

Volume 6
2025

Folio



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Animation

Georgia Garrett

Keah Briggs

Niamh Austin





Georgia Garrett

Level 6

BA (Hons) Animation

Hi, I'm Georgia, I'm a level 6 BA (Hons) Animation student here at Newcastle College University Centre.

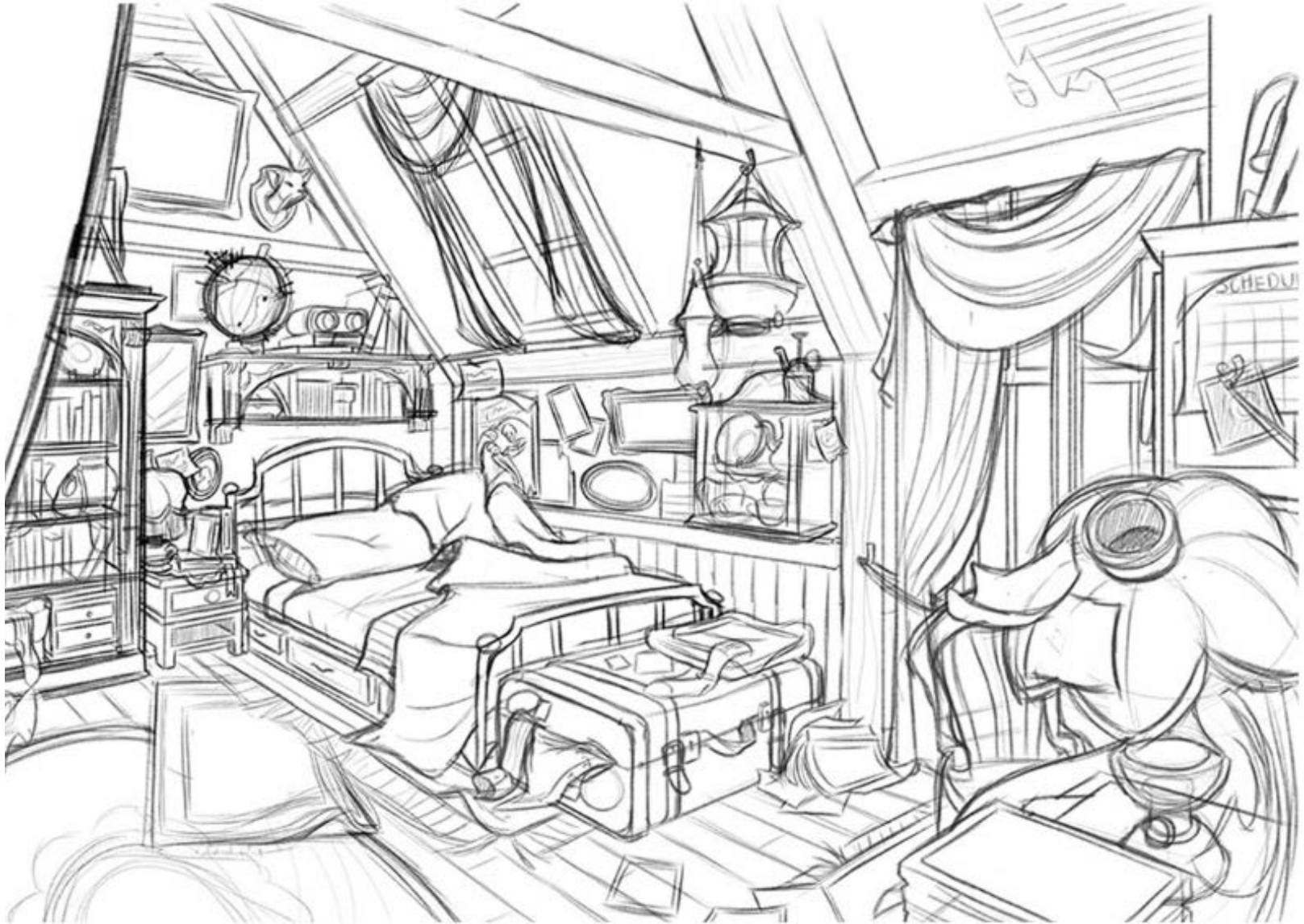
My work is very much inspired by older styles of 2D animation, and creating designs using gesture and a rougher, sketchier quality is what I typically gravitate towards. My work typically focuses on the paranormal, folklore and cryptids, taking inspiration from gothic horror.

The work that I have selected is from my ongoing final project, "Aperture", which focuses on visual development, character designs and environment layout. Old-timey supernatural fiction and gothic horror are two of my biggest inspirations, and for my final project I wanted to explore these influences further. "Aperture's" story follows Enoch Akshay, a nervous 1880's photographer as he experiences an odd string of events when moving into his new studio; ghostly figures appearing in his photos, a haunted camera and the feeling that he's not entirely alone.

"Aperture" takes inspiration from a hodgepodge of influences, such as the work of Guillermo Del Toro, Sage Cotugno and Tracy J. Butler. At the time of writing, the project is still underway, but by the end of the academic year I will have a series of fully realised designs, illustrations and developmental pieces that will further explore the project's story.

My goal is to build up my portfolio and a body of visual development work that will display my design skills for animation, as well as my personal influences. I'm not entirely sure where my career will take me, but design for animation is an area that I am greatly passionate about, and I hope that through exploring my ideas and developing my skills, I can pursue a career as a visual development artist.





Folio 2025

Keah Briggs

Level 5

BA (Hons) Animation



My name is Keah Briggs and I'm studying a BA Honours degree in Animation, currently at level 5.

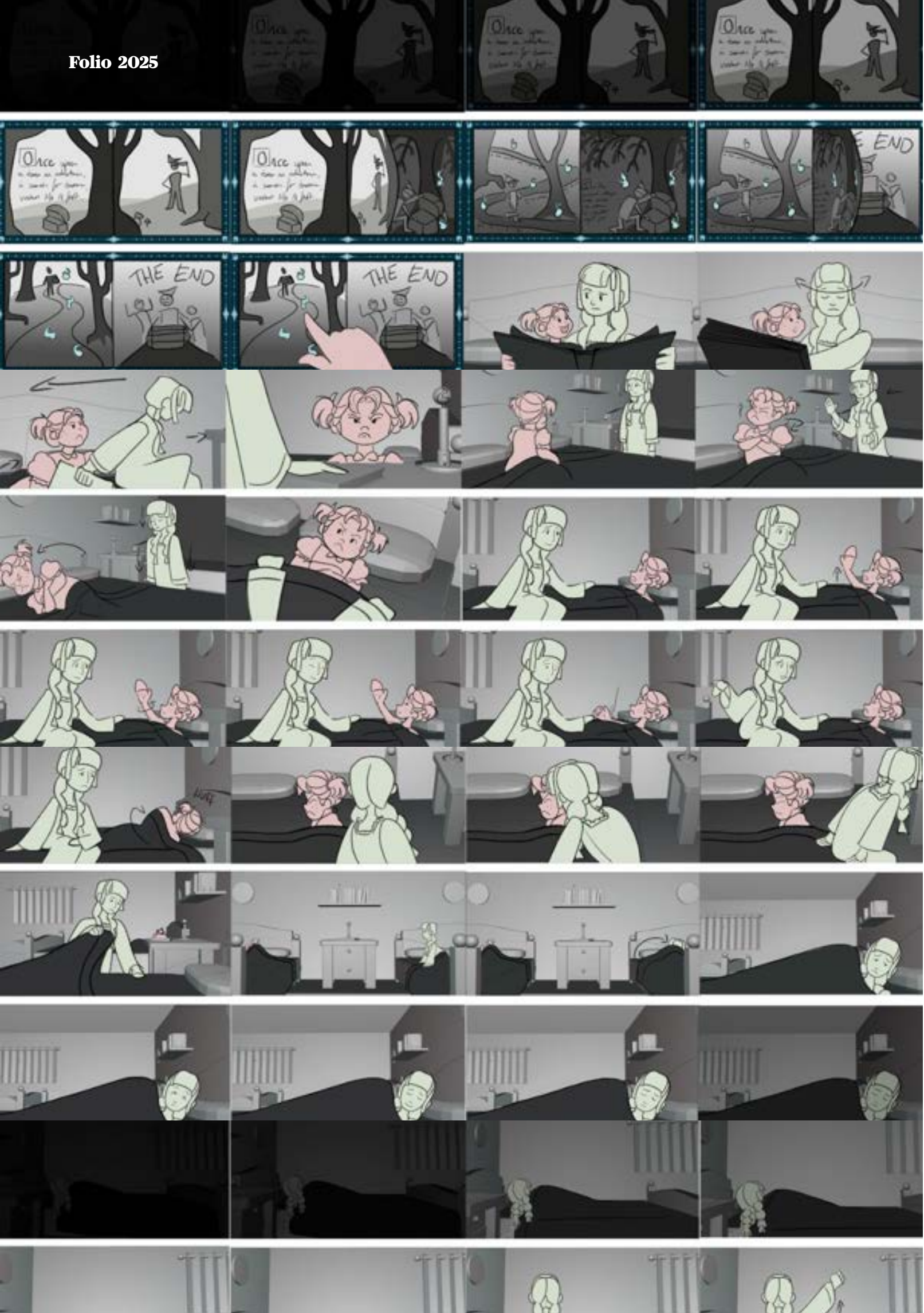
Digital art is my core practice, working with the Adobe suite, Blender and Procreate, but I often find myself exploring mixed media animation, blending both traditional and digital techniques. My work tends to incorporate themes of surrealism, horror and music, influenced through the likes of Ralph Bakshi, Stephen Gibb and Dan O'Bannon.

"Indifferent Interferences" was a project I worked on recently where I would blend digital and traditional techniques with the goal of creating an experimental short film, that would take the viewer on a mind-bending journey through three unique worlds, supported by an atmospheric instrumental. It's hard to pinpoint how I came up with the concept for the project, but the style was inspired by 1940s to 1950s cinema, from the gritty noirs to the iconic 1954 Godzilla.



I am not someone who plans my next steps. I have shown adaptability throughout this course and I would like to see where my creativity takes me.





Niamh Austin

Level 6

BA (Hons) Animation

Hi, I'm Niamh and I am a level 6 BA (Hons) Animation student. My specialism is storyboarding, but I also really enjoy character design. Most of my work is produced in Procreate and Photoshop, where I sketch and draw the final concepts of character designs and storyboards. I gravitate towards the themes of romance, adventure, family and the struggle between heroes and monsters. My main inspirations come from myths and legends from various cultures, such as Ancient Greek mythology and local English folklore.

The work I am showcasing is development work and concept art from my final project in university. My final project is self-directed, and I chose to write an original story about a girl who sets off into the woods to try and find her sister who went missing. She is exhausted and terrified as a hungry wolf tries to eat her, but a blue flamed spirit guides her to her sister and wards off the evil wolf.

I was inspired by the folklore of Will-O'-Wisps, which are seen as Fae creatures and spirits of the dead. Sometimes they are benevolent beings that help guide people out of forests or towards treasure, or they are malevolent spirits that convince people to drown themselves in bogs.

My favourite pieces are the storyboards as I tried something different to my normal technique, and used a 3D set for the background and then drew on top of it in Photoshop. This was a fun challenge as I improved my modelling skills in Blender and the 3D set was really helpful to create the environment and keep the proportions and scale of the characters consistent.

In the future, I want to work as a storyboard artist in a studio and hopefully one day pitch my own stories and see them developed.



Aleesha O'Neill
Amy Liddle
Jane Lawson
Keiron Taylor

Illustration



Help us conserve natural beauty.
For everyone, for ever.



Aleesha O'Neill

Level 6

BA (Hons) Illustration

Hi, I'm Aleesha, I'm a level 6 Illustration student here at NCUC.

My work is heavily inspired by environments, whether it's the natural world around us or something brand-new and fantasy led. I enjoy thinking about and visualising what the landscape would look like and what creatures might inhabit it. I work digitally in a process dictated by what I want to create, focusing mainly on digital painting and collage.

This particular project explores the endangered mammals of the U.K., looking at what animals are affected and their natural habitats. When I'm working on a project, I like to know that there is not only an end goal but also that I'm learning! To raise awareness for this cause, I've produced a range of illustrative work such as habitats and posters.

Once I've finished my degree, I would really like to start up a business and specialise in printing and packaging. Hopefully I can complete this project I've been working on too and look at more animal kingdoms!





Amy Liddle

Level 6

BA (Hons) Illustration

Hey, I'm Amy, I am a level 6 BA (Hons) Illustration student.

I am mostly a digital artist, and I do most of my work in Procreate. I am often inspired by strange or unsettling art, and I like to incorporate themes of horror into my work.

The lighthouse piece I selected for inclusion was part of a storytelling project. I was attempting to communicate themes of loneliness and longing through this drawing, but I also wanted it to appear a bit unsettling. I took some inspiration from the artist Rae Klein for this piece, as I have admired her work for a while now. The two Animal Farm pieces were created for a project where we were asked to select a book and create a cover for

it—I chose Animal Farm because I enjoy that book and I thought it would be fun to communicate the themes of a story through a drawing. The piece showcased in the middle below is from a recent project where I was attempting to explore the darker and more brutal side of religion and the negative effects that it may have on a socially isolated person, while also incorporating themes of horror.



I am still a bit unsure about my career ambitions, but the sector of illustration I have always had an interest in is publishing, because I have always liked the idea of creating things such as book covers and transforming a story and its themes into a piece of art.



Jane Lawson

Level 6

BA (Hons) Illustration

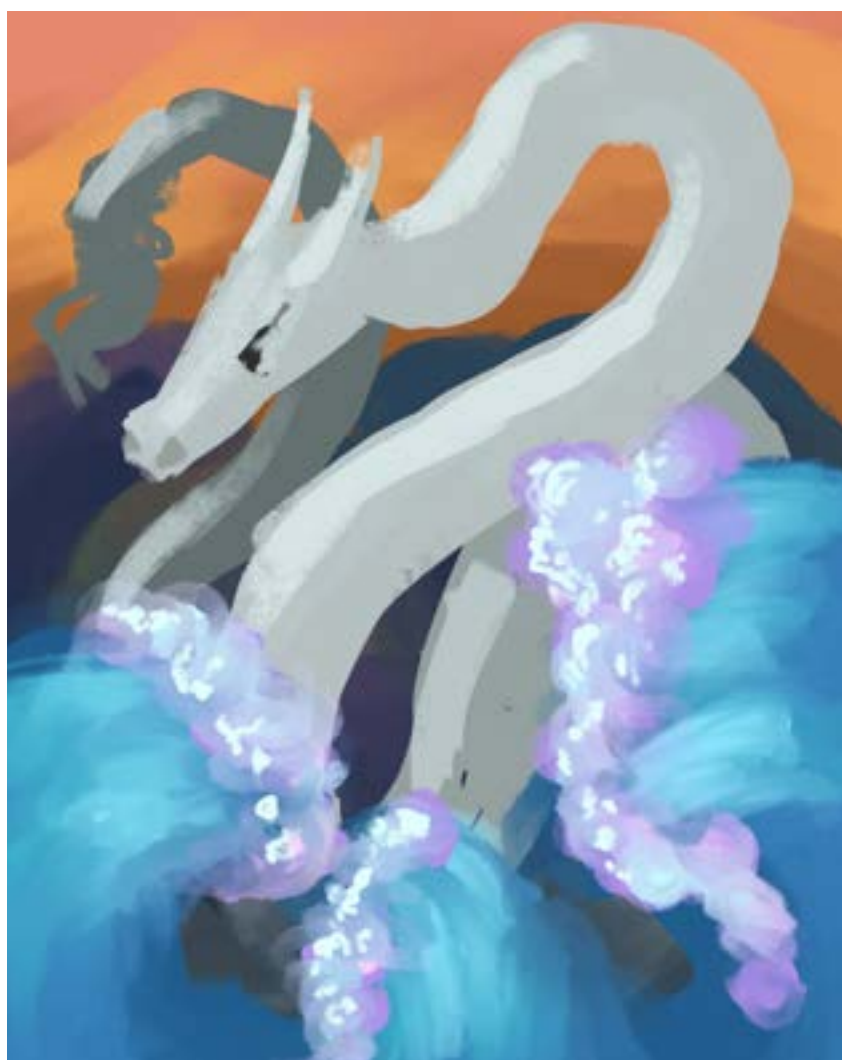
Hi, I'm Jane, I am a level 6 BA (Hons) Illustration student here at Newcastle College University Centre.

I use various media for my work, ranging from more traditional illustration techniques like pencils and watercolour, to digital media where I predominantly use Procreate for higher rendered pieces. The themes I work with usually surround folklore, mythology and fantasy. For my final project I am looking at goddesses of Ancient Egypt and showing a modern take on a select few. For previous projects I have illustrated creatures such as the wendigo, marí llwyd and the fae. Over the years, I've taken inspiration and influence from various artists, but my biggest influence is my curiosity about fiction and fairytale, as I enjoy reinventing these characters for a new audience.

The work I have selected to include is 'The Lambton Worm'—which was the brief set by Creative Central to make the run-down buildings of Newcastle look more inviting by producing an illustration which relates to local culture and mythology. The main story associated with Newcastle and its surrounding areas is the Lambton worm (which is well known enough to have been the basis of 'Lair of the White Worm' by Bram Stoker).

My aim for this project was to create something colourful and vibrant to change the dull black boards covering the windows of buildings, so it felt fitting to produce it in the aesthetic of a stained glass window.

After finishing my course, I would like to secure a job in industry, preferably in character design as this is where my focus has shifted over the last semester. I'm currently in communication with an agency so I'm really hopeful that this will be my gateway into the industry!



Keiron Taylor

Level 6

BA (Hons) Illustration

My name is Kieron Taylor and I am currently on the BA (Hons) Illustration course and set to graduate in 2025.

Throughout my time on the course I have worked with different materials, but the majority of my work has been finalised digitally. I have worked with Riso, Lino, and traditional materials but all my work always goes back to digital as I feel it is where my work stands out. At the minute my main project is about road trips, but with a twist. I have many inspirations from different comics that I read and pieces of pop culture, from film to books.

The work I have selected to show is my project for final year "KRUM" which is a 122-page comic book about a road trip through Hell to kill the Devil. The book revolves around a character called Silas who has the mission to kill the devil after both his city and the world are destroyed when the devil comes to Earth. He has to team up with an undead barbarian and travel through ruins, get into fights

with monsters and try to not die. The theme is Road Trips, but I have distorted it to make a twisted and darkly funny comic with inspirations from different artists such as Mike Mignola (Hellboy), Daniel Warren Johnson (Wonder Woman: Dead Earth) and Eric Powell (The Goon). My aim is to finish the course with a high grade and hopefully get the comic published.

My career ambitions after university are to work within the comic industry or publish my own comic books. I want to create new fresh stories that people can enjoy... but not kids. My work is definitely not for kids.



Volume 6



KIERON TAYLOR

Photography



Scott Haddow
Elli Cartwright
Demmi Havenhand
Cindy Crossman





Scott Haddow

Level 6

BA (Hons) Photography

Hi, I'm Scott, I am a level 6 BA (Hons) Photography student here at Newcastle College University Centre.

I'm a passionate food photographer with a love for capturing the art and beauty of culinary creations. My work captures high-quality images of dishes, ingredients, chefs, cafes, food brands and drink, and expertly styling restaurant food for a variety of uses, including menus, advertisements and social media.

The pieces I have selected to show are from my portfolio of work exploring food photography, including portraiture. My key inspirations include Lucia Marecak, who is known for her work in capturing the essence of food, and Dan Robb, who has an ability to capture the beauty of food in a variety of settings.



I have always been self-motivated and driven, and after 30 years of previous employment, I have the confidence and experience to become self-employed and develop my own food photography business.

Elli Cartwright

Level 6

BA (Hons) Photography

Hi, I'm Elli and I am a level 6 Photography student here at Newcastle College University Centre.

I particularly enjoy working with mixed media styles such as analogue and digital collage, as well as using cutouts from magazines and sometime even my own photography. I would say that a lot of my work is inspired by my own fashion interests.

The work I have selected to show is from a project where I had to create fashion-themed analogue collages.

After finishing my photography course here, I would love to work with fashion brands and magazines in the future. However, at the moment I am trying to focus on growing my own photography business, which I'm pleased to say is going quite well.





Demmi Havenhand

Level 6

BA (Hons) Photography

Hey, I'm Demmi and I'm currently studying BA (Hons) Photography at level 6.

I've always had a passion for both art and animals, and my practice combines these two lifelong loves through studio photography. My work celebrates and explores the unique personality of each animal I meet and has a focus on creating a personalised experience and final art piece that really conveys the essence of the pet.

I strive to make each shoot a fun experience for the pet and the owners alike, which I feel is portrayed in the upbeat work I produce.

The work I have chosen to showcase are a few images from my ongoing 'pet personality' project. This series explores dogs along with other animals being photographed in a way specific to the pet in order to reflect their personality and story.

Each portrait is tailored to the individual character of the pet. The project aims to explore the deep connection between pets and their owners, and how like humans, each pet has a different and unique personality.

In the future, I plan to continue growing my business 'Happy Hound Studios'. I'm also interested in collaborating with shelters and animal charities to use my work to support adoptions and raise awareness.

I am also currently in the process of experimenting with new techniques and subjects, as can be seen in the attached images including the likes of birds, rodents and other mammals. This project is just the beginning of where my passion for animals and art can lead.







Cindy Crossman

Level 6

BA (Hons) Photography

Hi, I'm Cindy and I am a level 6 BA (Hons) Photography student here at NCUC.

My main artistic practices are definitely Fine Art and Animal Photography, and my pieces focus solely on the animal with little to no distractions in the background. My main inspirations include Tim Flach and George Wheelhouse, who are both well-known UK Animal Photographers.

The work I have decided to include are a selection of photos looking at the elegance of using lights to highlight the animals I photograph. My aim was to capture the ethereal beauty of these animals by displaying them in the forefront and

not allowing the viewers to have their focus taken away by bright, loud colours being behind them, so instead I use black in the background. This is similar to the work of Tim Flach, who uses this method in his book 'Dog Gods'.



My ambitions going forward are to exhibit my work in some of my own shows or in a gallery. My next step is to start my freelance business where I will be doing animal portraits and sports photography, especially horse events.

Graphic Communication

Jay Whitfield
Kseniia Zhuravel
Megan Athey
Rachel Kelly
Tyler Miller





Jay Whitfield

Level 6

BA (Hons) Graphic Communication



Hi, I'm Jay and I am a level 6 student studying BA (Hons) Graphic Communication.

This year, I have been focusing on refining my skill sets. I decided to set myself two areas of focus for the year: one being creating branding and identity, which I had shown a strong interest in previously. The other focus was packaging design. The main reason for this was to help me develop my 3D modelling skills, which I have struggled with in the past.

The featured work is from a recent brief I received—to design a new brand of cider that would reinvent the way people view the drink. My solution for the given brief took into consideration the environmental damage that glass production has, which is a large problem considering it's the material most commonly used for beverage packaging, including cider.

I addressed this problem by designing a carton instead of a bottle, reflecting this in the brand identity by naming the product Carton Press. I made use of a custom, geometric-looking logo design and used subtle humour to produce branding that indicates that this product is not like the rest.

As for the packaging itself, I used Blender for the design creation as I wanted the packaging to allow customers to drink directly from it. I also added an element of interactivity for this by enabling the consumer to pull on the opening of the carton so that it extends to mimic a bottle, thus making it less awkward to drink from.



I am planning to further my studies in design at Sunderland University after completing my BA (Hons) in Graphic Communication.

Folio 2025

Hi, I'm Kseniia. I am a final year student on the Graphic Communication course here at Newcastle College University Centre.

I would say I lie perfectly in the middle of graphic design and illustration. I mostly work digitally but since starting the course I have experimented with incorporating traditional techniques like printmaking in my practice. I strive to be a jack of all trades in the future, so my areas of interest include branding, illustration, packaging, posters, editorial, typography and more.

My work is influenced by the problem I'm solving, so my style is flexible, but I enjoy creating fun characters and good colour combinations throughout my work. I also love emulating paper textures for an imperfect look. I get inspired by everything around me, which makes ideation one of my best skills. My strongest inspirations are animation and indie games since many new ideas are floating within these industries.

The work I have selected to show is from my Kid Artiste Subscription box; the brief was to create kids' packaging for their product of choice. After thorough research, I chose to invent a new product that could solve the problems of kids

learning to how to cook, in a fun way that might also encourage more family time. Aesthetically, I tried to create a handmade feel that would represent childish messiness in creativity.

I plan to work for a small to medium agency in the North after finishing my third year, and do freelance work in my free time. My final goal is to get into the film industry to design for movies and shows, but I would like to get agency experience first.



Kseniia Zhuravel

Level 6

BA (Hons) Graphic Communication

Logo/Name



Colour Palette



Typography

Aa
Gibson

Aa Bb Cc Dd Ee Ff Gg Hh
Ii Jj Kk Ll Mm Nn Oo Pp
Qq Rr Ss Tt Uu Vv Ww

Ad
Chi

Ad Bb Cc Dd Ee Ff Gg Hh
Ii Jj Kk Ll Mm Nn Oo Pp
Qq Rr Ss Tt Uu Vv Ww

Logo Variation



White



Regular



Dark

Megan Athey

Level 5

BA (Hons) Graphic Communication

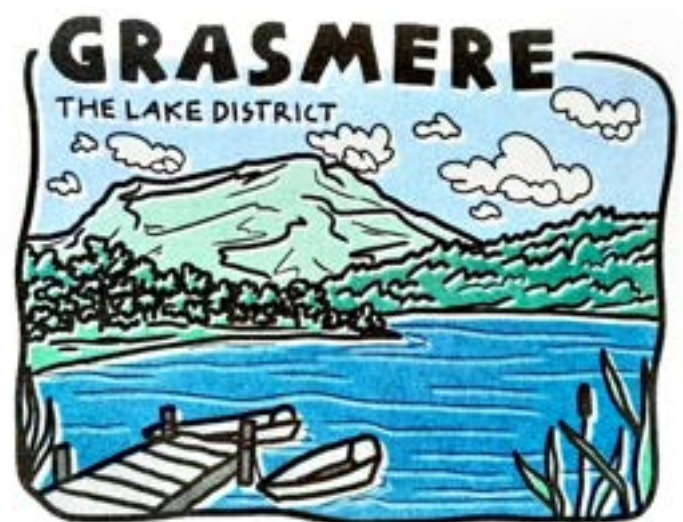
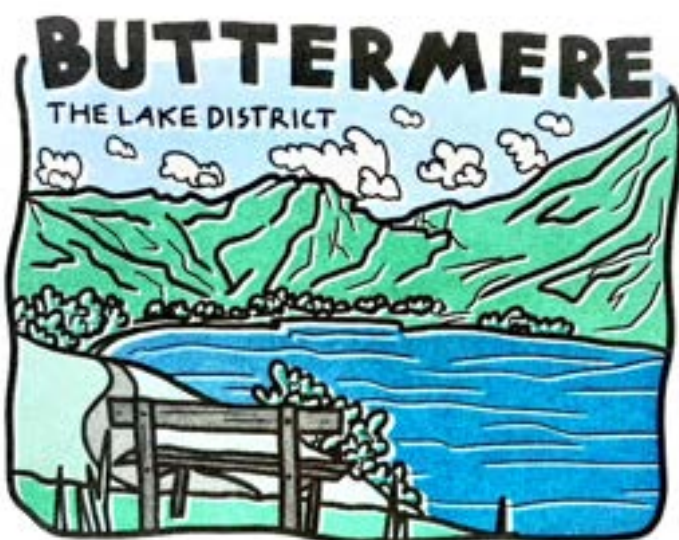
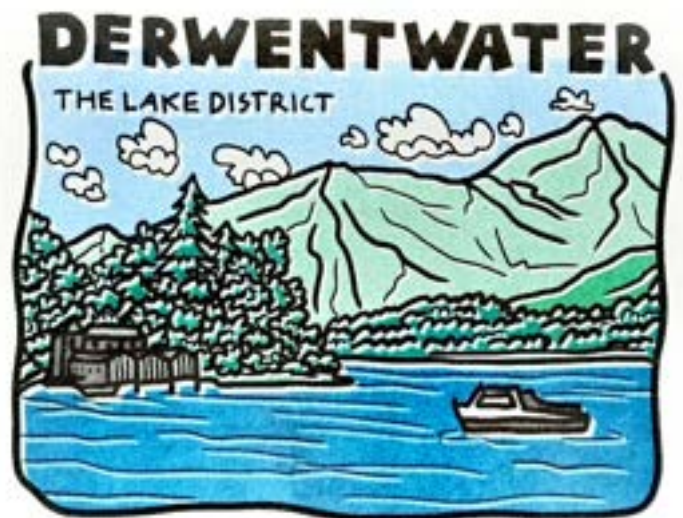
Hi! I'm Megan, I'm currently a level 5 Graphic Communication student.

My design practice focuses on branding, illustration and typography. I love the journey of making a design that tells a story – the reason they should exist, the problems it solves as well as physical printing processes like linocut and risograph.

I'm inspired by landscapes like national parks, local history, 80s music/rock music, film and TV as well as artists online, especially those who work in print areas. I'm also in a zine club which sends a monthly zine, and that helps with inspiration too. Outside of university I like to work on character design, collage and craft projects.

The work I have selected to include covers a range of modules I have completed so far. Work Based Learning – Paper Jam – Created by Risograph for the pop-up shop, is themed around lakes in the Lake District, aiming to make a full set that could be sold together.

Responsive 2 – Editorial design – the double spread was made in collaboration with photography student Amanda Stacey to create editorial layouts based on an article about soil pollution. It was fun working with someone in a different subject and art directing the photoshoot.



Once I've finished level 5, I'll be continuing to level 6 at NCUC, and after that I want to attend art markets as a seller to get my work out there more and have more practice with people, then I hope to gain experience in the design industry environment.

THE SECRET LIFE OF SOILS

Compared to life above ground, what's living in soils is relatively unknown.

This is because, in addition to the difficulty in finding the organisms that live down there, soil is actually made up of multiple habitats all sitting on top of each other.

While it's known that habitat destruction and persecution are some of the biggest impacts for above ground biodiversity, only a few studies have tried to tackle their subterranean equivalents. To try and account for this a team performed what is known as a meta-analysis.

This is where scientists re-analyse data and use them to answer new questions. They reused the data of more than 600 studies, including thousands of different datapoints, to see what the greatest impacts humans were having on the health of soils globally.

DIGGING INTO SOIL RESEARCH

Based on their results, wildlife above and below ground generally respond very differently to the same issues.

While the loss of a forest above ground might be devastating to the plants and animals that live there, the researchers' predictions that subterranean organisms would also be affected weren't proven. Instead, it seemed that the soil provided a buffer, helping its organisms to be more resilient to certain changes.

While the majority of the changes, like rising temperatures or chemical pollution, were negative for soil biodiversity, there were a few positives. The most important was the use of organic fertilisers and mulch, which introduces more carbon into the soil. This is especially beneficial for earthworms, which feed on the nutrients and cycle them in the soil.

Though this study has provided a deeper insight into the changes affecting soils, it's still barely scratched the surface.

The team hope that future research will focus on how the interactions between factors like climate change and pollution, might enhance or limit their joint impacts.



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POLLUTION REVEALED as Greatest THREAT TO HEALTHY SOILS

Food security and biodiversity are threatened by the chemicals contaminating our soils and scientists are worried that we know very little about the damage it's causing.



© National History Museum March 2025

Rachel Kelly

Level 4

BA (Hons) Graphic Communication

My name is Rachel, and I'm a level 4 degree student studying Graphic Communication.

When I complete work for a project, I usually first work in my physical sketchbook, and I like to work with Posca paint pens instead of pencil. I much prefer having a permanent way of working to being able to erase anything; it really helps me see anything I can improve or work further on. My inspiration stems from a lot of artists, but I really enjoy work by Mul and a youtuber called Kasey Golden.

I created this work for an art stall that I ran with a peer named Mia from the same course. The art stall was based in Walker Activity Dome for Tyne and Fear's big weekender, a roller derby event. There was a lot of promotion for our stall by the team and announcers; some of the skaters even commented that it was nice to see something different at their game as it's usually teams who set up merch and bake sale stands.



I love graphic design, I think I would want to be somewhere in advertising or package design. My career ambitions aren't really set in stone though; at the minute I would love to earn a bit of money doing what I love which is making prints.

I'm going to continue progressing through university and grab as many opportunities to promote myself as a designer where possible. I want to get my name out there so I can be recognised by design agencies; I already have a design account set up on Instagram, I use it to show off my skills and final designs from various projects and any work outside of university.

Instagram – @mia.designs and @rachkelly_designs



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£10 FOR 2 PRINTS

STICKERS
£1

3 for £2
7 for £5





Saltwell Towers

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The Building is protected in and outside by CCTV

Tyler Miller

Level 4

BA (Hons) Graphic Communication

Hi, I'm Tyler and I am a level 4 Graphic Communication student.

Although I'm on a graphics course, I'm a multi-disciplinary designer; alongside the likes of branding and posters, I animate motion graphics, produce 3D renders/animations and UI/UX concepts as and when needed for projects and case studies.



My featured piece is 'New Look for Saltwell Towers'. Saltwell Towers is the 1859 centrepiece of Saltwell Park in Gateshead. While visiting the area to get cues and ideas for it, I found its existing branding didn't fit well with the

tower's appearance or heritage. I rebranded it focused on coinciding with the tower's brick tessellations and shapes, featuring a 'tiling' logo to be stacked and assorted to visually match the towers and create patterns.

I want to spend the next 2 years on the course amplifying my creativity; seeking to make the most interesting, clear and practical ideas while developing my skills in branding and 3D.

After the course, I'm currently hoping to join a small design studio and develop my personal 'wuulfy' design brand/shop on the side. A smaller studio means I'll be less likely to have a specific, exclusive position and instead be able to use the best of my many abilities and learn about what works for me, serving as a springboard for where to go next.

Luca Smith

Film, TV and Media Production





Image of Luca Smith

Luca Smith

Level 6

BA (Hons) Film, TV and Media Production

Hi, I'm Luca Selbie Smith. I am a Level 6 BA (Hons) student currently studying Film, TV and Media Production (Top Up) at Newcastle College University Centre.

In regard to my artistic practices, the materials that I'd say I use the most are people themselves, as I quite enjoy making films, writing scripts and creating stories. My main inspirations are usually based on semi-historical events, and the themes throughout my work have often been on the railways. The featured work is my final project for this year. I am currently in the process

of creating a piece entitled Documentary: Drag Meets the Duchess, which is an in-depth documentary that takes a deeper look into the Drag scene in the UK, predominantly in the town of Newcastle! The photographs presented are some 'behind the scenes' shots of both myself and the Drag artists I have interviewed within my documentary.



After I finish my course here at NCUC, I am still unsure of where I want to go and what I want to do next.



ness Blueberry

- Sleep Tracking
- Meditation
- Wellness Journal

SELECT AVATAR

Wellness Journal

How do you feel today?

8/50 Wellness Score

21 Days Logging Streak

New Journal Entry

Daily Meditations

March Challenge
Sweet Spots
For making quick, healthy snack choices

20/100 Completed
View More Challenges

Wellness Scores

20/100 Wellness Score

20/100 Wellness Score

Challenges

0 cal Remaining

21 Days Logging Streak

Choose Your Avatar
Choose the avatar guide that best suits your goals!

1:00 PM

Healthy Apple

- Meal Tracking

Choose Your Avatar
Choose the avatar guide that best suits your goals!

1:00 PM

Choose Your Avatar
Choose the avatar guide that best suits your goals!

Fitness Lemon

- Activity Tracking
- Workout Guides
- Weight Logging

SELECT AVATAR

21 Day Logging Streak

8/50 Wellness Score

Choose Your Avatar
Choose the avatar guide that best suits your goals!

1:00 PM

20/100 Completed
View More Challenges

March Challenge
Sweet Spots
For making quick, healthy snack choices

May Challenge
Proteins & Fats
For successfully completing an intermittent fast

Artwork by JJ

Bethany O' Donnell

Level 6

Creative Digital Design (Integrated Degree)



Hey, I'm Bethany—a Level 6 Graphic Design Apprentice studying a Creative Digital Design Professional Integrated Degree while working as a Group Graphic Designer at the Education Training Collective. I chose to study at Newcastle College University Centre because I wanted to advance my skills in Graphic Design and transition from print to digital. This course has pushed me further than I ever thought possible, allowing me to produce work I'm incredibly proud of.

Outside of graphic design, I love to sketch and experiment with amateur photography. My favourite mediums are ink, markers, and watercolour, and I'm particularly drawn to layered collage graphic art styles, as well as branding and logo design. I've always loved illustrating and share my work through my Instagram, @magpieillustrations, and I also have my own Etsy shop, selling prints locally and internationally—shipping to America, Australia, and Europe.



I have been developing my UX design skills while using Figma to create a Healthy Eating application, 'My Health Hero'. Working with my university partner has helped me build collaborative skills and gain confidence in working with someone I didn't know before. Not only did I have the opportunity to design characters, create interactive elements, and apply human-centred design principles, but I also expanded my design capabilities by working with a platform I wasn't previously accustomed to.

I love learning new design programmes and want to expand my skills in 3D rendering, motion graphics, and title sequence creation in Premiere Pro. My ultimate career goal is to work for a production company, specialising in Creative Advertising. If I ever become Peggy from Mad Men, I'll know I've made it! This apprenticeship has given me the experience and confidence to take the next step in my career, and I'm excited to see where this creative journey takes me.

Lottie Moran

Level 5

Creative Digital Design (Integrated Degree)

I am Lottie, I'm on the Creative Digital Design Apprenticeship Degree and currently at level 5. My work is primarily digital, using programs such as Photoshop, Illustrator and After Effects, and tools like Figma.

For design briefs, I include personal values and interests. In a previous module I conceptualised a fitness app in which users could complete the journey of an endangered species by recording their steps, which they would also sponsor via the app.

When it comes to mentally collecting things for inspiration, I use anything from neolithic objects to flash sites of the early 00s, I'm like a magpie. The work I've shared is a project I worked on in my level 5 module User Experience and Interface Design. The device I conceptualised was an augmented reality device that used eye-tracking technology for real life cultural sites, like museums and galleries.

I believe more should be done to protect these sites, so I made the device a physical object instead of an app on a phone. Users attach the device to their glasses (or borrow a pair) and "scan" codes beside pieces to learn more about them and discover similar pieces.

I created wireframes, interactive demos, and used tracking tools to create videos which demonstrate how this would function in real life, alongside the brand identity, with a logo, animated ident, and colour palette. I wanted to include lots of accessibility options, such as different audio and visual settings and language options. It really encouraged me to consider usability outside of what I perceived as aesthetic choices.



After graduation, I'm considering completing a masters, alongside lots of different options. Opening my own business is another dream for me, as I would like to have full creative freedom over the presentation of a brand and believe I have the skills to offer a strong digital experience for users.

THE ROUND ROOM

This gallery has been a showcase for Birmingham's art collection for almost 150 years. It's always been somewhere to revisit old favourites or find something new.

One Fresh Take is a display about how art can be a way to see the world differently. It's a chance to explore how artists have brought their own fresh take to places that are meaningful to them.

Each picture in the room can stand alone but there are also connections and contrast to discover. So whether you want to dip in and out, look at just one things, or stay longer and see more, how you do the Round Room is up to you.

Welcome to
BIRMINGHAM
MUSEUM &
ART GALLERY



12:02



Name:
Rose Madder

Hex code:
#e32636

Origin:
Central Asia,
South Asia and
Egypt

In use from:
1500 BC

Name:
Tyrian Purple

Hex code:
#66023c

Origin:
Phoenicia
(Lebanon)

In use from:
1570 BC

Name:
Lapis Lazuli

Hex code:
#26619c

Origin:
Afghanistan

In use from:
500 AD

Name:
Naples Yellow

Hex code:
#fada5e

Origin:
Egypt and
Mesopotamia

In use from:
1600 BC

Name:
Carbon Black

Hex code:
#1a3640

Origin:
China and Egypt

In use from:
Prehistory

Name:
Terre Verte

Hex code:
#7f7a67

Origin:
Italy

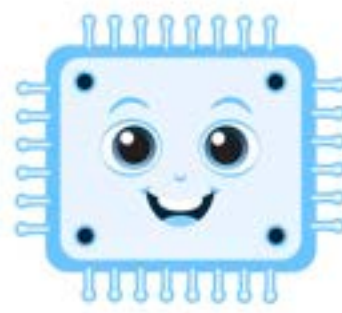
In use from:
100 BC

Name:
White Chalk

Hex code:
#e0dbd1

Origin:
China

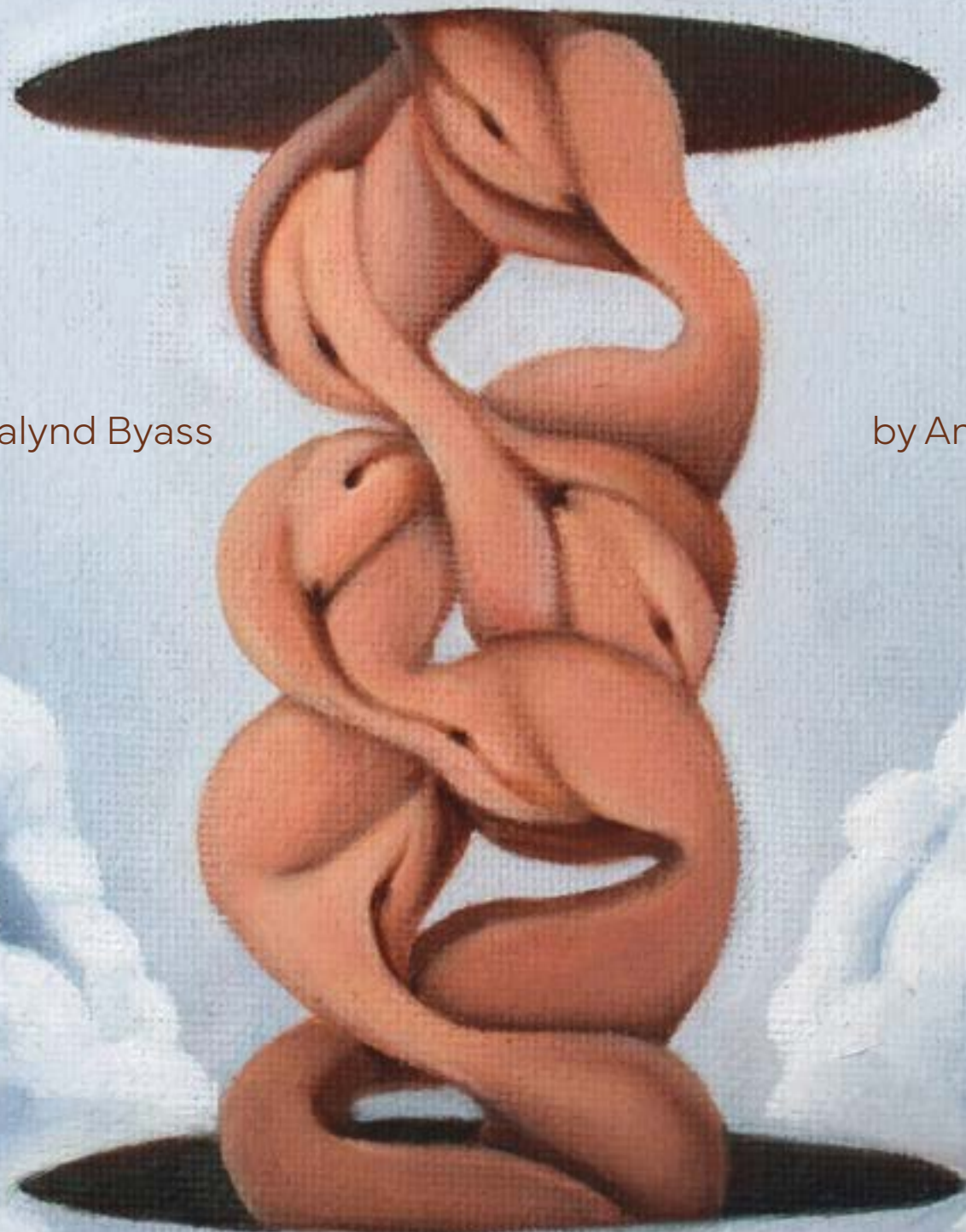
In use from:
Prehistory



Artist in

Rosalynd Byass

by Amy Ward



Residence

**“If you have
the passion
for art and you
enjoy what
you make
then there’s
no need to
worry”**

Rosalynd Byass

The Artist in Residence

by Amy Ward

I've had the privilege of talking with our own Artist in Residence, Rosalynd Byass. During our chat we talked about Rosalynd herself, her incredible work, how studying here at Newcastle College University Centre (NCUC) helped her grow as an artist and what advice she would like to tell all students.

Rosalynd labels herself a modern surrealist artist, whose amazing pieces will draw your utmost attention. She graduated from NCUC in 2022 and despite coming from a family of predominantly illustrative-based artists, she found her calling in fine art. Feeling like an existential person, an alien in human skin, Rosalynd described how she found that fine art was the best way that she could express herself, her thoughts and feelings that weren't as easy to just talk about and also helped her to escape from the negative impacts of the COVID pandemic.

Her work is influenced by a wide range of factors that play a crucial role. She stated how she truly believes that art is her calling and allows her to create work that resonates with her deepest subconscious emotions, stating 'It's like being able to pick apart the thoughts in my brain and bring them to the front to show to everyone.' Another influence is her mum's unfortunate passing—as described by Rosalynd herself, her mum was her biggest cheerleader and they shared a deep love for art and its history. 'We used to spend hours just sitting there talking about it and she'd always be asking questions on what I was working on next,' Rosalynd stated. This passion drives her to express the feelings she has over this experience in her life and put them into physical form for everyone to see, and in some cases connect with in their own way.



"There is nothing there", 2024



"What would you do if I said I hate you?", 2024



"The Abstract Concept of You", 2024



"Let Me Leave This Place", 2022

Rosalyn explained that to her, '[Surrealist] art is a way of unlocking the mind for others to see and become an outlet for your truthful self'. It's the rawest version of her brain that spills out onto the canvas and she explained how artists are clawing their way to reach the final painting, that final thought that is always just out of reach in your mind, as 'there is always another painting waiting to be painted'. Tracy Emin and the band My Chemical Romance are a couple of recent sources that Rosalyn is taking inspiration from, as she really appreciates the idea of being able to scream out all the words in your head and not have to accommodate for anyone else, being free to be unapologetically you. 'Sometimes I just want to be able to scream out everything I'm feeling, but when I can't do that I find painting those expressions works in the same way'.

This linked heavily to her experience here at NCUC. While she came from a family of illustrators, studying here helped her to feel confident enough to branch out in medias that she had never worked with before. She gives special thanks to William Sparksman, who always encouraged her to just try it and see what happens, stating 'I'd often ask "do you think I can maybe have a go at this" and his response would always be "yeah, of course, let's get started with it straight away," which I always thought was just crazy and great at the same time'. This allowed her to focus on just making art rather than focusing on the ability that she had to do something. This artistic freedom was most definitely needed and appreciated by Rosalyn, and she also acknowledged her Academic Skills Coach who helped her understand that she didn't need to focus on getting the good grade as it was overruling the actual idea of making art. She also highlighted how accommodating NCUC staff were in regards to external circumstances during the pandemic, and how they helped her realise that it's okay to have some time where you don't make practical work, describing it instead as being part of the process for making art itself. 'There were many times where I would have artist block and I'd feel so useless that I wasn't doing the thing that was always expected of artists, like to constantly be creative, but then I realised that if I just let it pass in its own time the work I would make after spoke for those times where I wasn't making'.



"National Treasure", 2023

After completing her course here, she did at first struggle to make that jump into creating a fully blown career as an artist and often wondered if it was worth posting her work when it wasn't hitting a wide audience. Despite this, she continued to make her work stating, 'you should always make your art, it doesn't always need to be getting marked for a grade'. This worked in her favour as she was then asked to be a guest on Sunderland Radio, which allowed her to expand her artwork beyond social media platforms.

One of the main opportunities that truly kick-started Rosalynd's career was when one of her and her mother's favourite artists, Mr B the Gentleman Rhymer, came across her work and asked her to create a similar piece for his National Treasure album cover, which was released in November 2023. Rosalynd recalled that at the time she didn't see herself as a proper artist and only really started to feel that way after recognising all of the achievements that she has made since she left university.

My last question for Rosalynd was what advice, if any, would she give to the current and future students of NCUC, and she couldn't have answered the question any better. The first thing she said was put faith in yourself, stating that 'If you have the passion for art and you enjoy what you make then there's no need to worry.' Focusing on the end grade and having perfectionism for every single thing will hinder your creativity, so don't let it. She also said that it's important to not get overwhelmed by artist block, and that it's perfectly okay to take a break and come back to it another day—despite what people believe, art is in fact a form of intelligence, if not in the stereotypical way. Rosalynd's final piece of advice is to stop comparing your work against others, as no one works in the exact same way, and everyone's style and methods are different. Indeed, she highlights that comparison can be the thief of joy, and you should always want to be happy when making art.



"The Soup of the Unconscious is Eaten by the Woman I Desire", 2022

The paintings shown throughout this article are just some examples of her work which demonstrate not only her skill but her capability of expressing raw emotions.



Holly Gray
Lucy Tween
Olivia Henderson
Rosie Webster

Fine Art





Holly Gray

Level 5

BA (Hons) Fine Art

Holly Gray

I'm Holly and I am a level 5 BA (Hons) Fine Art student.

I am a sculptor and the main media that I practice in is ceramics. Throughout my practice I have used casting, hand building, the wheel and I am currently focusing on coil built pieces. Common themes in my work include time, nostalgia, nature, failure and the feeling of being overwhelmed. I enjoy the anticipation of seeing how a piece will look after glazing and just the process of sculpting in general. I make art to express ideas and feelings that are hard to articulate.



The pieces I'm showcasing were for a final exhibition project entitled, 'Failure Derived From An Overwhelmed State'. For this project, the brief asked for an exhibition piece that responds to your chosen theme.

I decided to merge two previous projects together and explore how the fear of failure can lead to stress and an overwhelming feeling. I have conveyed this through three vases that each visualise these feelings. The 'Drip Vase' is supposed to show how, when overwhelmed, you can feel helpless, like there's no going back.

Just like when you melt something, this vase was visually inspired by a melting candle. The 'Scratch Vase' shows the stress and frustration

over failure, which can become too much. This is represented through the scratch marks around the vase.

The 'Hug Vase' represents the constricted feeling you have when you're overwhelmed and how you just want to break free from it, but you can't. However, the action of hugging the vase can change the meaning of the piece entirely, by showing that at some points you just need to be comforted when feeling like this.

After my third year I'm not entirely sure what I would like to do, but I know I would like to continue my practice in ceramics. At the moment though I am mainly focused on my third year.

Hi, I'm Lucy, I'm a level 4 BA (Hons) Fine Art student.

In my artistic practice, I would say oil painting and ceramics are my favourite processes to make artwork, and I think the best things I make are from doing what I enjoy most. In recent projects over the past year, I have explored themes that kind of surround communication—both in literal terms and by actually doing it throughout my work, using the artwork to communicate ideas and feelings. I find that a lot of my inspiration is continuously drawn from the same places since there's always something connecting the projects, such as Marina Abramovic, Isiah Berlin's 'The Hedgehog and the Fox', Labyrinth and Alice in Wonderland.



The artwork I have selected is an oil painting from the first degree project—Introduction to Studio Practice. Although it is unfinished, I think it shows my painting style and the meaning behind it effectively. I was focused on exploring ideas of connection, so I was thinking a lot about how we form connections and what makes each one special and individual and how we can show what type of feelings they bring us through a painting. Something I find quite important is how communication can come in many different forms, and often those other forms are just as important as words, if not even more at times. My biggest inspiration was probably 'Rest Energy' by Marina Abramovic, which has a clear theme of trust within a connection, so it fit really well with my project and most specifically this painting.



I'm not too sure where I want to go from here just yet, but since this course allows me to explore processes and themes, it will help me to decide what to do when it comes to the end of third year.

Lucy Tween

Level 4

BA (Hons) Fine Art



Olivia Henderson

Level 6

BA (Hons) Fine Art

Hi, I'm Olivia, I'm a level 6 BA (Hons) Fine Art student.

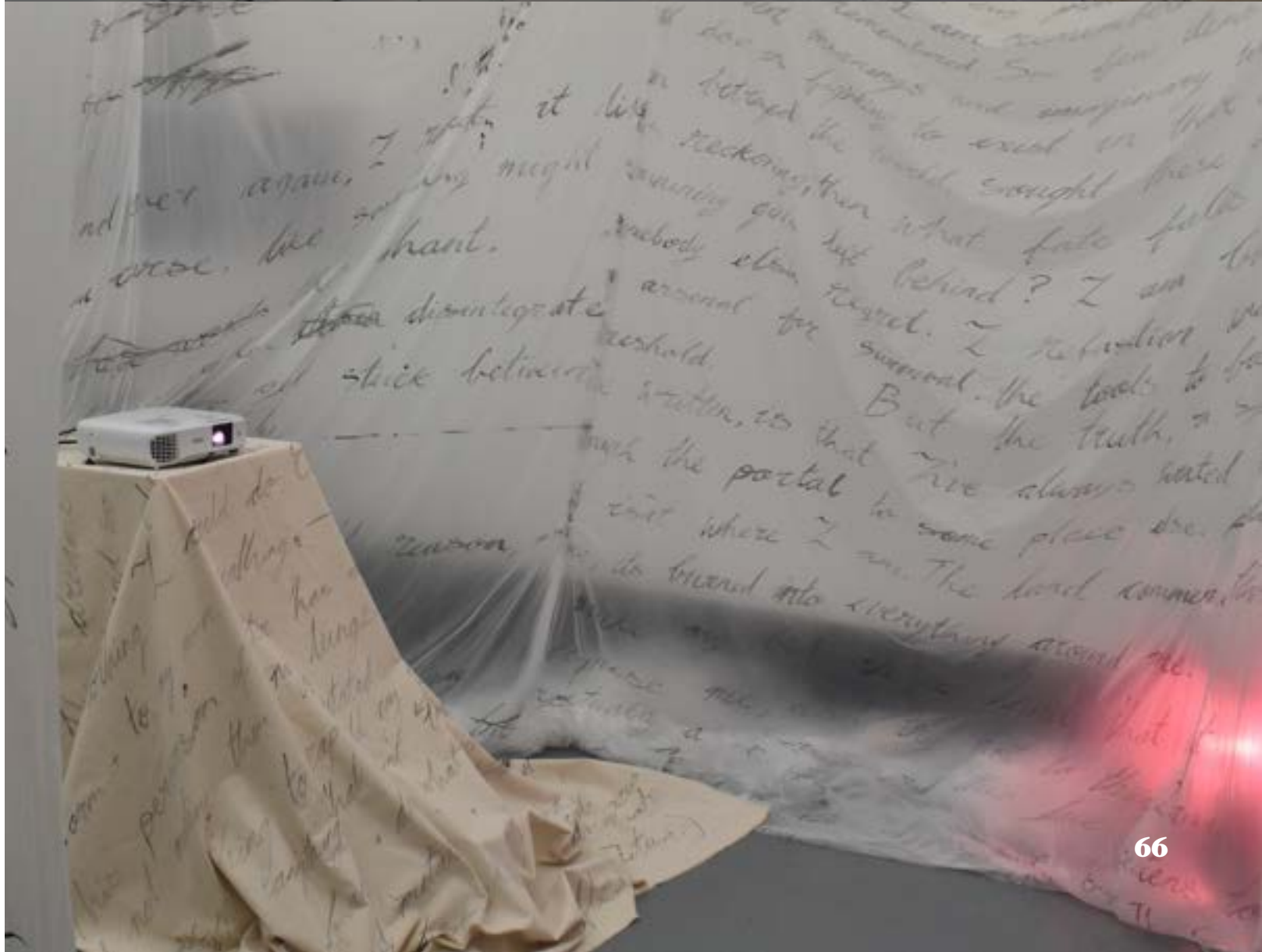
I am a multi-disciplinary fine artist whose practice encompasses film, drawing, text, sculpture, and beyond as exploratory and expressive languages. Through predominantly autobiographically rooted work, I pursue authenticity by employing an open and process-driven approach. Examining themes of memory, home, fear, and childhood, my practice is ultimately focused on the exploration of self and defining of identity. Most recently, I have been contemplating the sense of insecurity and instability created by an absence of home and belonging. Transformation has become an integral theme within my deeply personal practice, as I unravel my feelings towards past periods of transition in my life and confront the complex territory between childhood and womanhood.



"OfBlood,OfPomegranate"(2024)contemplates themes of control, becoming, and womanhood through defining and destructive acts. The short film presents an individual's attempts to gain understanding, as her pursuit of control unravels. Duality is essential to this piece: connotations of violence and of poetry; the finality of destruction and the promise of preservation; presence and absence.

Considering the uncertainty and transience of the liminal, "Conduit" (2025) explores cyclic metamorphosis and rebirth through film installation. This perpetual state of mutation juxtaposes growth with corruption, safety with ensnarement, and rest with restlessness. The dissonance between the self and the surrounding world reflects the experiences of neurodivergent identity and womanhood.

I intend to pursue my independent artistic practice upon graduation, while remaining open to new creative opportunities.





Rosie Webster

Level 6

BA (Hons) Fine Art

Hi, I'm Rosie, I am a level 6 Fine Art student from Northumberland.

Until this year, I had primarily worked with textiles and utilised my previous experience of special effects make-up to create surreal, folklore inspired photography. I didn't consider myself a fine artist until I visited the Tate and saw Mari Katayama's self-portraits and realised that there is more to art than just paint. Since starting my third year of Fine Art, I have delved deep into conceptual art, exploring avenues I didn't previously have the courage to venture down.



The topic of my work this year has been 'Creating Humans', both physically and not. The first part of the project had me working with sculpture, creating the physical form of a human, but I found out via audience surveys that the sculptures lacked humanity. From this, I set out to create a human who had no body, who was only a personality. The central themes of my current work are human physicality, personality, social perceptions, and what it means to be human. The purpose of this piece is to convince the viewer that the room belongs to a real person, thereby creating a human without a physical form.

After graduating, I plan on taking a year to work, travel and create before doing a PGCE to become an art teacher. Occasionally, I flirt with the idea of doing a Fine Art Masters and pursuing teaching in an adult learning setting. Overwhelmingly though, the desire to teach is always there.

Folio 2025

Interior and Spatial Design

Chloë Park
Corey Cooper
Emma Goyne
Leah Kelso





Model by Leah Kelso

Chloë Park

Level 4

BA (Hons) Interior and Spatial Design

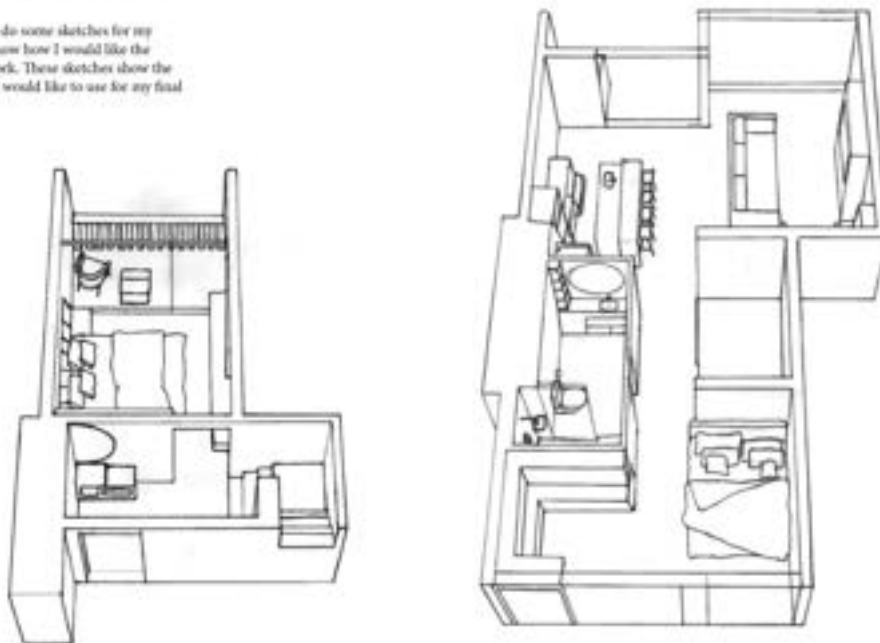
Hi, I'm Chloë, and I'm a level 4 Interior and Spatial Design student here at Newcastle College University Centre.

The featured work is the Park Hill Flat renovation. For this project we had to redesign an apartment inside of Park Hill Flats. I decided for this project to create a 1:50 scale model. This project consisted of having to work within the existing structural framework whereby any alterations must be reversible, respecting the building's listed status and materials, and finishing touches should complement the

existing concrete structure. Therefore, I had to consider the limitations of services (plumbing, electrical) in my layout decisions. Park Hill is a housing estate in Sheffield that was built to deal with the poverty and overcrowding between 1957 and 1962. Sheffield Council handed this project over to Urban Splash who renovated the neglected estate, and they improved each flat's interior to make the building feel fresher.

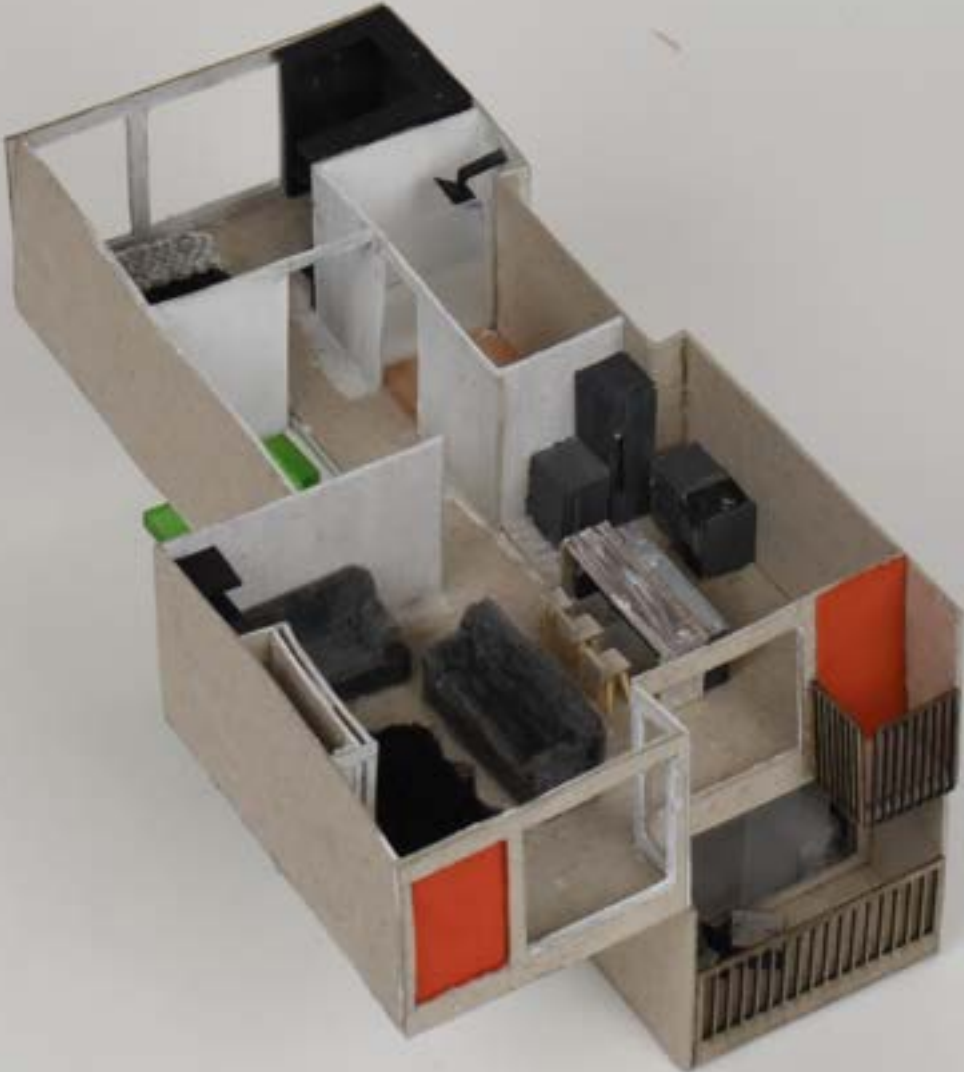
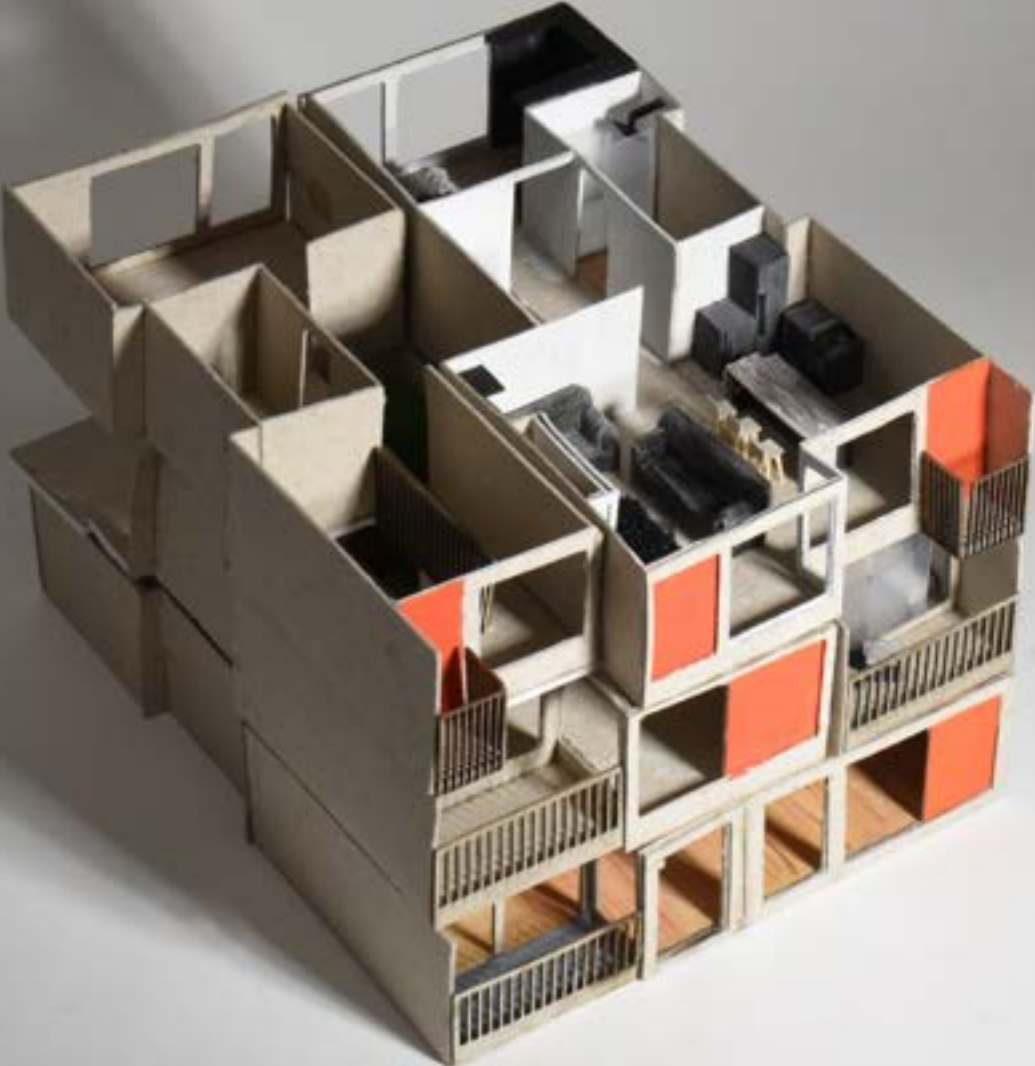
Sketches

I decided to do some sketches for my design to further show how I would like the design to work. These sketches show the layout that I would like to use for my final piece.



For this project I wanted to create a 'short stay' space for people who are travelling for business. Therefore, I picked colours for the space that would create a calming mood and atmosphere. My purpose for the design is for the users to feel comfy in a space that is like a home away from home for them. To make sure that the same mood is felt throughout the space, I wanted to make sure the materials went with the colours I'd chosen. Wood flooring would be my top choice because it would go best with the designs, and as the rooms don't have doors to separate them this would be the better option. I would also pick marble counter tops as I personally feel these will have a cleaner look.

After my course I plan on staying at home to pursue a career in Newcastle.



Corey Cooper

Level 5

BA (Hons) Interior and Spatial Design

Hi, I'm Corey, I am a level 5 Interior and Spatial Design student.

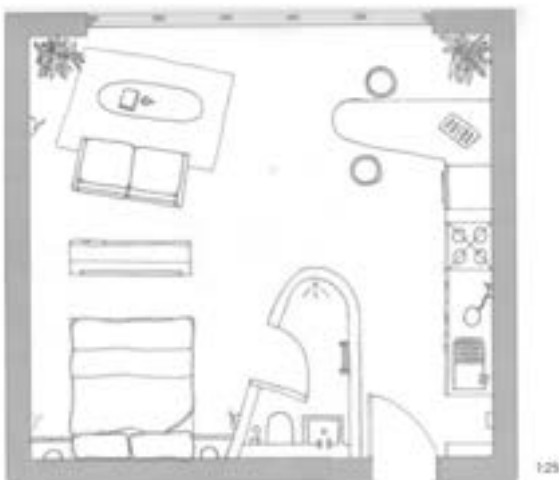
I like slick and modern elements in my designs but I always want pops of colour to bring the monochrome modern materials to life. I have always been a fan of mid-century modern interiors as well as minimalism and industrial themes. I aspire to create my own style that becomes related to me and create spaces and designs that I would enjoy being in. I think recently and especially in this project I am starting to find this style, whether that be in my presentation or design.

The work I have decided to show is a car integrated hotel I have been designing; it is a Reconditioned Barn design. My inspirations are hotels near the Nürburgring in Germany built for car enthusiasts to display their cars. There is nothing in the UK like this so I aimed to design a hotel at the start of the North Coast 500 (NC500) where car enthusiasts can stay overnight. The main purpose is the display of the cars and how they look when you're in apartments etc.

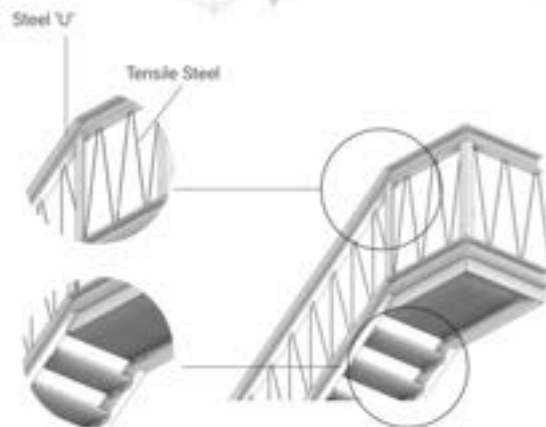
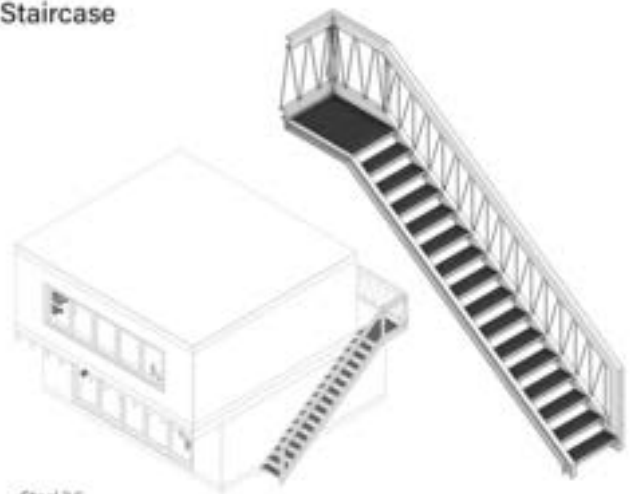


Floor plan designs - After drawing a few versions of the apartment floor plans, I decided the highlighted one worked best.

At first, you are met with a kitchen space including a floating breakfast bar style seating area. Moving further into the space there is a dining/coffee table looking onto the car display area. Finally, the bedroom is divided with a curved



Staircase



I'm hoping to finish level 6 next year with a good mark, and for this to act as a stepping stone for a career in car design - whether this be for cars themselves or garages/showrooms and displays.

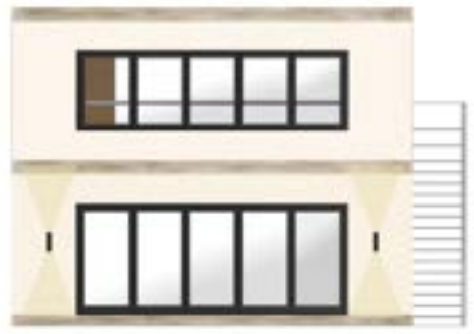
Top Section



East Elevation



North Elevation



West Section



Car Integrated Hotel

Located on a farm in Kiribati, Inverness the hotel is a quick ten minute drive to the beginning of the North Coast 500.

This hotel is designed around the display of the clients cars, it integrates the cars into the picturesque views and creates a stage for the clients prized possessions while enjoying unparalleled luxury and breathtaking scenery.



Emma Goyne

Level 5

BA (Hons) Interior and Spatial Design



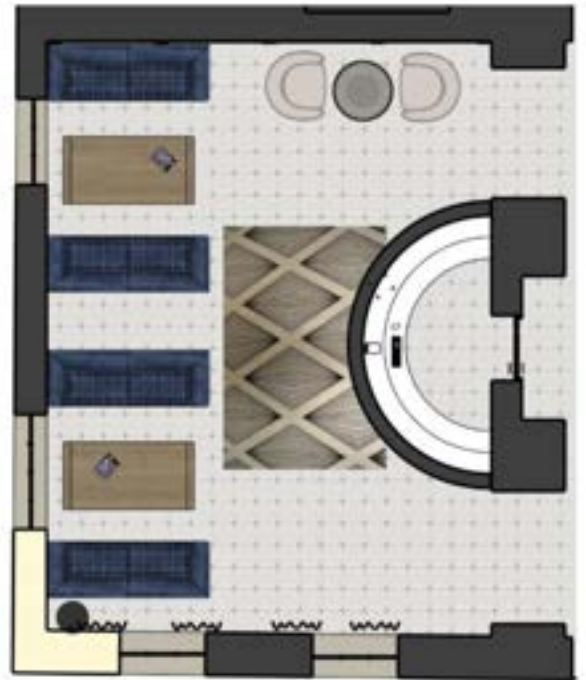
View into bar area from hallway



Bar, toilets and baggage storage area floorplan 1:50 A2



Reception seating area



Reception floorplan 1:50



My name is Emma Goyne. I'm studying Interior and Spatial Design at Newcastle College University Centre and I am currently studying at level 5.

Throughout all of the projects I have completed so far, I have mostly used Sketch Up Pro which is a premier 3D design software. This is a key component in designing as it brings your work to life. Materials are presented well through this software too, which helps you grasp a better understanding of how your design will look realistically. I have improved in using rendering software such as Escape this year, which takes Sketch Up models to the next step by enhancing the realism. My main inspiration is modern and contemporary design as I like the outcome and the simple colour palettes. I think modern design can sometimes be perceived as boring or too simplistic, but I have aimed to demonstrate through my work how it can be much more than that. I have done this through expressive colour palettes which contrast well with neutrals.



The work I have selected is from different projects over the course of this year—Professional Development (office), Work Based Learning (hotel), and Skills for Making (bathroom). I have chosen a range of different spaces to show variation between residential and commercial projects. I began this year being more confident in residential design, however, this year has shown me that I enjoy commercial as well and I have become stronger at this.

After completing my level 6 next year, I am aiming to get a job in residential interior design. I have researched Cathy Dean's company in my previous work, and I admire her work and style, so this is somewhere I'd be eager to work in the future.

Leah Kelso

Level 4

BA (Hons) Interior and Spatial Design

Hi! I'm Leah, I am currently a Level 4 Interior and Spatial Design student here at Newcastle College University Centre. I come from a background of doing art as well as engineering.

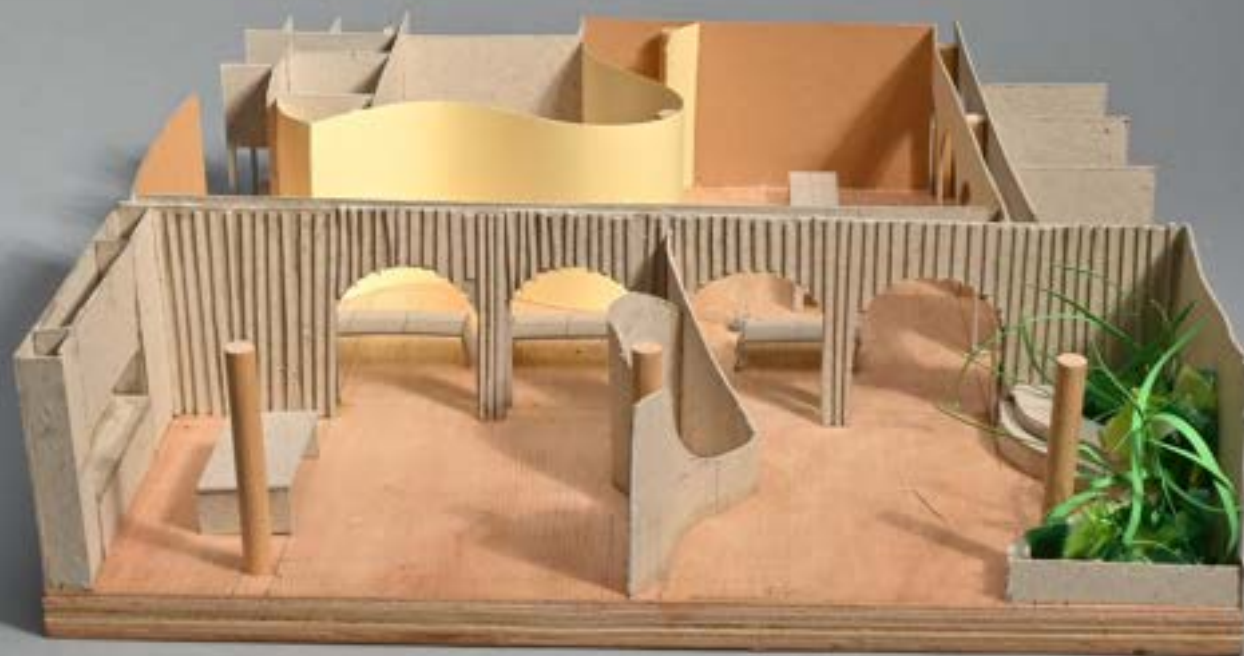
Since joining interiors, I have found a love for model making as well as trying to bring in a lot of my art through my design process. When creating a design, I like to set some kind of a vibe for what I want the space to feel like. I am really into wooden panelling at the moment as well as a sort of maximalist style. I love using colour in my projects since I believe the world can be quite dull sometimes and want to create this sense of joy and comfort in my builds. When creating my portfolios I tend to go a traditional route of using a sketchbook more rather than technologies.



The project I have selected explores a space in Gateshead. The aim for this project was to try and attract businesses to Gateshead as well as create a space that is affordable for small businesses to work from. I started to think about the things that I would not like if I were working

in an office—despite not spending much time in offices I've spent a lot of time in classrooms. With this being said, I hate the harsh lighting, how grey everything is and how everything always looks the same; it's not a place that I feel comfortable working in.

In the future I would love to be able to do freelance work, doing more fun and colourful interiors for clients. I'd love to be able to travel around the world and find inspiration for my projects doing that as well as creating spaces for clients.



Corey Waters

Design Practice





Corey Waters

Level 6

BA (Hons) Design Practice

I am Corey; I am currently a Level 6 student on my final year in Design Practice topping up from my two-year course in 3D Garment Design and Product Development to achieve my BA (Hons).

My practice is a hybrid of physical and digital methods. A typical process for me is beginning with the digital side of things by developing and exploring my ideas through mood boards, using conceptualisation on one board and colours/fabrics on the other. I translate these into sketches that eventually will develop to finalised ideas, and with these sketches I go back to digitising my work into CLO 3D design to create my patterns for my garment and print these out. Final steps are to cut out my fabric using my patterns and construct my looks. This can range from sewing, which is the standard, to other techniques such as using heat guns to manipulate plastic, which I have been exploring recently.



The work I've chosen to showcase here includes my Keep on Pouring project, created for a local queer musician client. I'm also featuring my Shorecore project, which reflects who I am creatively —my ideas, inspirations, physical and digital skill set, and ultimately, the direction I'm heading next!

When I finish university, I hope to stick to what I've been focusing on this year. The bigger picture behind all the designing is pushing further to get my little brand/business Core off the ground with my client-based work, as well as looks and collections of pieces that speak to who I am and my point of view on the world around me through fashion.

Fashion Design and Innovative Technologies

Abby Raffell
Lucy Williams
Michelle Turnbull
Sally-Anne Gill



Abby Raffell

Level 5

FdA Fashion and Innovative Technologies



Hi, I am Abbey Raffell, I am a level 5 Fashion and Innovative Technologies student, specialising in garment design and product development. at Newcastle College University Centre.

I take inspiration from alternative fashion and apply this to my designs, including designers like Vivian Westwood, Alexander McQueen and Daang Goodman. I enjoy designing and sewing garments in the sewing room on campus, and incorporate small hand sewn details on my garments including sequins and fabric flowers.



The featured project is titled 'Queen Mary's Rose Garden'. After deciding to design my coat with inspiration from flowers, I researched Queen Mary's Rose Garden and used paintings of Queen Mary in the process of designing the coat's shape and silhouette. The range of coats were designed to be completely black but with

design of 3D fabric flowers, with the dark colour allowing you to focus on the flower's structure. The coat I constructed features a navy trench coat that wraps around and ties in the front with removable caps constructed with metal boning and covered in the 3D fabric flowers and navy buttons.

From here I plan to complete the level 6 design course to help prepare for my future as I hope to one day have my own fashion brand.

Lucy Williams

Level 4

FdA Fashion Design and Innovative Technologies

Hi, I'm Lucy, and I am currently a level 4 FdA Fashion Design and Innovate Technologies student.

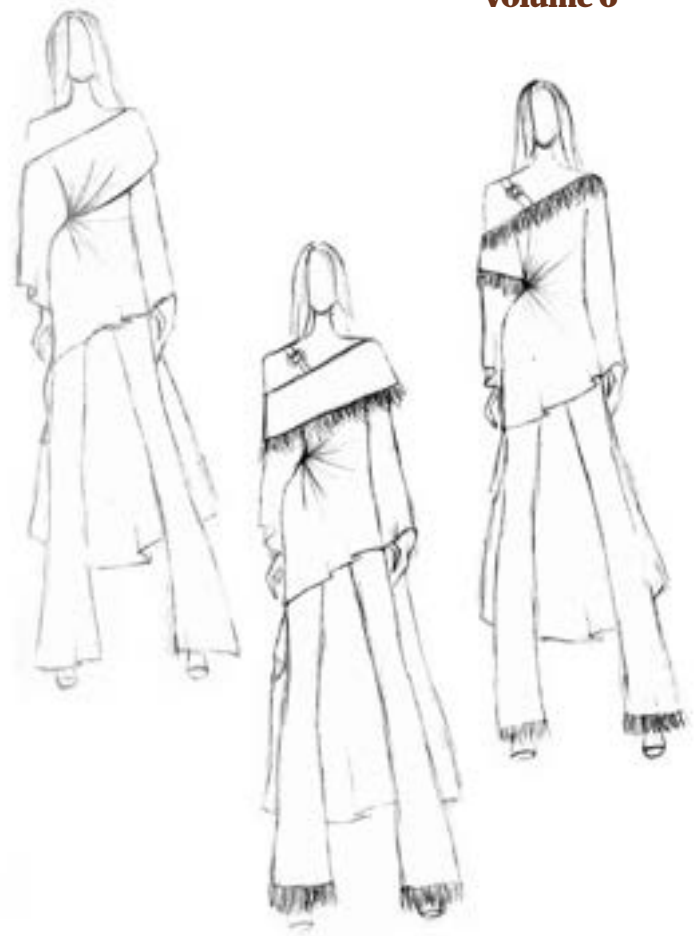
A lot of my concepts stem from looking at resources such as images I find inspirational on Pinterest in terms of colour or mood, past collections designed by industry giants, garments in shops and their construction details, as well as looking at history books. I then use these inspirations to be very experimental in my sketchbook and get all of my ideas down, which I can then build on.



This work was for my work-related learning project and my collection is called 'Dusk of Giza'. This collection was inspired by Egypt's landscapes and historical clothing, as well as the clothing worn by Cher in the '70s, particularly on The Sonny and Cher Show. I designed for Autumn/Winter 2025 for a fashion brand called 'Taller Marmo' and went in a party/evening wear direction. I had a look at Taller Marmo's designs

so I knew the type of look I had to draw from, and this led me down the Cher and Egypt path. For the looks I designed, I tried to keep very modest like Taller Marmo but also have them be very body-conscious in the way that the fabric drapes over the body, whilst keeping the colour palette very warm with hints of cooler darker colours reminiscent of dusk.

My ultimate goal is to have my own company where I can design and manufacture very luxurious evening wear because I love designing those garments and imagining them being worn by someone important, but I would also love to be able to work for a fashion company designing for them.



Different Panels
Motif on neckline
Front closure





Michelle Turnbull

Level 5

FdA Fashion and Innovative Technologies

Hi! I'm Michelle Turnbull, I am a level 5 Fashion and Innovative Technologies student at Newcastle College University Centre, specialising in 3D garment construction and product development.

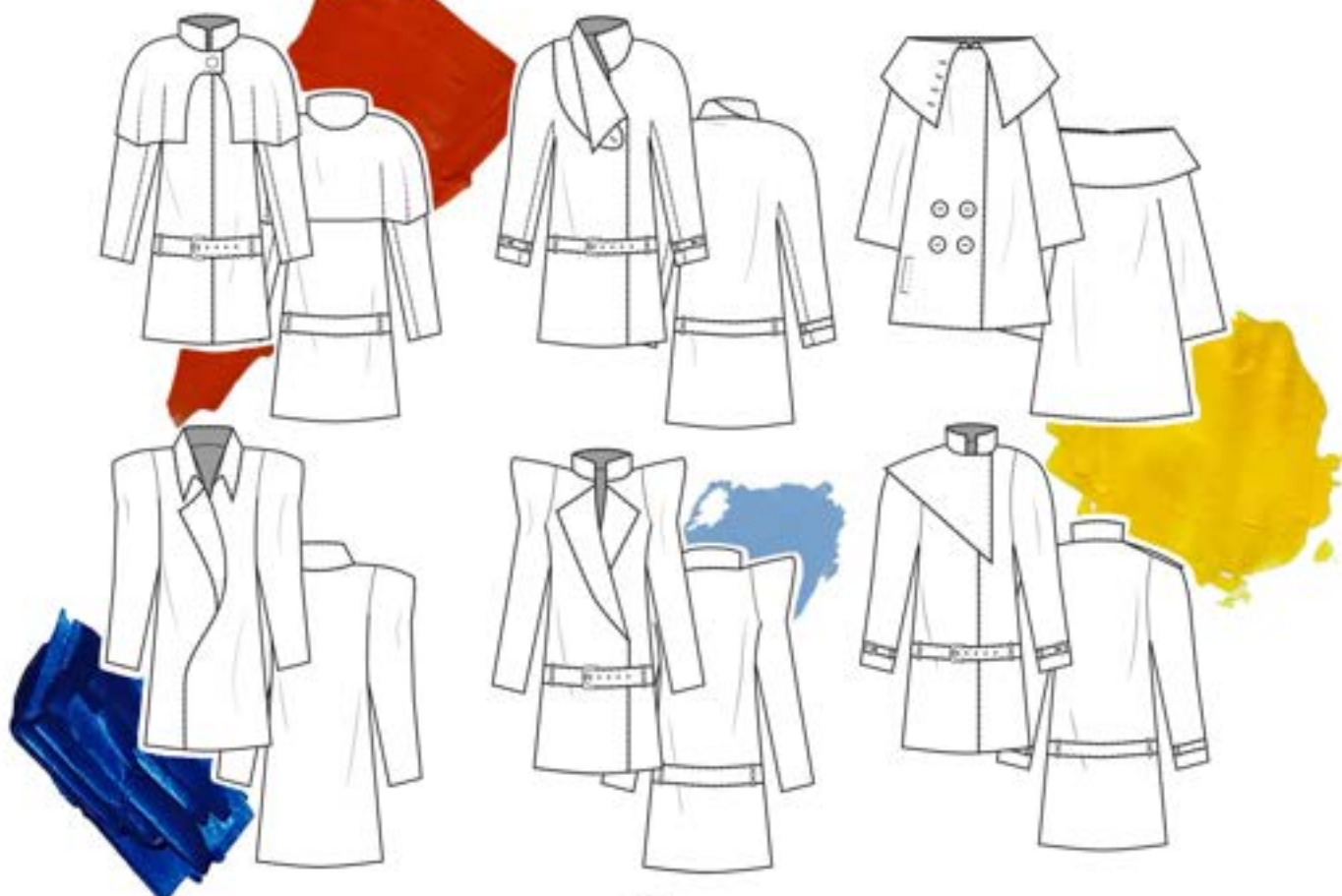
I have a particular love for Japanese designers and their 'wearable art' approach to design. I draw on this inspiration along with my varied artistic background and focus on small details to steer my work. I enjoy experimenting with a wide range of tools and mediums to push the limits of my ideas and fully realise my unconventional designs.

Mac-Haus re-imagines the classic mac through the lens of the swinging 60's, taking inspiration from the Bauhaus art movement for a fresh but bold new direction. With this project I aimed to showcase my passion for pattern cutting and push my technical skills to their limit, whilst reining in my designs to produce a more commercial-orientated collection that still retains elements of my eccentric flair.

I hope to progress into employment within garment technology or pattern cutting. My ultimate dream would be to progress into haute couture and use my knowledge to realise artistic fashion.

Mac-Haus

Spring/Summer 25



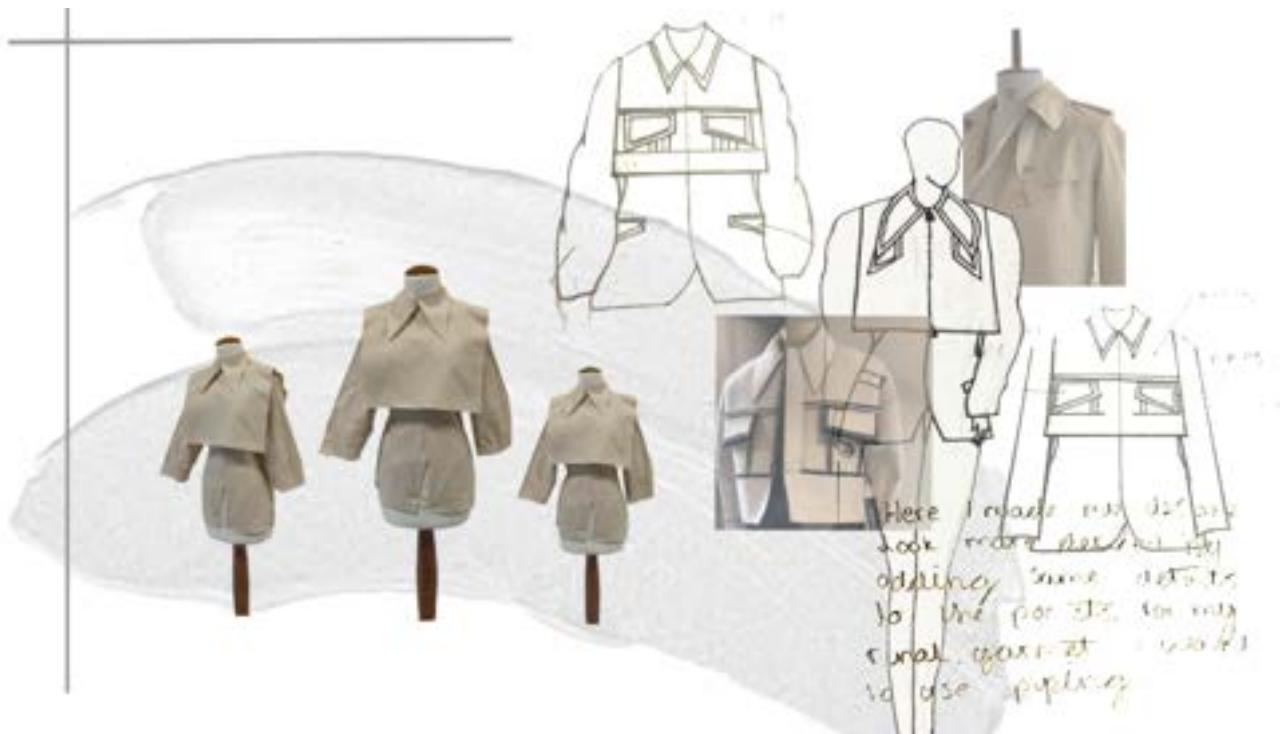
Sally-Anne Gill

Level 5

FdA Fashion and Innovative Technologies

My name is Sally-Anne Gill and I am currently doing level 5 3D Garment and Product Development as part of Fashion Design and Innovative Technologies. In my fashion designs, I focus on contemporary womenswear with a tailored elegance.

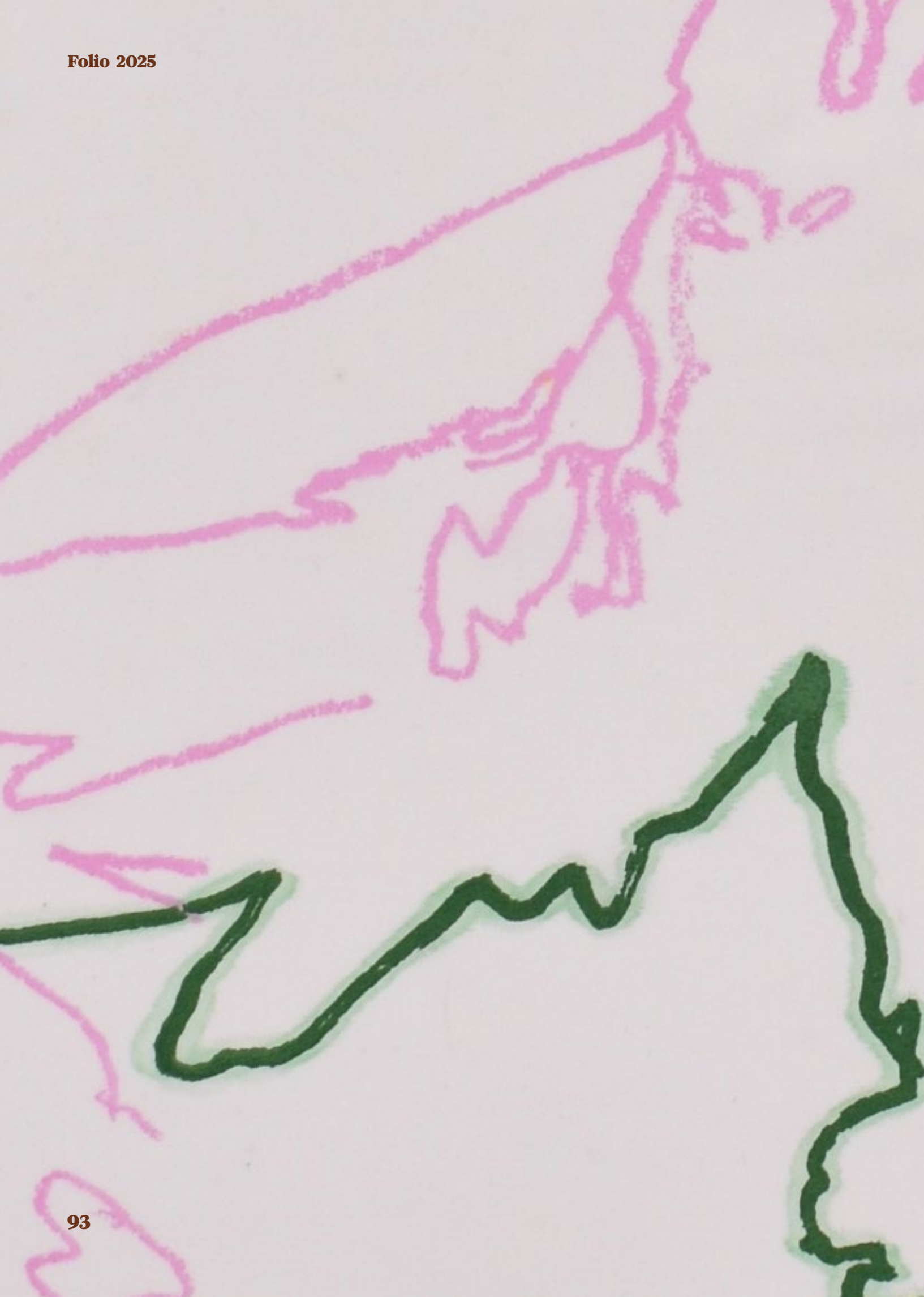
My inspiration ranges from ancient architecture to old money equestrianism, with a nod to 90s Ralph Lauren. This year I have worked with a range of traditional fabrics such as gabardine and linen. My chosen colour palette includes clean neutrals. In my pattern cutting I explore the traditional from a modern perspective.



The featured work is for two different modules—the concept board is for the Topshop project we did where we created a pair of trousers based on our own themes and ideas. The title of my collection is Lunaecrum, with this name originating from the beige colour I got my inspiration from for my line up. My second board is from the project Return of the Mac, where we

were given the opportunity to produce a coat/jacket. I chose to design an asymmetric blazer with an overt piece which has small binding detailing around the pockets of the jacket, as I wanted this to give my designs a tailored, smart look. My biggest inspiration for this module was Ralph Lauren and Autumn/Winter 90s runway.

After completing my level 6, I would like to go on to work for a contemporary womenswear brand to develop my knowledge of the industry and design skills, before ultimately launching my own womenswear fashion brand.



Volume 6

Charlotte Bland
Phoebe Taylor

Surface Design

Artwork by Charlotte Bland

Charlotte Bland

Level 5

FdA Surface Design Practitioner

Hi, I'm Charlotte, I'm a level 5 student studying FdA Surface Design Practitioner.

I'm heavily inspired by the 60s and find this era very interesting due to its shapes and colour. However, I like to explore a range of themes and techniques such as embroidery, screen printing using different binders and foils, and sequin and beaded embellishments. I enjoy switching between traditional fashion fabrics and interiors materials, such as things for wallpapers and different textiles.



The work I've selected is from my Skills for Design 2 module and was inspired by Uptown girls, and the specific inspiration that sparked ideas was the embellishments on the dresses. Therefore, I created different samples including floral designs, outlines and embroidery techniques. The aim was to be fashion and florals focused, exploring layers of different techniques and fabrics.

After this course I'd like to go on to do the top up year in Design Practice to expand my knowledge in surface design and gather more professional skills and hopefully become a freelance designer in the future specialising in many things such as printed textiles.



Folio 2025

Hi, I'm Phoebe, and I am currently a Level 5 FdA Surface Design student here at Newcastle College University Centre.

Throughout my journey I have experimented with so many different materials and techniques, from basic drawing styles to crafting my own garments, many of which have been way outside of my creative comfort zone! Coming from an art and design background, the idea of surface design was very daunting but weirdly exciting. However, I found that the cycle of work really clicked with me, and I saw myself becoming passionate about creating again. I primarily find my inspiration from pop culture and social

media, which is how I have been able to find the many brands and small designers that inspire my work such as Mags Rags, a sustainable embroidery business as well as junior designer Susannah Arul. I revisit both of these designers frequently in my research. My passion lies between hand embroidery techniques and digital drawing for repeat prints—whilst I love the tactility and hard work of embroidery, I also really enjoy the creative freedom I feel when I open Procreate.



I have selected a mixture of embroidery and digital works; my work is always inspired by different expressions of feminism whether it be pink and floral or darker tones and animal print. My aim is simply to create designs that can be enjoyed.

My goals for the future are to grow my brand into a successful print business where I am able to sustainably work for myself, or to join forces with a fellow student and friend to launch our dream print studio.



Level 5

FdA Surface Design Practitioner

Phoebe Taylor

Charlotte Jackson
Katie Hall
Millie Ruddick

Fashion Marketing and Communication



Charlotte Jackson

Level 5

FdA Fashion Marketing and Communication

Hi, my name is Charlotte Jackson and I am a Level 5 FdA Fashion Marketing and Communication student.

When taking on a new module, I always aim to create work which is educational to myself and others. I believe that when creating a piece of work, you should always see the different steps that you have taken to reach the final outcome. The inspiration behind my work stems from women in business. I am always inspired by women who are not scared to push boundaries and think outside of the box.



The work that I have selected is from the 'Styling for Fashion Editorial' module. To complete this module, I had to create an editorial photoshoot, consisting of three double-page spreads and a front cover page for a magazine of my choice.

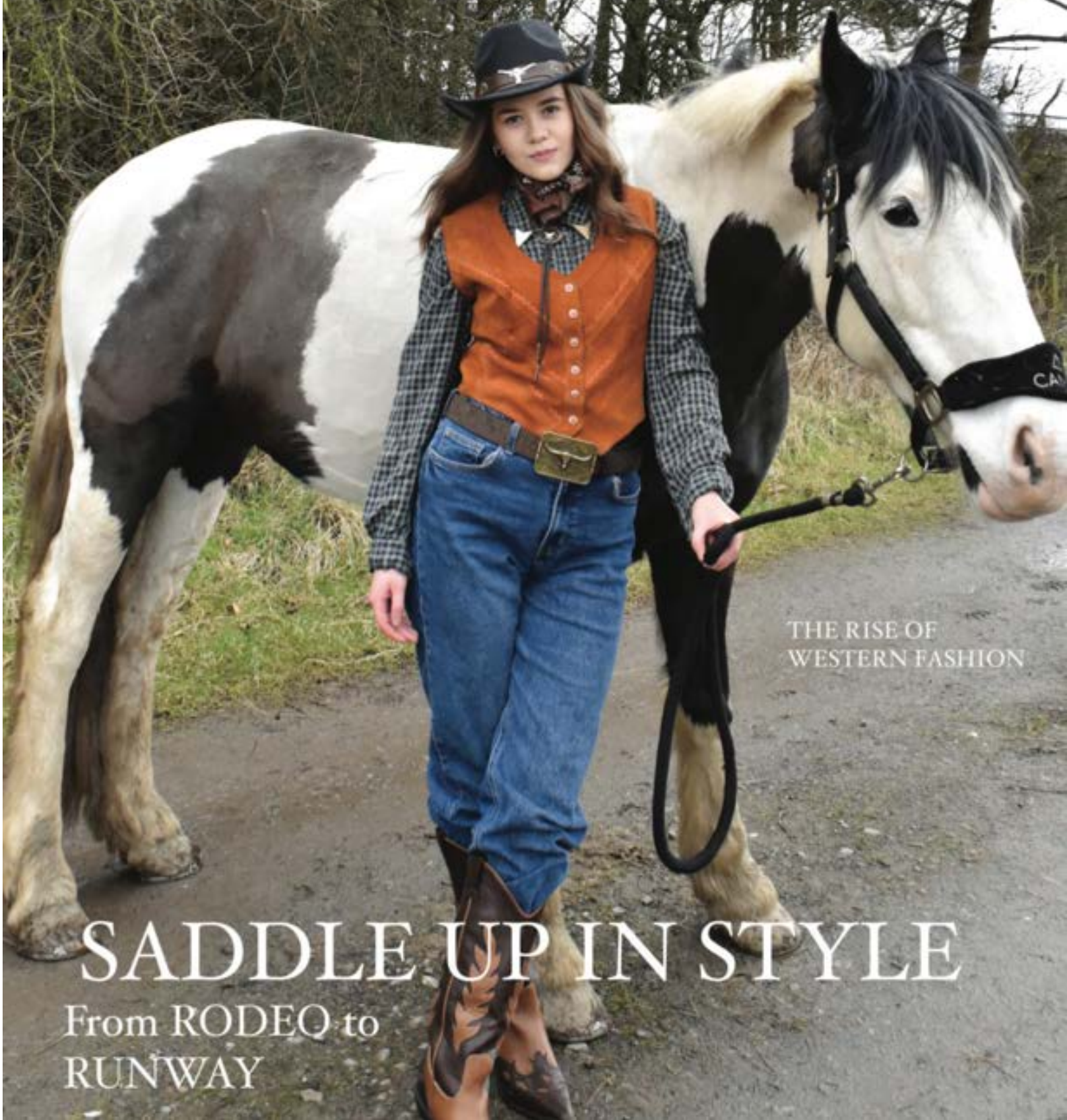
The inspiration behind my editorial shoot came from the album 'COWBOY CARTER' which was released by Beyonce in March last year. Since the release of the album, I have seen an increase in western/cowboy fashion, and it inspired me to create an editorial shoot which was centred

around this particular style of clothing and the overall 'cowboy' aesthetic.

After completing two years of the Fashion Marketing and Communication course, I have found that I thoroughly enjoy completing a module which is based around trend reports, essays and magazines. I believe that I would enjoy working for a magazine company and I am thinking of completing a 'Fashion Journalism' course as my next steps, so I that I can deep dive into that area of fashion.

VOGUE

MARCH
£3.99



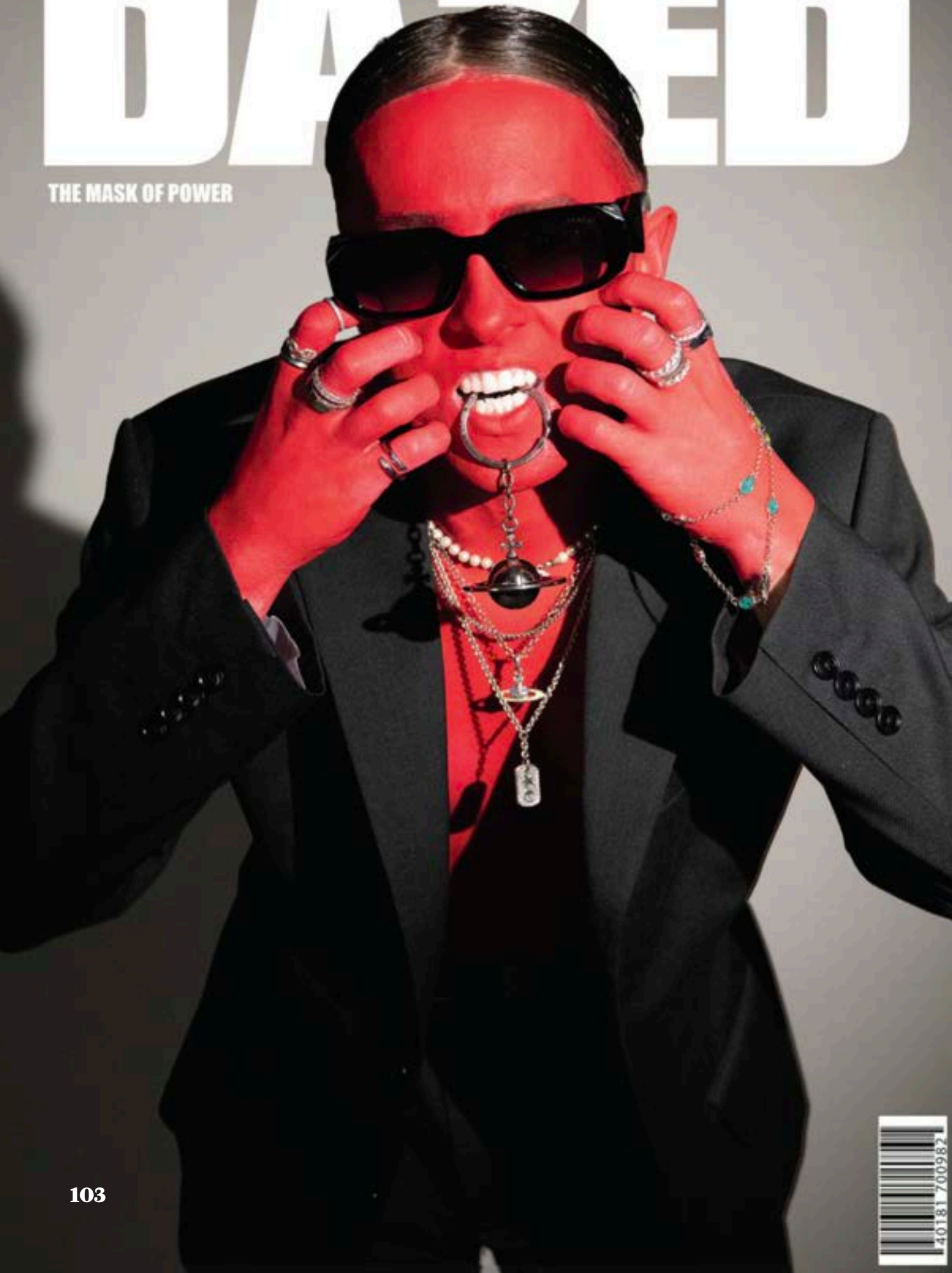
THE RISE OF
WESTERN FASHION

SADDLE UP IN STYLE

From RODEO to
RUNWAY

DARK

THE MASK OF POWER



Katie Hall

Level 5

FdA Fashion Marketing and Communication

Hi, I'm Katie, and I am a level 5 Fashion Marketing and Communication student.

In my work, I like to have a unique sense of direction by using themes that others might not think to utilise within fashion. I tend to focus on animal-related themes when working; in my last project, I created a brand dedicated towards selling bags made from different animals, with the advertising featuring myself at a farm with sheep for added realism and interest. I enjoy refining my craft through creating physical outcomes with real-life context, such as making boxes, tags and tissue paper alongside brands.



After my university course, I am still undecided whether to continue here at NCUC doing business management or go to Northumbria to do the same course.

Millie Ruddick

Level 5

FdA Fashion Marketing and Communication

Hi, I'm Millie. I'm a level 5 Fashion Marketing and Communication student.



A lot of the work I do is digital, and I often use programmes like Illustrator and InDesign. I like to include themes of feminism and sustainability in my work as they are two things I'm very passionate about. The photoshoot I chose to be featured here is one where I was the creative director and stylist; the title of the shoot was 'On the move', and it was all about celebrating the independence, strength, and self-determination of women navigating the complexities of modern life. The urban setting represents the fast-paced, often chaotic world

that women navigate daily, while the deep reds and browns symbolise resilience, warmth and power. The boots can be symbolic of both the literal and metaphorical journey of walking through life with purpose.

I don't have my mind set on just one career path right now, however I'm really interested in a few different roles such as fashion buying, styling and marketing, so I plan on researching them for the future.

Harper's BAZAAR

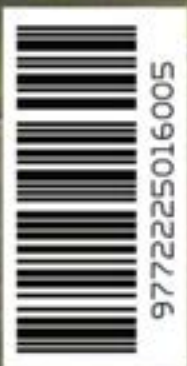
October 2025

ON THE MOVE

A fashion forward journey

WHAT'S NEXT FOR FASHION

The ultimate guide to office chic, elevated basics and pops of red





Kirsten Fewkes
Sarah-Jane Moldenhauer

MA Creative and Professional Practice

Kirsten Fewkes

Level 7

MA Creative and Professional Practice

Hi, I'm Kirsten, and I'm currently pursuing a Master's degree in Creative and Professional Practice at Level 7.

Starting a fashion brand has always been something I dreamed about. I've loved the creativity and storytelling behind expressive fashion for as long as I can remember, but I couldn't ignore the damage the industry has on the environment—the waste, overproduction and harmful materials. I knew I didn't want to contribute to the problem but rather be part of the solution.



I started thinking differently about what a fashion brand could look like. Instead of creating more, why not work with what already exists? I realised there is so much value in curating, reimagining and extending the life of items that already have a story. That's how the idea of beginning a secondhand vintage brand came to life with the name 'Sustained Archive'. I decided to focus on footwear and accessories—they're often overlooked but make a huge impact on

a look. It felt like the perfect way to merge my love for fashion with my commitment to sustainability. It's not just about selling vintage items, it's about encouraging people to think differently about consumption, about finding beauty in the old and giving things a second life. This isn't just a business, but a step towards reshaping how we connect with fashion, and hopefully, how we take care of the planet too.

My goal is to continue developing and growing my business while expanding my professional network to collaborate with other creatives who can utilise my collection to bring their own visions to life. While my work maintains a distinct style, I am eager to explore and incorporate diverse creative perspectives into my brand, fostering a more dynamic and inclusive artistic identity.





Sarah-Jane Moldenhauer

Level 7

MA Creative and Professional Practice

Hi! I'm Sarah-Jane, and I am a MA Creative and Professional Practice student.

My creative processes involve utilising AI tools for initial idea generation, followed by the development of detailed story outlines, concepts, and visual targets. In this instance, the focus was a vase. My inspiration journey began with AI tools, continued with a visit to the V&A Museum in London, and culminated in the generation of initial ideas documented in a Vade Mecum. To inform my design choices regarding the vase's appearance and tactile qualities, I consulted books from the campus library, researching vase creation techniques across different periods, a major conglomerate and acquiring rare artifacts, before being drawn to this specific object. The current module specifically emphasizes the vase itself and the authenticity of its background.

My selected work focuses on creating the material for a prominent 3D vase central to my story, "Creophagous." The project explores themes of ancient power, cultural fusion (specifically Egyptian and Chinese), and the corruption of a protagonist. Inspiration was drawn from AI-generated visuals (due to my aphantasia), symbolism in Egyptian and Renaissance art, and Chinese dragon motifs, and my visit to the V&A Museum further refined the choice of Egyptian and Chinese styles. The aim is to create a vase that visually and conceptually represents a fusion of eras, hinting at a backstory where an ancient Egyptian/Sumerian vase was later repaired and embellished by a Chinese artist.

My long-term goal, since conceiving the character and storyline in 2003, is to develop a tabletop roleplaying game for Creophagous. This is envisioned as the cornerstone of a larger franchise encompassing music and an animated movie, with potential for a visual novel or comic book. The fully developed narrative spans three distinct parts, and I aim to secure funding or partner with game publishers to bring this vision to life.



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