

PLATFORM

Foundation Degree Creative Enterprise

Graphic Design
Three-dimensional Design
Visual Merchandising

Higher National Diploma

Fine Art
Games Design & Animation
Photography

Graduate Zine // 22



**HERTFORD
REGIONAL COLLEGE**
COURSES AT WARE CAMPUS

**University of
Hertfordshire UH**
VALIDATED COURSES



// 22

Welcome

This zine showcases work from the next generation of creative talent, our Class of 2022. It features a diverse body of work from Foundation Degree Graphic Design, Three-dimensional Design and Visual Merchandising, as well as Higher National Diploma Fine Art, Games Design & Animation and Photography. It also looks at what some of our Alumni are up to now.

We are honoured to be able to share the impressive creative output, from so many platforms. Our students have continued to inspire us over the last year, and we are so proud of the hard work and commitment they have demonstrated.

We hope you enjoy looking at the work they've produced. We wish them every success, and their creative future awaits.

Liliana Scibetta

Programme Leader

— Foundation Degree Creative Enterprise

Foundation Degree Creative Enterprise

The Foundation Degree (FdA) is equivalent of the first two years of a degree, with the option to top-up into the appropriate honours degree programme at the University of Hertfordshire. Alternatively, you can progress onto an appropriate BA (Hons) programme at another institution or directly into employment. The Foundation Degree in Creative Enterprise encompasses three different specialist pathways; Graphic Design, Three-dimensional Design and Visual Merchandising, all courses are validated by the University of Hertfordshire.

All courses combine work-based learning with relevant creative and technical skills developed through live project briefs and critical thinking. A number of employers have been involved in developing the programme content, which boasts excellent employer engagement, industry feedback, guest speakers, study trips and overseas visits. Current practitioners working as part time lecturers, contribute to the delivery of all specialist and academic modules throughout the programme.

External industry links are embedded into the specialist pathways offering an insight into many of the employment opportunities in the creative industries as well as an understanding of the creative, technical, and communication skills required for employment or higher education. The Programme Manager continues to network with local employers to provide client based live project opportunities for all three pathways on the programme.

FdA Graphic Design

On our FdA Graphic Design course students undertake a range of vocational projects, which challenge them to provide communication and design solutions in the areas of advertising, branding, digital illustration, editorial design and packaging, as well as new and emerging media. They learn how to use a range of digital and non-digital techniques to design solutions.

FdA Three-dimensional Design

On our FdA Three-dimensional Design course students undertake a range of vocational projects, which involve the design and prototyping of consumer products, furniture design, jewellery making, the design of interior and exterior environments and the production of concept models. They develop proficiency in a wide range of communication and technical skills from hand rendered drawings, CAD, physical model making, and knowledge of structure, construction, materials and detailing.

FdA Visual Merchandising

On our FdA Visual Merchandising course students undertake a range of vocational projects, which blend creativity and business, understanding how to combine materials, graphics and equipment on one hand and promotion of concepts on the other. They learn the fundamentals of visual merchandising including display design, spatial design, fashion promotion and styling, customer behaviours, graphic design, marketing, and product promotion and styling. The course has an emphasis on personal development and employability within the creative industries, offering high profile live briefs and work placements from leading retail brands.

Level 6 Top-up Year BA (Hons)

We are really pleased to announce that from September 2022, Hertford Regional College will be able to offer, in partnership with the University of Hertfordshire, two creative level 6 top-up programmes (subject to validation), which means that students will be able to work towards the following degrees at Hertford Regional College:

BA (Hons) in Visual Merchandising, Styling and Promotion
BA (Hons) in Games Design & Development



Foundation Degree Graphic Design

GEORGIE IRONS-MCDONALD

'The Lost Forest Tarot'

The inspiration for this project is a dark nature Major Arcana Tarot deck. The display features a booklet guide with the meanings of the Tarot cards and a matte finish box to hold them. Each Tarot card was carefully illustrated with pen and paper and then brought to life, printed on smooth card with a gold edge finish, ready to be used for a reading. The design is inspired by the weird and wonderful wildlife we are blessed to coexist with, and the inevitable cycle of growth and decay.

Destination //

Apprenticeship — Tattoo Artist



georgieironsmcdonald.myportfolio.com



**Foundation Degree
Visual Merchandising**

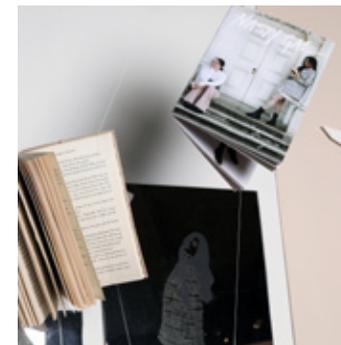
**IZZY
GOYMER**

'Whispers in the Library'

This project is based around a new fashion collection for online retailer Nasty Gal. This academic inspired collection combines traditional university preppy style, with chic, trendy fashion. 'Whispers in the Library' uses neutral colour palettes, to bring a fresh new edit to Nasty Gal for Spring/Summer 2022. Nasty Gal is an online retailer, therefore this pop-up display allows customers to explore the collection by looking and feeling the items before purchase, increasing Nasty Gal's sales. To promote this collection and pop-up display, a lookbook has been designed to show the pieces styled.

Destination //

- Full-time employment
- Visual Merchandiser Marks & Spencer



idgoymer.wixsite.com/my-site-1



Foundation Degree Graphic Design

**GRACE
MELTON**

'The Good Stuff'

This project is based around a music zine named 'The Good Stuff'. Its purpose is to promote underground music artists, old and new. It aims to bring back the love for zines and attract more people to listen and be inspired by 'good' music. It covers emotional and raw experiences such as toxic masculinity and its responsibility for the staggering number of male suicides in the UK, as well as views on social anxiety and shyness. The zine features user interaction with a QR code that takes you to a Spotify playlist of the music featured. To promote the zine, a poster, animation, and stickers have been made.

Destination //

Freelance — Illustrator & Graphic Designer



[instagram.com/gracemeltongraphics](https://www.instagram.com/gracemeltongraphics)



**Foundation Degree
Visual Merchandising**

**SARAH
HUBBARD**

'Earthy Essence'

Earthy Essence is a window design and platinum space that has been created for the department store Liberty. Earthy Essence is a sustainable interiors collection for home fragrance diffusers. Inspired by bohemian summers, the window design creates an environment with the use of home fragrance to create a sense of wellbeing and an ambiance of bringing the outside in. The platinum space has been designed with a bespoke floral installation for a vintage bohemian feel. The design compliments Liberty's identity with its background in arts, culture, and an offering of luxury, eclectic yet contemporary brands.

Destination //

Full-time employment
— Visual Merchandiser John Lewis





Foundation Degree Graphic Design

**KLOE
PIPER**

'Matron'

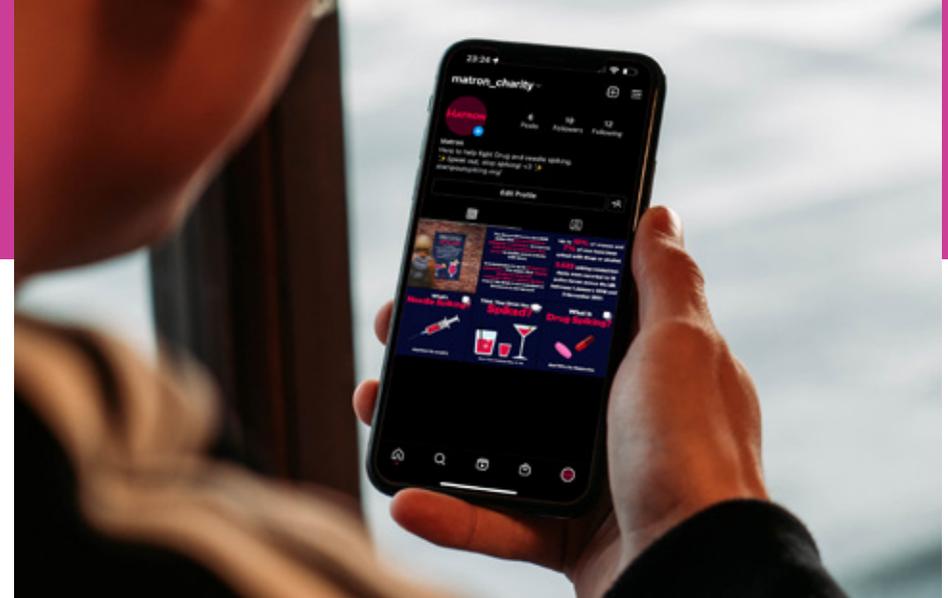
This project is a physical and digital campaign to help provide information about different forms of spiking and how to keep safe in a bar. With the recent influx of reports of drink spiking and needle spiking, which is especially popular in student hotspots, it was understandable that a lot of people are concerned about going out to places and feeling safe. 'Matron' was created to help inform students and club goers about spiking and how to tell if they have been spiked and what to do if they think they have been spiked.

Destination //

Staffordshire University
— BA (Hons) Illustration



kloepiper13.myportfolio.com





Foundation Degree
Three-dimensional Design

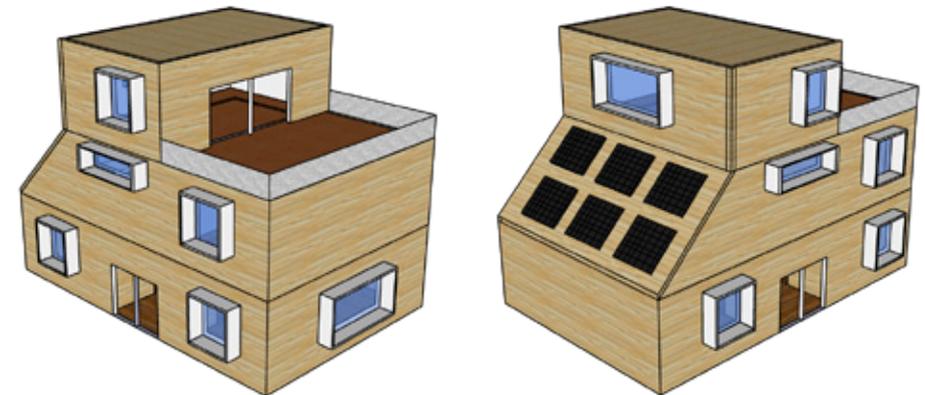
JAKE
FELSTEAD

'Eco Home'

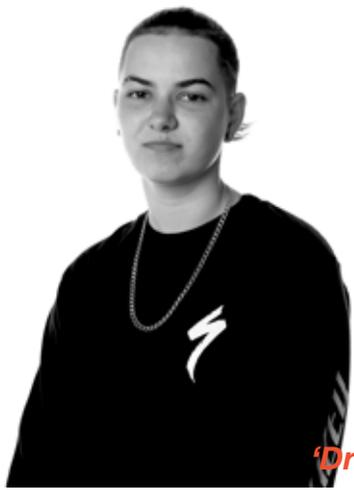
This project is a design for a sustainable, long-lasting, and environmentally friendly home. The need to move towards sustainable housing is vital and the Eco Home highlights how buildings can be eco-friendly by adopting sustainable materials and using energy-saving principles.

Destination //

University of Hertfordshire
— BA (Hons) Interior Architecture & Design



jakefelstead.myportfolio.com



Foundation Degree Graphic Design

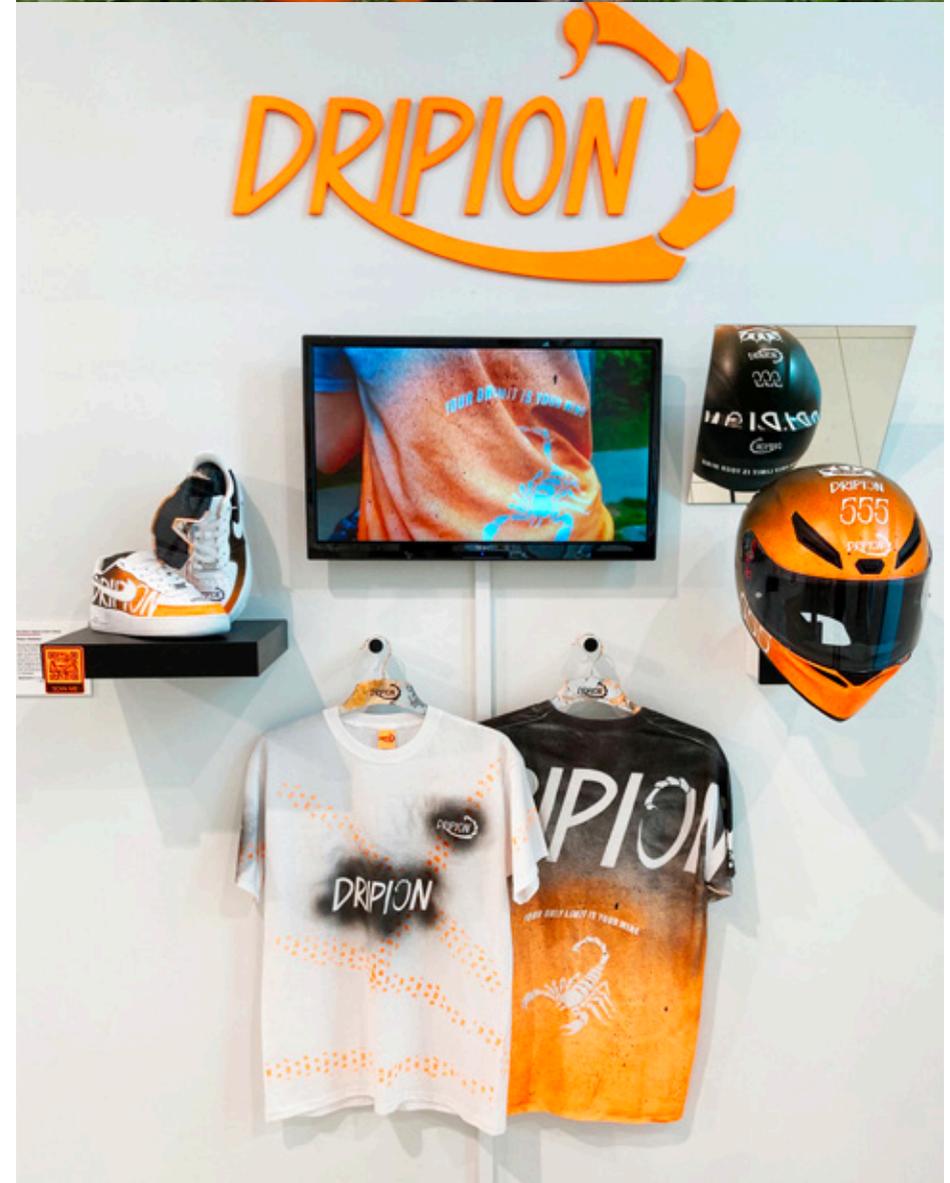
**NIDA
MAJAUSKAITE**

'Dripion Streetwear'

This project is based around a streetwear clothing collection designed for stunt riders. Using the slogan 'Your Only Limit is Your Mind' the goal is to motivate riders to take some risks. The designs also showcase '555' which is a spiritual number that symbolises taking charge of your life. A range of Dripion products have been designed such as a bike helmet, trainers, t-shirts and shades all of which, reflect the control we have over our mind and promote the idea that nothing is impossible.

Destination //

University of Hertfordshire
— BA (Hons) Graphic Design



behance.net/nidamajauskaite



**Foundation Degree
Visual Merchandising**

**LUCY MARIE-LYNDA
DEDMAN**

'Versace at H&M Home'

This project is a homeware collection collaboration with H&M and Versace, bringing lavishness and comfort at an affordable price. This collection embraces fine fabrics that include famous Greek patterns with a touch of gold and elements such as, glassware, china, and soft furnishings. To promote this campaign, hand-crafted cotton fabric examples were made as well as merchandising with a luxury aesthetic.

Destination //

National Design Academy
— BA (Hons) Interior Design



lucydedman55.myportfolio.com



Foundation Degree Visual Merchandising

**ERIN
RUMENS**

'The Met at Harrods'

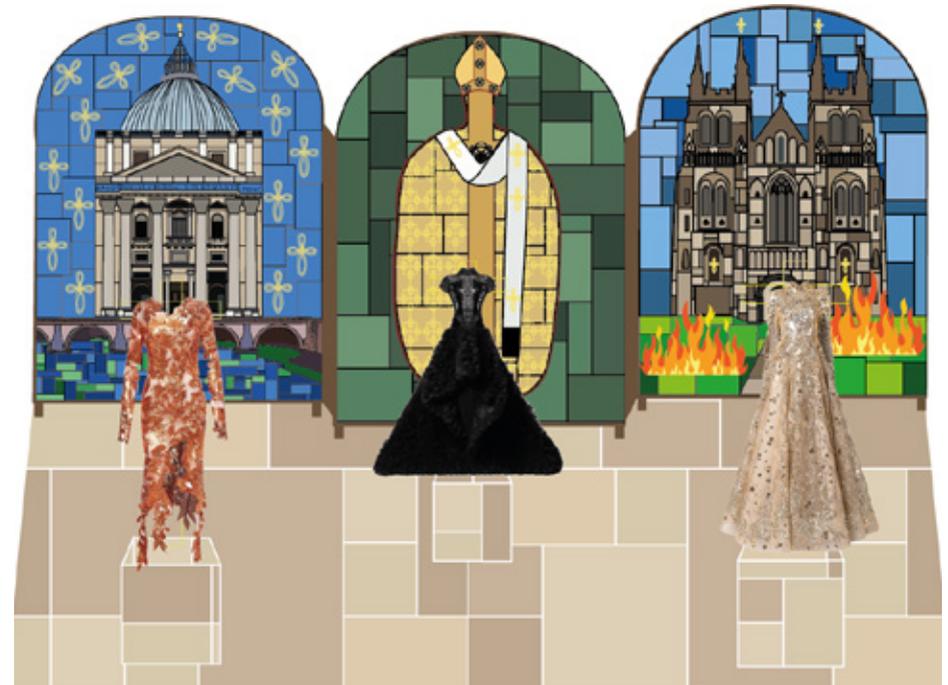
This project is a fashion-based installation designed for Harrods, inspired by the Met Gala and its 2018 theme of Heavenly Bodies: Fashion and the Catholic Imagination. This theme explores religious iconography and the influence of fashion throughout history. Using key components of the Catholic Church a stained-glass window inspired by 'best dressed' Blake Lively and her Met dress was composed. The aim is to bring this element of American opulence and theatrics to London's fashion scene.

Destination //

Seeking full-time employment
— Visual Merchandising sector



erinrumens.wixsite.com/portfolio



This project is in no way affiliated with Harrods or the Met Gala.

Tireur d'élite

It's a lifestyle



 [tiruer_delite](#)
 tireurdelite@mailchimpsites.com

Tireur d'élite is a new upcoming brand soon to shake the hat industry.

**Foundation Degree
Graphic Design**



**TYRESE
TAY-AGBOZO**

Tireur d'élite'

This project is based around the design and marketing of caps influenced by the 90s and 80s Hip-Hop era. Aimed and getting people to express themselves through clothing the promotional material; campaign posters, videos, website and physical caps celebrate the style of this era.

Destination //

University of Hertfordshire
— BA (Hons) Graphic Design



tyresetay12.myportfolio.com



**Foundation Degree
Visual Merchandising**

**FRANCESCA
CHARALAMBOUS**

'Festival Fever'

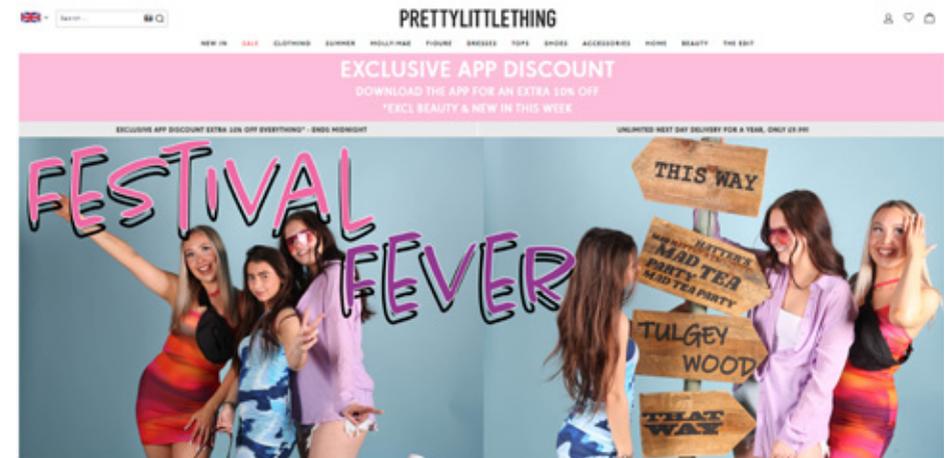
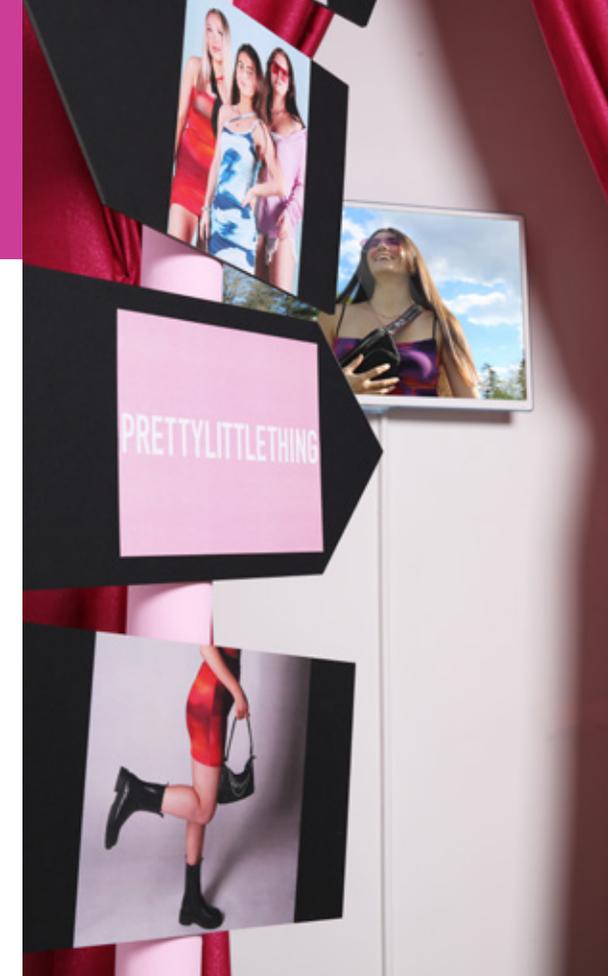
This project is based around women's festival wear for Pretty Little Thing. It's aimed at women aged 16-25 who take an interest in fashion and festivals. This project is inspired by Spring/Summer 2022 trends and colour themes. With the negative impact of the Covid-19 pandemic, festivals were put on hold for 2 years, making 2022 the year for their revival. This makes the festival wear clothing market bigger than ever. This 'Festival Fever' campaign has been promoted on social media and online via the Pretty Little Thing website.

Destination //

Seeking full-time employment
— Visual Merchandising sector



frankiechara.wixsite.com/fcvisuals



This project is in no way affiliated with PrettyLittleThing.



Foundation Degree
Three-dimensional Design

AIDAN
TAYLOR-BARTON

'Xol, Will of the Thousands'

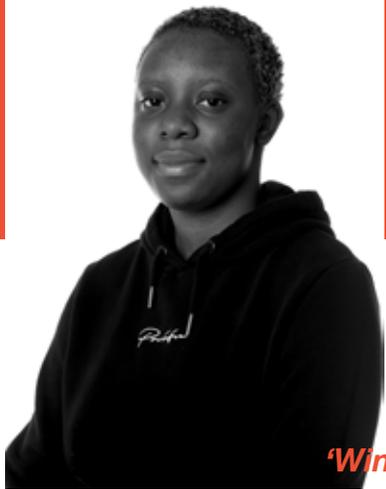
This project was to create a model based on Xol, Will of the Thousands, one of the five Worm Gods from the action MMO game Destiny 2. This model was a challenge to create, standing at 1.5 metres in height. Selecting and testing materials to create the necessary details was a key part of the process, the model is finished with green LED lighting.

Destination //

Seeking full-time employment
— Film and Television sector



genysispropmechanics.myportfolio.com



Foundation Degree Graphic Design

**CHANIYA-ROSE
ONOLAJA**

'Wing Me'

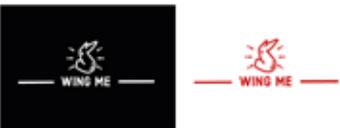
Since the pandemic, the rise of independent food stalls/markets has become a popular business venture. This project explores the techniques of sensory marketing and its use within the hospitality industry, to attract and entice customers by providing an experience that appeals to all the senses and encourages them to make a purchase. This final composition includes branding, promotional materials and packaging design. It incorporates sensory marketing in the form of touch, taste and smell to construct a unique stall that catches the customers attention.

Destination //

University of Hertfordshire
— BA (Hons) Graphic Design
Advertising & Branding



WM



**HOT
HOT**



THE JACATRA



BEBAS NEUE REGULAR



IT AIN'T NOTHING BUT A WING THING BABY

Higher National Diploma Art & Design

A Higher National Diploma (HND) is a full time two-year programme, covering levels 4 and 5. These qualifications focus on building experience via 'learning by doing' opportunities. After successfully completing a HND, many students then choose to complete a year at a university to top-up their qualification to a full honours degree. There are three Higher National Diploma pathways in Art & Design; Fine Art, Games Design & Animation and Photography, all courses are validated by Pearson.

This qualification has been designed to meet the needs of the contemporary creative industries. This dynamic and rapidly changing sector of the global economy covers a wide range of subjects, including those of art & design. The pathways of this qualification are intended to provide students with opportunities to explore the creative industries through a focused curriculum that prepares them for further degree-level studies or working in the industry.

The purpose of BTEC Higher Nationals in Art & Design is to develop students as professional, self-reflecting individuals able to meet the demands of employers in the creative industries sector and adapt to a constantly changing world. The qualifications aim to enhance the career prospects of those who undertake them.

HND Fine Art

On our HND Fine Art course students realise their individual potential as a fine art practitioner. We encourage them to pursue excellence throughout their practical and theoretical quest for skills and knowledge, whilst providing them with a professional environment to develop their critical and imaginative abilities. We encourage, stimulate, and push our students to become reflective and make them aware of the many innovative and cutting-edge ideas that have helped shape the ever-growing arts industry. The course offers a careful balance of essential practical skills and techniques, with opportunities to develop the interpersonal skills that are required in several real-life projects.

HND Games Design & Animation

On our HND Games Design & Animation course students develop the practical expertise and employability skills needed within the multi-billion pound games industry. They focus on their own individual projects, creating 2D, 3D and XR games to develop a portfolio and personal game style. They also work in small agile groups, and perform multiple roles to have a greater ownership of what they have created. They work on live briefs from the gaming industry; the course provides the necessary game development, designing, animating and scripting skills. It is a challenging programme, which focusses on developing the core artistic, design, and technical skills including the creation of animation rigging and game content using Unity, Autodesk Maya, and the Adobe Creative Suite.

HND Photography

On our HND Photography course students have the unique opportunity to develop their photographic skills and build a professional portfolio of work. They develop skills to create their own photographic style, whilst gaining industry and commercial experience working on live briefs and professional projects. They gain an excellent grounding in photography whilst working on a wide range of projects from, fashion, fine art practice, documentary, editorial, art direction, styling, and academia. Visits to UK galleries and a European trip enrich their studies along with access to industry standard equipment, the Adobe Creative Suite and a professional photographic studio and darkroom.

[instagram.com/hrc_hnd_art_and_design](https://www.instagram.com/hrc_hnd_art_and_design)

[instagram.com/cor.games/](https://www.instagram.com/cor.games/)

[instagram.com/hrc_hnd_photography_](https://www.instagram.com/hrc_hnd_photography_)



Higher National Diploma Photography

LUCY CHAMBERLAIN

'Elements'

This project reflects on environmental concerns and addresses our relationship with the elements. We have become increasingly disconnected from nature and the power of the elements has become significantly more prominent as forest fires, floods, droughts, and extreme weather conditions become more common place. More than ever, we need to harness the power of the elements to prevent the destruction of earth and use; solar, geothermal, wind, biomass, and hydro energy sources to sustain our planet. This work associates the power of the elements with mother earth as she continues to guide us through our difficult journey.

Destination //

Bath Spa University
— BA (Hons) Photography



[instagram.com/lucycvisuals](https://www.instagram.com/lucycvisuals)





**Higher National Diploma
Fine Art**

**AMY
THORNE**

'Four Out of Six'

This piece was created to raise awareness on microplastics being found in the placentas of unborn babies. We have allowed plastic to infect and contaminate the innocence of the world. Microplastics are so small that we cannot see them with the naked eye, but they are there, unknown. They are in the air that we breathe, the food that we eat and the water that we drink, it's inescapable. What does this now mean for our future? Have the consequences of our actions fated our future self to extinction?

Destination //

University of Hertfordshire
— BA (Hons) Fine Art



[instagram.com/amythorne.artphotography](https://www.instagram.com/amythorne.artphotography)

Higher National Diploma Games Design & Animation



MOMINA RAHIM

Project Lead and contributed to level design and programming. Fantasy Escape is a puzzle-based 2.5D game in-which you must escape a forest. In this sci-fi narrative the main protagonist Charlotte is taken from her world and sent to an alternative universe where she must solve technical puzzles to escape the seemingly endless forest. Throughout the game, Charlotte will interact with various animals, creatures as well as avoiding deathly traps.

Destination //

University of Hertfordshire
— BA (Hons) Games Design &
Development

Portfolio //

mominaasim2000.wixsite.com/portfolio



JOSHUA ALAN SPICER

Assets creator, including the island level design and texturing, contributed to the waterfall and collaborated on the design and layout of the main level which the player navigates through. This is a game for all ages to enjoy, it has bright colours for a younger audience and for older audiences it has progressively harder difficulty puzzles and mazes to test the players.

Destination //

Seeking full-time employment



'Fantasy Escape'

Charlotte has fallen into a portal that has taken her away from her home and bought her to a world of Fantasy...

Charlotte must now discover why she is here and more importantly find a way home. The only way she can do this is by solving the confusing, and at times, deadly puzzles the fantasy world has to offer. The levels are fraught with dangerous traps, but Charlotte has the ability to communicate with the animals and creatures around her to find ways through the seemingly impossible land. Players must discover how to escape and earn a specific amount of coins in order to reach the next stage and find a way home.

Play Fantasy Escape





**Higher National Diploma
Fine Art**

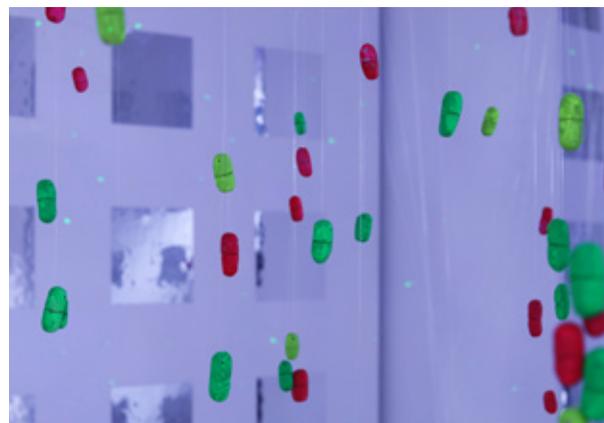
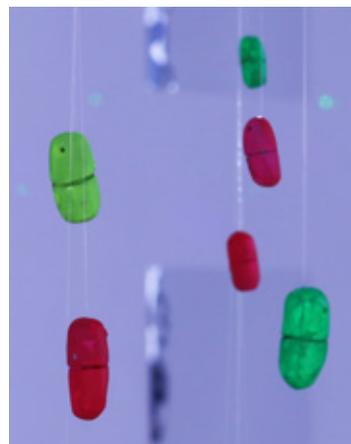
**AMY
POZZILLI**

'Sustainability'

This project has been a deep exploration of medical waste and how it is produced, medicine is not always wasted in the ways we would expect it to be. A huge number of pharmaceutical drugs fall into the hands of recreational users which is what this piece is about. The purpose of this piece is to show that this is something any of us could be affected by. The scale of the installation justifies the extent of the problem. For context, each year it is recorded 16.3 million people abuse prescription drugs.

Destination //

Freelance — Tattoo Artist



[instagram.com/pozzillistrations](https://www.instagram.com/pozzillistrations)



**Higher National Diploma
Fine Art**

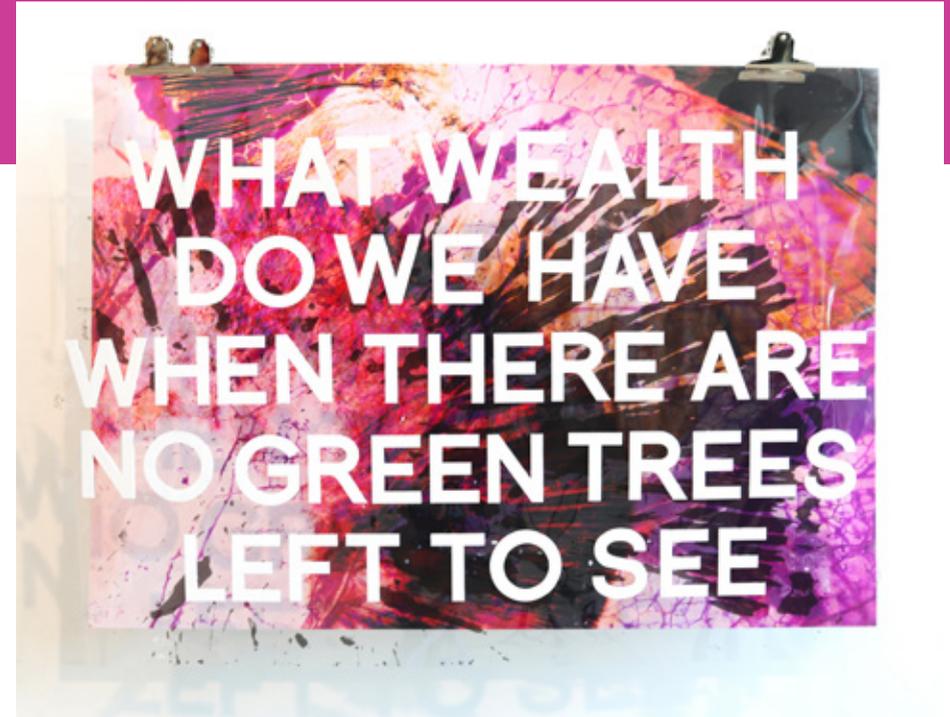
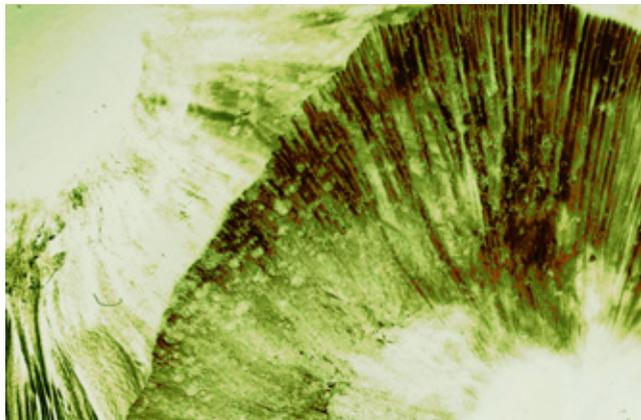
**JESSIE
LEE**

'No Green Trees'

This conceptual piece, combining text, imagery and design, represents the future of our world. Its intention is to impact and shock the viewer, creating an emotional response to the work. The background image is a combination of natural materials and colours, contrasting with the bold text and vibrant Perspex. Mushrooms can be invasive and therefore this reflects how we as humans are invasive and are affecting every corner of the planet.

Destination //

University of Hertfordshire
— BA (Hons) Graphic Design



[behance.net/jessielee9](https://www.behance.net/jessielee9)



Higher National Diploma Photography

**SAM
MARSH**

'Sweatshop'

This project explores urban fashion and ethically sourced clothing. Even though some fashion companies are still using sweatshops, a large number are becoming more morally aware. This work draws attention to companies that are using ethically sourced materials and offering fair pay to employees globally. The use of the colour orange represents a bold and positive way forward for the fashion industry.

Destination //

Bournemouth University
— BA (Hons) Photography



[instagram.com/onewayimages](https://www.instagram.com/onewayimages)

Higher National Diploma Games Design & Animation



RYAN CARR

Level design, programming and asset design. Hypnosis is an adventure game with dynamic gameplay mechanics and a cartoon like art style.

Destination //

University of Hertfordshire
— BA (Hons) Games
Design & Development

Portfolio //

ryancarr9000.wixsite.com



GABRIEL DESMOND

This game is designed to create a playful atmosphere and doesn't take itself too seriously so the player can feel at ease. A calming experience is what has tried to be achieved, especially with this introductory level.

Destination //

University of Hertfordshire
— BA (Hons) Games
Design & Development

Portfolio //

[linkedin.com/in/gabriel-desmond-32b30122b/](https://www.linkedin.com/in/gabriel-desmond-32b30122b/)



THOMAS CLARK

3D asset designer, creating models to be used in the game and the sound engineer in-which sounds had to be found to be placed in the game to represent the environment and the movement of objects.

Destination //

Seeking full-time
employment

Portfolio //

[linkedin.com/in/thomas-clark-0a2775234/details/featured](https://www.linkedin.com/in/thomas-clark-0a2775234/details/featured)



'Hypnosis'

Our main protagonist Ash wakes up inside a cave and is met by Morpheus, the God of Dreams...

Morpheus explains that Hypnos the God of Sleep has put the entire world into a coma, and it is up to Ash alone to restore consciousness. Ash must travel to the most dangerous and far out places on earth to retrieve time-oriented relics in order to restore the world to how it was and defeat Hypnos... As you journey through the various all terrain levels Morpheus will guide you through puzzles and mazes as well as teach you additional skills along the way.

Play Hypnosis





**Higher National Diploma
Fine Art**

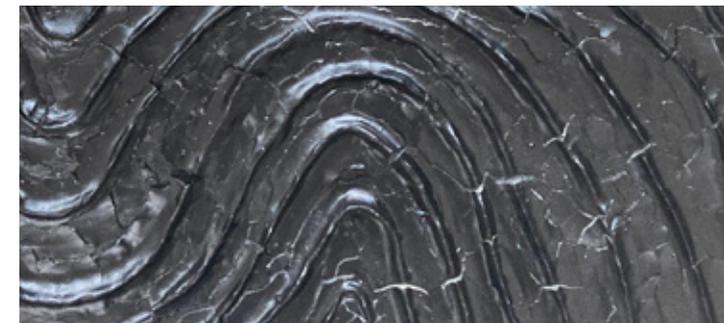
**ANNABEL
TANKARD**

'Mother'

This painting is a personification of Mother Nature, she is a divine figure and ever-present in our lives, yet we still hurt her by scarring the earth to fuel our unsustainable lifestyles. Words like 'Scars' help aid in replacing the human element in the work as we are becoming so desensitized to images of our harm to the earth, that we treat it like an object without care. The gaze that she holds with the viewer shows her small figure in the scarred landscape of deforestation around her. She is vulnerable, yet her look is still hopeful and desperate for us to change. The damage we do is closing in on Mother Nature, and we are to blame.

Destination //

University of Hertfordshire
— BA (Hons) Fine Art



[instagram.com/art_byannabel](https://www.instagram.com/art_byannabel)



Higher National Diploma Fine Art

**ABBIE
NEWMAN**

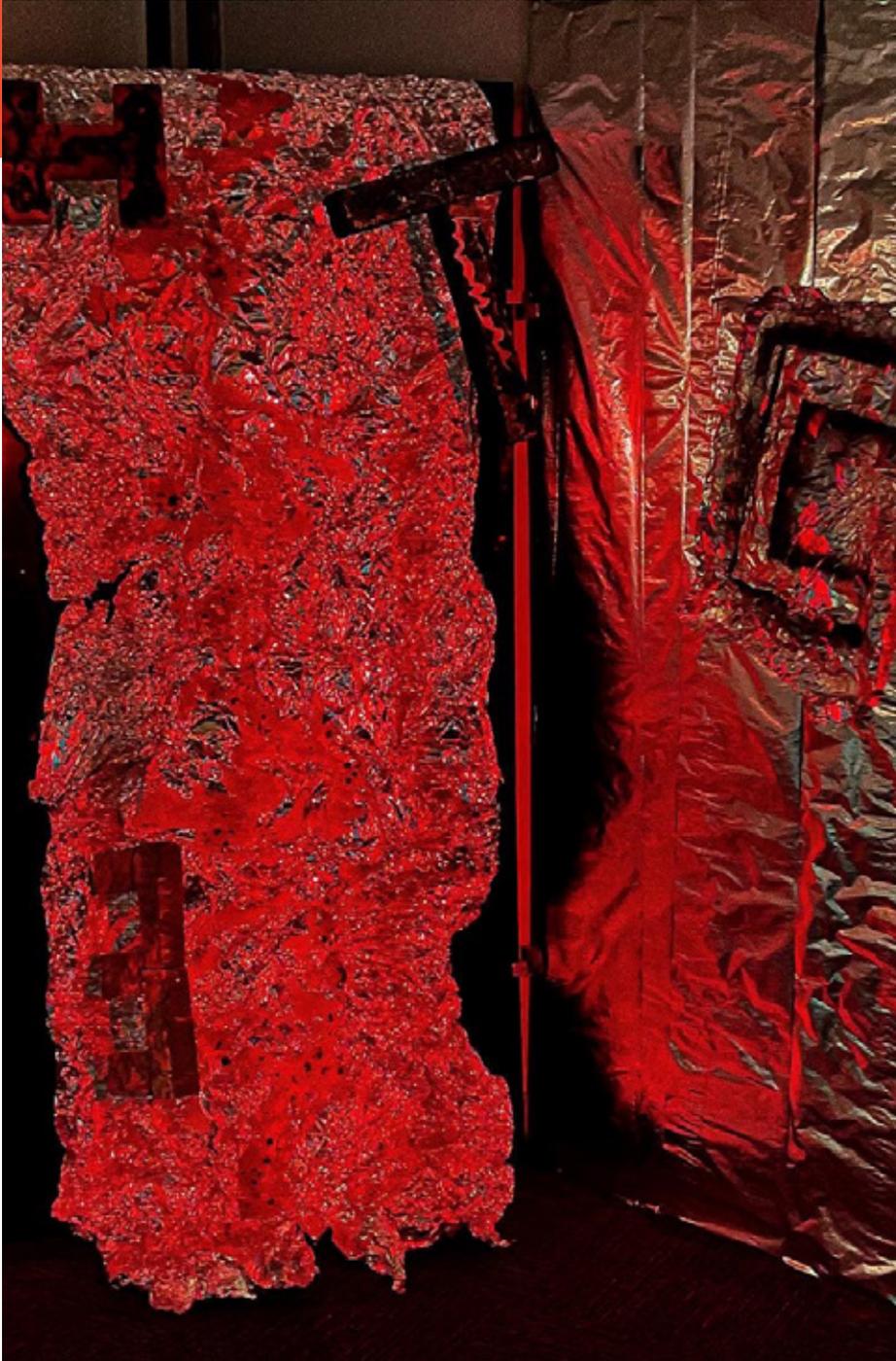
'Nature and Human Connection'

This work represents the ongoing issues regarding natural disasters happening in the world today. Bringing attention to the immense negative impact human beings have on the environment. The spheric sculptures are hand-crafted using naturally recycled materials. They contain embroidered damaging words and phrases and are filled with live plants and foliage to represent the idea of change and progression we could achieve by looking after our planet and living more sustainably. This piece aims to spark conversation and intrigue amongst viewers and cause them to think about their personal connection to nature.

Destination //

University of Hertfordshire
— BA (Hons) Fine Art





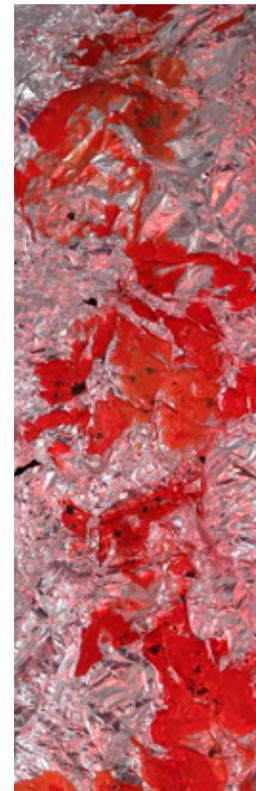
**ALBINA
AHMETAJ**

'Red Flames'

This piece incorporates visual distorted imagery, using fragments of a chosen word to describe humanities actions towards Mother Nature. The truth is right in front of us. What are we? The real flames of our planet, the real destruction. Remembering our actions will always reflect on us. Conflict between us has become more dangerous than ever before, as we are running out of time until global extinction.

Destination //

University of Hertfordshire
— BA (Hons) Fine Art



albinaahmetaj.myportfolio.com/work

Higher National Diploma Games Design & Animation



MARIO GEORGIU

The main level designer for the project working within Unity, assembling the main level as well as planning and producing narrative story ideas for the game which introduced different features throughout.

Destination //

University of Hertfordshire
— BA (Hons) Games
Design & Development

Portfolio //

[linkedin.com/in/mario-georgiou-1aa760234](https://www.linkedin.com/in/mario-georgiou-1aa760234)



JAKE RALPH

3D modelling and coding of the movement for the player and collectables for the game. Input with idea-generation and the layout of the game. The objects modelled were the buildings for the level and the ground objects that the player has to avoid.

Destination //

Seeking full-time
employment

Portfolio //

[linkedin.com/in/jake-ralph-0463011tbb](https://www.linkedin.com/in/jake-ralph-0463011tbb)



JOSH CURTIS

Set in a neo-dystopian environment, Tokyo Remit deploys the use of vibrant colours and a city full of life to deliver an immersive and intense visual connection with the player to spark creativity and curiosity to explore the environment more.

Destination //

University of Hertfordshire
— BA (Hons) Games
Design & Development

Portfolio //

[joshcurtis.artstation.com](https://www.joshcurtis.artstation.com)
[behance.net/joshcurtis5](https://www.behance.net/joshcurtis5)



'Tokyo Remit'

Tokyo Remit is set amidst an urban cityscape where civilisation is ready for a uprising. Inspired by the likes of Cyberpunk 2077 and Ghostrunner, you must fly a drone through the urban sprawl against the clock solving puzzles and mazes in order to support the revolution.

Play Tokyo Remit





**TAMMY
COSGROVE**

'Natures Gold Miners'

This piece addresses the cycle of food production and the idea that as a collective of individuals, we all share a responsibility to better understand food and soils importance to food production. It also emphasises how collectively we will leave an imprint that effects the consequences of everyone in the future. Using a mix of simple and natural and recycled materials, and a framed sculptural piece, to portray the cycle of life, the concept is to evoke a thoughtful response, highlighting how the simple worm, often overlooked, is a part of a cycle that is important in achieving best outcomes for future food production.

Destination //

University of Hertfordshire
— BA (Hons) Fine Art



Higher National Diploma Games Design & Animation



**ZOE
WILKINSON**

Level design and programming. The game idea was initially based around the negative impacts of technology and the evolutionary process of our current world.

Destination //

University of Hertfordshire
— BA (Hons) Games
Design & Development

Portfolio //

artstation.com/
zoewilkinson



**MELISSA
AMOTT**

Concept artist, character design, and asset design. ALT-RD was created with an in-depth story, fun mechanics, and unique art style.

Destination //

University of Hertfordshire
— BA (Hons) Games
Design & Development

Portfolio //

artstation.com/stoofyn



**MACHI
OKONKWO**

Main role within the collaborative process was writing the narrative back story for the characters and the world in-which ALT+D takes place. ALT-RD was created around an important message; denying uniformity and following your own path.

Destination //

University of Hertfordshire
— BA (Hons) Games
Design & Development

Portfolio //

machiokonkwo.wordpress.com

ALT+RD

'ALT+RD'

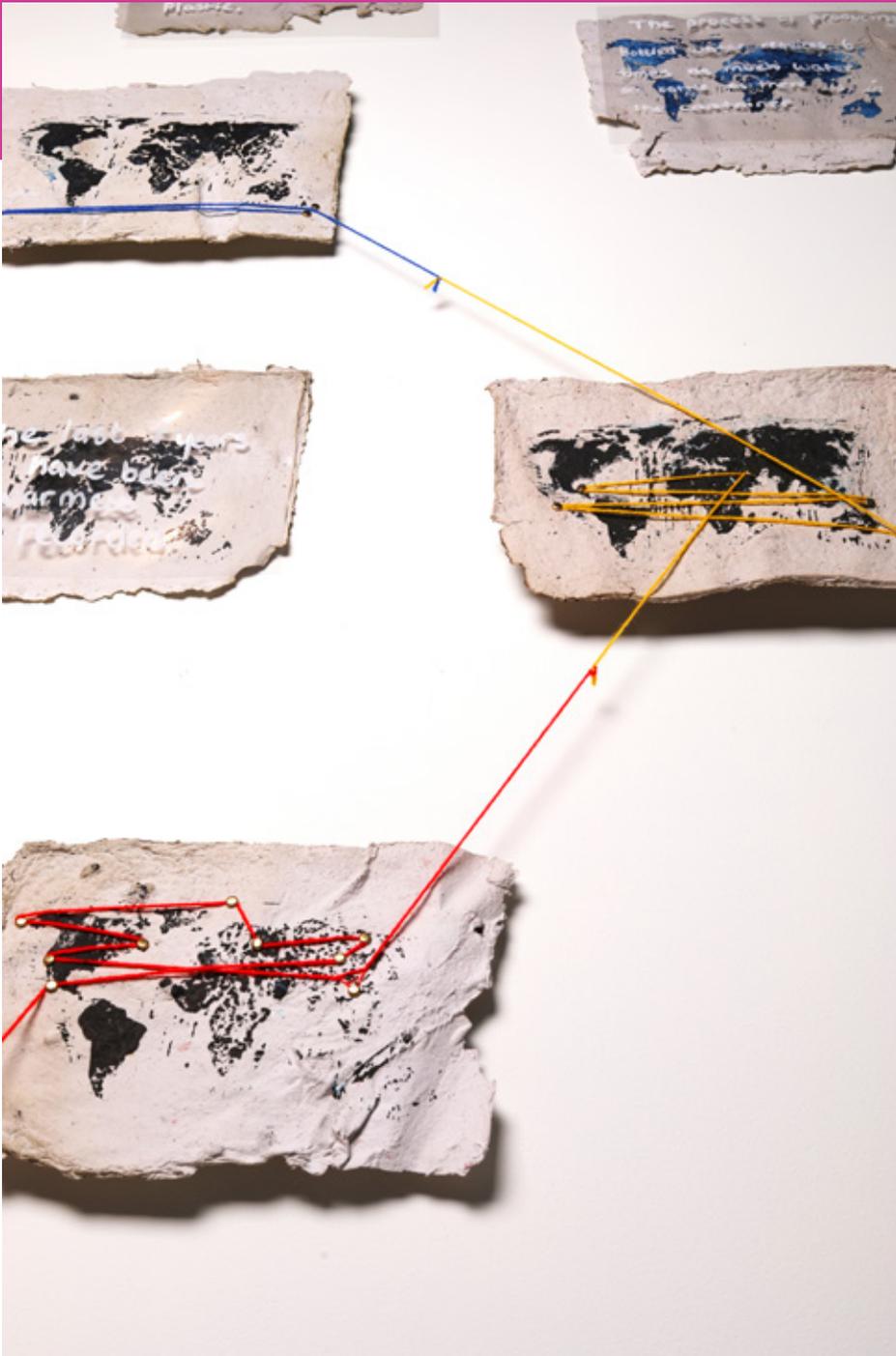
ALT+RD follows the story of 'Theory' ...

In a world where technology has taken over all aspects of life, the 'Enhancers' are upgrading everyone to their own robotic form using these transformations to control and manipulate the human race as they live blissfully unaware.

Theory discovers this secret and spends their days avoiding being fully upgraded, living underground as they are constantly pursued by the Enhanced Guards and other enemies within the 'Facility'. Theory must now platform their way through various hostile floors and solve puzzles laid before them to reach to freedom.

Play ALT+RD





**Higher National Diploma
Fine Art**

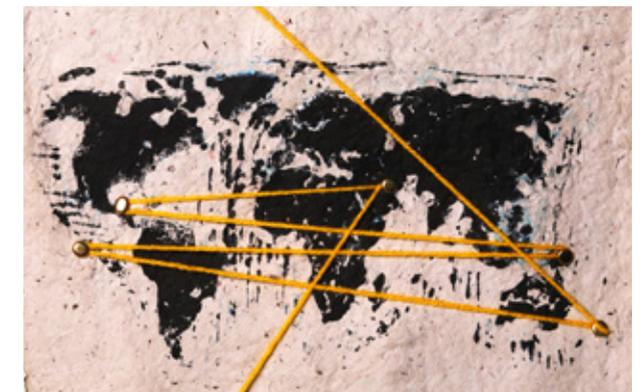
**GEORGIA
BOOKER**

'Warming Climate'

This piece is a series of handmade paper, made from recycled materials with lino print of our world map on it. The piece demonstrates facts about how consumerism is affecting our environment. The blue cotton represents climates below average as a result of climate change, the yellow representing areas that are slightly above average temperatures, whilst the red represents areas dangerously above average climate temperatures. It is important for audiences to understand the effect that consumerism is having on our world in a visual and written way for us to understand.

Destination //

Seeking full-time employment



Higher Education Alumni

We think it's really important to stay in touch with our Graduates and find out how they have progressed, and what they are currently doing. Our Alumni regularly return to share their experiences and support our current students. So here are some of our amazing Alumni, showcasing their brilliant talents! Some of who are working in industry or educating new creatives.





Higher National Diploma Games Design & Animation

**LOREN
PENNY**

'Food for Thought'

**Class of //
2019–2021**

This project was designed for Rare & Xbox as part of D&AD's New Blood Awards 2021, with the dual aim of bringing positivity to the player & impacting issues affecting society. With the negative impact of the Covid-19 Pandemic on families and their reliance on foodbanks starkly juxtaposed with the high levels of food waste from retailers, raising awareness on this topic was critical to the idea. Through playing Food for Thought, the aim is that players get involved in their local communities to not only affect the health of humanity, but also the health of the Earth.

Current Position //

- Hertford Regional College
- Lecturer Higher National Diploma Games Design & Animation
- Freelance Game Designer



lorenpenny.dev



'Food for Thought'

Food for Thought, aimed to raise awareness of food waste and its global impact through gameplay resembling Stardew Valley. Players would locate and rescue food before it was trashed and distribute it to receive rewards.

In this prototype, players will explore a community that is in need of help. By completing a task, they are able to secure produce that they can share with people in the village. By assisting the community, players then grow their food sharing network.

In July 2021, it was confirmed that Food for Thought had been awarded a D&AD New Blood Graphite Pencil.

Play Food for Thought



Recent Work //



Foundation Degree Visual Merchandising

**BROOKE
RIDDLE**

'Harrods Atelier Competition 2018'

**Class of //
2016–2018**



This project was for a competition brief to create a window display for a luxury brand sold in Harrods, with the chance to win a work placement. The focus and development of the concept was based on a quote from Gucci's Creative Director, Alessandro Michele: "To claim a spirit animal is to indulge a fantasy of embodying a freer form of our own". With the need for sustainability on the rise, the idea of being 'eco-conscious' was an important factor when designing the display, which had a huge influence on the idea to make 70 beetles out of tin cans to represent freedom.

Current Position //

- Hertford Regional College
- Programme Manager UAL Level 3 Art & Design (Visual Merchandising & Brand Promotion)
- Freelance Visual Merchandiser



[linkedin.com/in/brooke-riddle-a79959229](https://www.linkedin.com/in/brooke-riddle-a79959229)



Foundation Degree
Three-dimensional Design

CHARLIE BOVINGTON

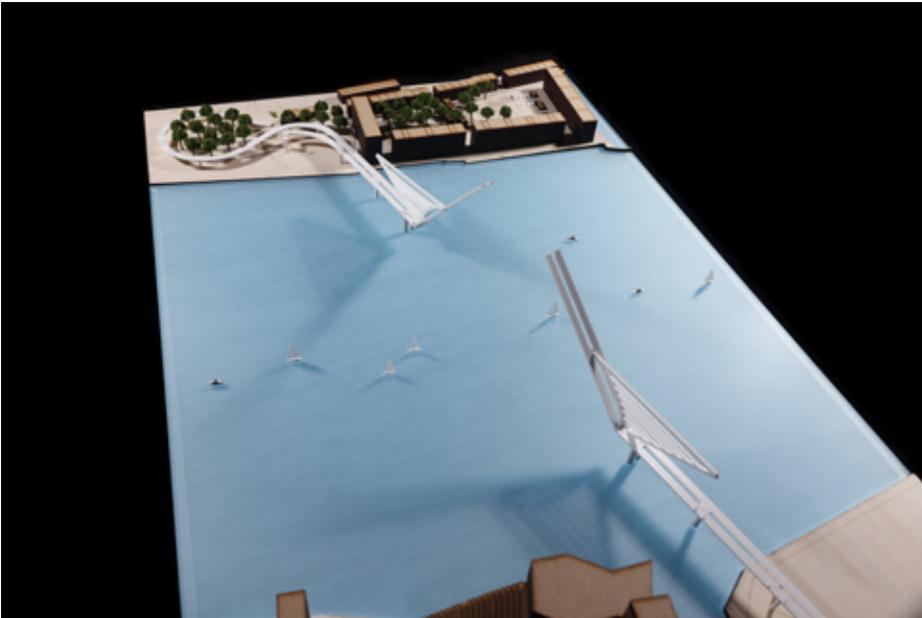
'The Rotherhithe Bridge'

Class of //
2017-2019

This project is an architectural bridge crossing concept model for Rotherhithe Bridge for the Docklands connecting Canary Wharf to Rotherhithe, in East London.

Current Position //

Post21
— Model Maker



[instagram.com/cjb_design](https://www.instagram.com/cjb_design)

Recent Work //



Recent Work //



Foundation Degree Graphic Design

**LIAM
O'SULLIVAN**

'ODYSY Travel'

Class of //
2017-2019

ODYSY Travel is a modern twist on the classic travel agent, it strives to suit the needs of today's twenty-somethings by sending them to the world's most unique and inspiring places, with like-minded individuals. Trips are tailored to a selection of categories based on your interests. Travellers will experience the thrill of not knowing the destination all the way up until the week before departure.

Current Position //

- Hertfordshire Care Providers Association
- Marketing Coordinator
- Freelance Graphic Designer

[instagram.com/liamosullivanandesign](https://www.instagram.com/liamosullivanandesign)

Thank You

A big thank you to all of our industry contacts and guest speakers for supporting our students; your input is invaluable.



Placements & Live Briefs

Blackdog Creative Marketing Agency
Christ Church School (Ware)
Ikea
Isabel Hospice
Northbanks Design
The Prince's Trust
Rare Ltd
Tesco, Space, Range & Merchandising
USTwo Games
Xbox Games Studio

Guest Speakers

Anna Steinberg — Illustrator
Barbara Chapman — Visual Creative Consultant
Emma Goodwin — Jewellery Designer
File and Forge Jewellery School
GAS Studio
Helen Tigue — Interior Designer

Organisations

British Display Society
Courtyard Arts Centre

New Designers Sponsors

Fizzy Wizzy
SWEETS



Jazz Print Solutions



Programme Leaders

Liliana Scibetta

FdA Creative Enterprise

Helly Look

HND Fine Art

Kyle Broad

HND Games Design & Animation

Samantha Ali

HND Photography

Lecturers

Denise Anderson

FdA Creative Enterprise

Grace Ward

FdA Creative Enterprise & HND Fine Art

Adel Zanre

FdA Creative Enterprise

Franklyn Beckford

HND Fine Art

Paul Williams

HND Fine Art

Nik Clarke

HND Games Design & Animation

Loren Penny

HND Games Design & Animation

Patrick Robinson

HND Games Design & Animation

Joel Towers

HND Photography

Technicians

Benedict Slater

Senior Art & Design Technician

Gianfranco Castagna

Art & Design Technician

Mark Williams

Art & Design Technician



The David Gentleman Gallery
Virtual Graduate Exhibition // 22



Zine design by
Grace J Ward | gracejward.com

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