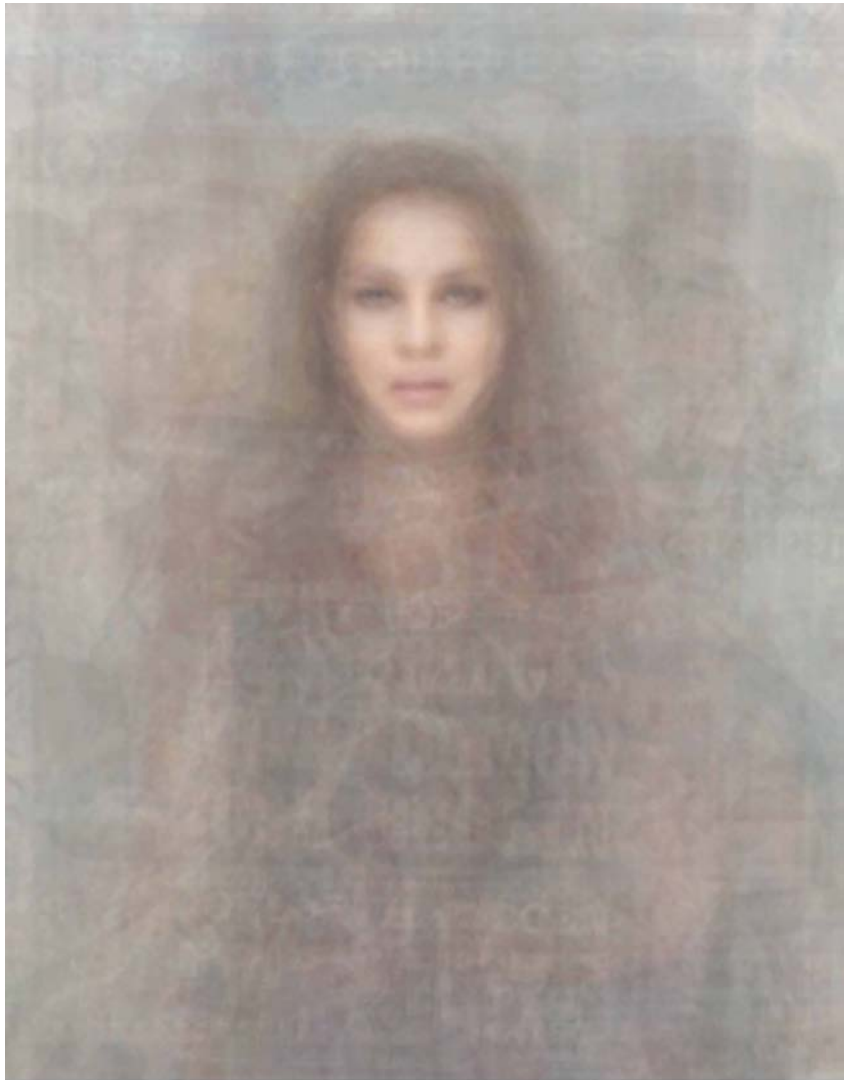
Jack Davies
20 / 02 / 2000

Alex Rexworthy



Chris Neulle

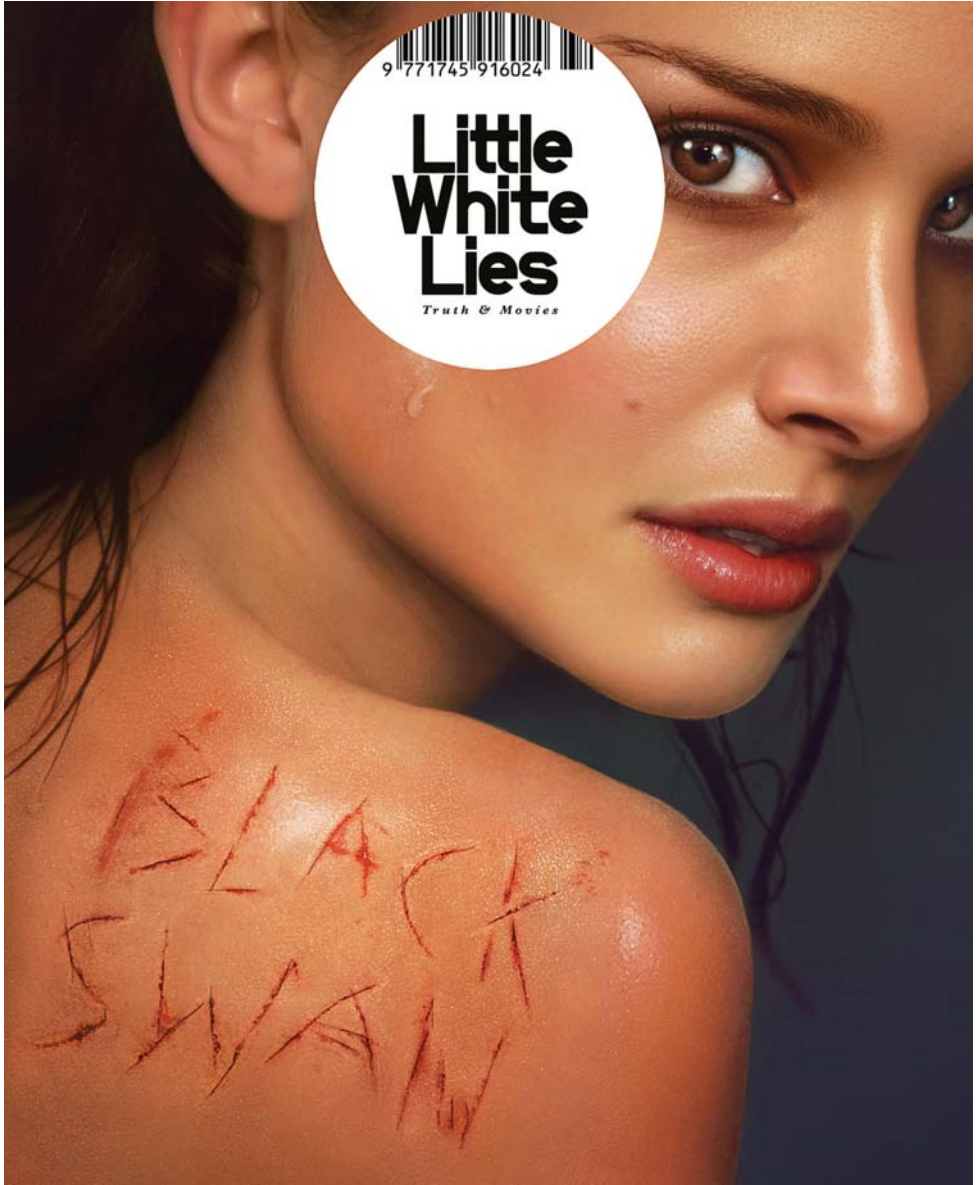




The Face of 2014, 2010
A composite of female celebrities assembled
on the grid of major
Hollywood.



Christina Button



Jirka Vaatainen



Jirka Vaatainen



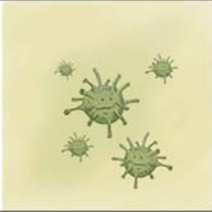
Ice cube



X-ray



Virus



Zebra



U.S.A.



Neddy



Lock



Stalker





FRIDAY 28TH
JANUARY 2011
0900-1300

IN COLLABORATION WITH
UNIVERSITY OF THE
ARTS LONDON

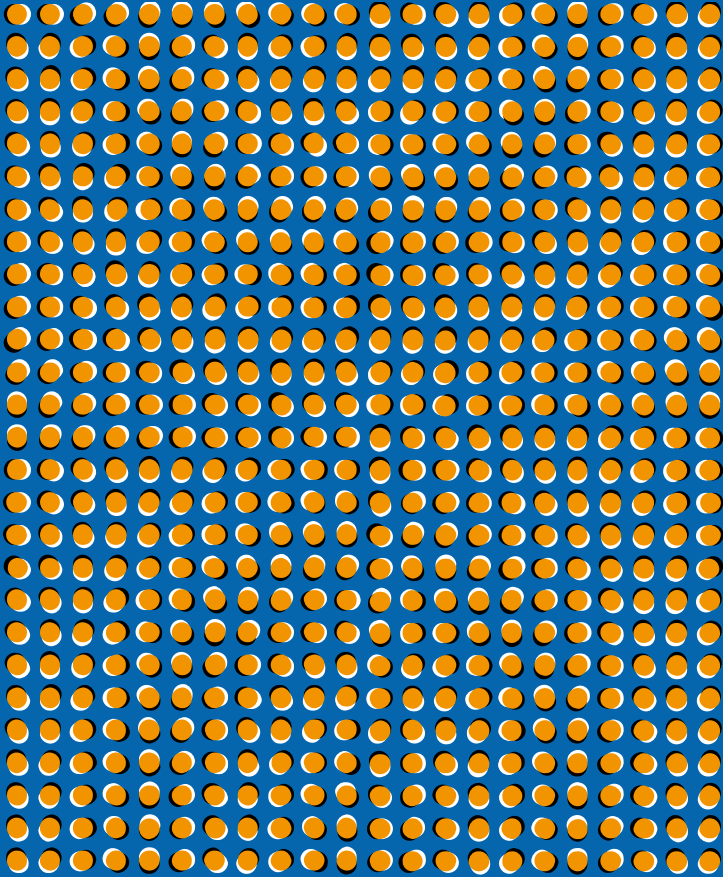
THE BUSINESS DESIGN
CENTRE
32 UPPER STREET
LONDON
N1 0DN



WWW.HANDSONEVENT.CO.UK



Rhys Cunningham



FRANK
0800 72 66 60 talktofrank.com
Friendly, confidential drug advice

Richard Williams

Course Overview

Graphic design is about communicating to inform, educate, entertain, and persuade. However, there's no 'right answer' and you'll find self-expression plays an important role. As well as developing creative design strategies, we encourage you to bring your own experiences and interests to your work.

As a graphic designer, you'll have to make decisions in complex and unpredictable situations. You'll have to react quickly to new information, evolving briefs and advances in technology. On the course you'll learn to innovate under pressure and handle issues such as user-centred design, sustainability, emerging technology, service design, information design and interactive design. You will discover your own approach to visual problem solving and graduate with the technical, critical, and conceptual skills, highly prized by industry.

For detailed entry requirements and standard offer information, please visit aucb.ac.uk

Course Details

Mode of Study: Full-time
Course Duration: 3 years
Institution Code: A66
UCAS Code: W210

Contact Admissions

Tel: 01202 363228/363225
Email: admissions@aucb.ac.uk

