



NEWSLETTER

June 2021

Congratulations, Class of 2021!



Our final year students exhibited their work in this year's Degree Show at the end of May.

We are thrilled that this year our Final Show returned to the ArtHouse for a physical and virtual exhibition showcasing work from our graduating creative students across Game Art, Fine Art, Illustration and Graphic Design.

If you didn't manage to visit the show in person, you can still visit virtually as the [3d cameras captured the show](#). The Show is online via <https://www.worcesterdegreshows.co.uk/21/>

Congratulations, Class of 2020!



Yes, you read that correctly!

Finally, our Class of 2020 got to throw their mortar boards in the air this week and celebrate their long awaited graduation ceremonies.

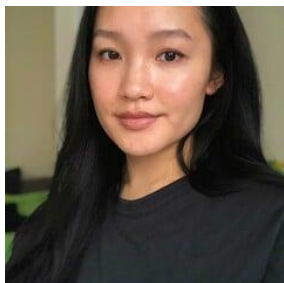
In carefully managed celebrations, our graduates made it to the Cathedral and celebrated with the sun shining at City Campus on the marquees where proud families could enjoy a cream tea and some photo opportunities.

Well done to you all!

Jack Berrecloth, BA Hons Game Art

80.LV Interview

Final year student, [Shindy Leong](#) was interviewed for a feature in online magazine 80.lv this month.





The article details Shindy's meticulous final year project, Abandoned Arcade. Inspired by a real-life incident in Fukushima Japan, this game-ready environment made in Unreal is a games arcade abandoned after a nuclear accident.

Read the article and breakdown via <https://80.lv/articles/making-a-fukushima-inspired-abandoned-arcade/>

The Rookies

The Rookies, if you are not familiar with it, is a community for non-professional digital artists and gives members the chance to build portfolios online and get feedback on their work, in a similar way to Artstation. It runs a prestigious competition every year and we're happy to see that several of our final year students have thrown their hat in the ring this year for the [Rookie Awards 2021](#).

Good luck to Joe, Shindy, Graeme and Conor! You can see their entries below and check out some of the competition too.



Tropical Island Campfire, Conor Reilly

<https://www.therookies.co/entries/13500>

<https://www.therookies.co/entries/12198>

<https://www.therookies.co/entries/12052>

<https://www.therookies.co/entries/13147>

Year Abroad



Four members of our course community are about to embark on their year abroad, studying at Nagoya in Japan and Pusan in Korea.

We are keeping everything crossed that they are going to be jetting off across the world in September or October to take up this fantastic opportunity. We have asked Jack, Brandon, Rodrigo and Christian to keep us up to date with their travels and experiences and they're going to work with our International Office to keep a Vlog while they are out there.

We will also be welcoming back Tuomo in September from his year abroad, studying in Japan - via Finland. (Thanks Covid!)

If you think you might like to follow in their footsteps, applications will be open for second year students in the autumn semester.

<https://www.worcester.ac.uk/study/international-students/study-abroad/study-abroad-outgoing-students.aspx>

Alumni News

Graduate success with jobs in VFX and Game Development

We've had more good news about graduate employment recently. Dani Haynes is now working as a 3d artist with mobile game developers, Pineapple Studios.



Dani has also recently completed a personal project, shared on Artstation, 1920s Sweet Shop. You can see her work via <https://www.artstation.com/artwork/d8XzZ1> and she may well be popping in (online) in the autumn to talk to current students about it.

Some of you will know Heather Savage, who has been helping us this year with some of our classes as an Associate Lecturer. We are delighted that Heather has now been hired by visual effects studio, [NVIZ](#) also as a 3d Artist. She has already impressed her new team and had her contract extended. We can't wait to see what she's been working on when she is allowed to tell us!

Student Choice Awards



Thank you for all of your nominations for the Students' Choice Awards, run by the Students Union. We had a bumper year for nominations with Jacqui, Chris and Martin all nominated in categories including

Exceptional Personal Academic Tutor, Excellence in Online Teaching and Module Excellence, and Chris being shortlisted for Outstanding Lecturer. It is much appreciated by us all, particularly after quite a year!

Summer Activities

Although many of us are ready for a well earned rest, 1st year student Lovro has bagged an exciting work experience placement.



Having completed his second semester from his home country of Croatia, Lovro has been working at VFX studio, <https://www.poster.hr/> in Zagreb.

So far, Lovro has been observing the artists at work and having fun with high-end compositing software, Nuke and Houdini.

“Today was really interesting! As I already spent a fair amount of time watching tutorials for Nuke, today I decided to go around the office and watch people as they work and ask questions; now I know what AOV's are, how UV's can be used in compositing, deep compositing and what it's used for and went into a bit more detail about multi-channel exr files and how the channels can be edited in nuke!”

We look forward to hearing about more of your creative adventures when you all return in September! Also, a reminder that you can still access the studio in the summer, just contact Arianne to arrange.

Last Word

Our discord community is still busy and we will soon welcome our applicants online before they join us in person in September. Have a wonderful, relaxing, creative, sociable summer. See you on the other side!

Jacqui and Chris