

2018

ExpoTees 2018

Showcasing the next generation of digital expertise

School of Computing, Media & the Arts

tees.ac.uk/expotees



Welcome

to ExpoTees 2018



I am delighted that ExpoTees 2018 is our 13th annual exhibition of students' work from Teesside University's School of Computing, Media & the Arts. Once again, we are proud to showcase some truly excellent projects undertaken by our students. Project topic areas this year include computer science, information systems, programming, computer games art and design, visual effects, computer animation, journalism, media and the arts.

ExpoTees is scheduled to run over two days, with our games, animation, visual effects and comics on day one and computer science, information systems, journalism and media subjects on day two. We also have our fine art student exhibition, 31 Collective, at various locations around the campus from Monday 14 May. Finally, on Thursday 17 May our performing arts students will be giving three performance showcases at The Arc in Stockton.

I am sure you will agree that this brochure is evidence of the outstanding world-leading work that our students produce – an exemplar to universities worldwide. It is a great credit to our students, and the staff who have taught, enthused and supported them during their studies, that our graduates enter employment with the industry-ready skills that world-leading organisations demand.

I hope that you enjoy your time at our exhibition. Do use it as an opportunity to meet our students, and find out more about their wonderful achievements.

Dr Simon Stobart

Dean, School of Computing, Media & the Arts

Friends of ExpoTees

It is always a pleasure to see so many familiar faces returning to ExpoTees year-on-year and to welcome new visitors. We are very proud of our growing community of supporters, and we would like you to join our LinkedIn ExpoTees group where you can

meet academics, exhibitors past and present, and all the supporters who have worked to make ExpoTees such a success over the past decade.

We are delighted to welcome back Ampliance as our event partners and long-standing friends of ExpoTees.



ExpoTees is enriched by the support given to us by our event partners and sponsors. If you are interested in being part of this fantastic event in the future, please contact us:

T: **01642 342608**

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What is ExpoTees 2018?

ExpoTees is our 13th annual exhibition of outstanding computing innovation, technology and design – and an opportunity to recruit bright, new talent to your organisation.

On display is a selection of some of the finest examples of work produced by our final year students, representing the full spectrum of subjects taught within the School of Computing, Media & the Arts – animation and visual effects, games design and programming, web and computer science, journalism, the media, fine art and performing arts.

Our students undertake an in-depth exploration of a chosen subject area and demonstrate their ability to research and practice-as-research, analyse, synthesise and creatively apply what they have studied. The project is often in an area

they have gained an interest in either through a work placement or through their studies, with many projects working with or having impact in the local community. Some student projects have external clients and require project managing to industry standard. These innovative, research, design and development projects make up an exciting and diverse showcase.

We are proud to say that our graduates achieve great success in industry – and sometimes even fame. This is a superb opportunity to meet our rising stars of 2018 before they embark on their careers.



Hello World conference celebrates 10th anniversary

The Hello World conference – previously known as Girls & Gadgets – celebrated its 10th anniversary earlier this year with another successful event enabling girls from schools across the North East to spend the day at university and engage with all aspects of computing from creative to technical.

Although teenage girls are now using computers and the internet at rates similar to their male peers, they are still five times less likely to consider a technology-related career.

Hello World 2018 welcomed 170 girls aged 12-16 from across the North East and delivered 10 different workshops in a range of digital creative and technical subjects designed to illustrate the diversity of jobs within the field of computing.

'The girls were fantastic and really engaged. I was genuinely impressed with the speed that they were picking things up. I really hope I get to teach them one day', said Jo Noble, Principle Lecturer for External Events.

This year Hello World introduced a panel event inviting four fantastic women working in the field – Deborah McManus (Coast & Country Housing), Jessica Bates (Trade Interchange), Penny Holton (Teesside University), and Lucy Kyriakidou (freelance games animator) – to take questions from the schoolgirls.

Jo said 'We didn't know what to expect but the girls came up with some brilliant questions and the panel received quite a grilling on what it's like to be a woman working in the field'.

'There has been a drop in the number of students taking computing-based subjects at degree level and historically women have been under represented in this field – though there is no

Day one

Animation, visual effects, games and comics

Students demonstrate highly creative and technically challenging projects in the areas of 2D, 3D games, games programming, animation and visual effects, comics, real and fantastical character modelling and texturing, innovative game designs, complex and highly detailed game environments.

Day two

Computing, digital media, journalism and media

Students demonstrate technically and academically demanding work, ranging from real-time visualisation of complex systems to innovative web-applications, advanced networking solutions to novel applications of artificial intelligence and robotics, and documentaries and films to digital content creation. Games programming students are also exhibiting, as their particular skillset is also highly desirable outside of the games studios. Journalism students work in small groups to produce creative work as a finished multimedia website demonstrating skills in journalism and associated tools.

Alongside the ExpoTees exhibition, fine art students showcase their work at various locations around the Middlesbrough campus in their final year show, 31 Collective, which is open to the public from Monday 14 May. On Thursday 17 May, performing arts students perform their final year show at The Arc in Stockton.

clear evidence why. What emerged from the conference was that more than half of the girls said they wouldn't go into programming if they thought they were going to be the only girl, so perhaps it's not just the subject area that is the problem.'

Jo continued 'The event has received some great feedback with many girls saying they had changed their minds about computing. Let us hope that we start to see the change reflected in the numbers of girls entering computing courses in the near future.'

ExpoTees conference 2018

17 May 2018

Following the success of our inaugural ExpoTees conference – which centred on data science – in 2017, we are returning this year with a focus on cybersecurity.

Cyber-attacks can affect even the most resilient of organisations, so it is imperative to understand the best methods for protecting your assets and ensuring regulatory compliance. This year's conference gives you the opportunity to hear from

and communicate with experts in cybersecurity. During the day, you can find out more about how to collaborate with Teesside University to access staff expertise and knowledge, and identify talented students and graduates.

This year our line-up of speakers includes a world-record holding public speaker and cybersecurity advisor, specialist Police representation and delegates from Microsoft.

Teesside University students dominate regional RTS award

Teesside University is celebrating after its students claimed four out of the five student prizes at the prestigious Royal Television Society awards ceremony.



Develop team: Ben Driver and Sam Smith.
Image credit: Steve Brock, RTS

The Royal Television Society North East and Border 2018 awards, hosted by Sky News presenter Jayne Secker, recognised achievements in broadcast journalism, production, writing and technical skills.

Students nominated for the awards had the chance to rub shoulders with celebrities including acclaimed actress Brenda Blethyn OBE, Journalist, Presenter and *Celebrity Big Brother* star India Willoughby, and *Bread* and *Coronation Street* favourite Melanie Hill.

Teesside University students dominated the student awards section of the evening, taking home four awards, winning the Animation, Comedy and Entertainment, Drama and Factual categories.

The Teesside University winners, from the School of Computing, Media & the Arts are:

- Regional Student Award: Animation for *Slalom*, created by Jonathan Tillson
- Regional Student Award: Comedy and Entertainment for *Clyde*, created by Alex Burke, Sam Kane, Adoou Qui and TJ Simon
- Regional Student Award: Drama for *Develop*, created by Ben Driver, Srijith Jalapathy, Katie Mitchell and Sam Smith
- Regional Student Award: Factual for *The Run*, created by Kathryn Dowson, Junaid Iqbal and Judyta Kulpa.

Jonathan Tillson's *Slalom* was also recognised at the University's ExpoTees awards in 2017 and Jonathan is now working as Technical Animator in Canada. *Slalom* is a short, character-driven animation which used rollerblading as a medium for expression through dance.

Jonathan said 'I wanted to exercise the entire production pipeline, with a focus on character animation, testing a range of skills to complete a polished, quality product.'

Dr Simon Stobart, Dean of the School of Computing, Media & the Arts, said 'I am delighted that so many of our students and graduates were recognised at the regional Royal Television Society awards.

'These prestigious awards showcase the exceptional work our students are doing while they are here and provide them with an excellent platform for when they graduate.'

The student winners of the 2018 Royal Television Society North East and Border awards now go towards the national student awards taking place on Friday 22 June.

Students' digital skills offer fresh perspective to a global sports brand

A team of talented Teesside University students has been praised for the work they have carried out to improve the digital presence of a multinational sports company.



Teesside University students Michael Barley, Dawn McBeath, Richard Bairstow, Jordan Rundle with Sports Direct staff Jo McLaren, Charlie Wilber and Emily Hilditch

The students from the University's School of Computing, Media & the Arts were tasked with creating a mobile app for Sports Direct as part of their final year module.

Designed to provide an experience of what it is like to work with a real life client, the students had to pitch their ideas and carry out consultancy work with Sports Direct, before going away and designing the app using the methodology they had learnt during their degree course.

Michael Barley, 22, Dawn McBeath, 31, Richard Bairstow, 30, Jordan Rundle, 21 and Luke Robinson, 22, competed against fellow teams of students and were chosen as the winners.

During the project they worked alongside Front End UI/UX Designers for Sports Direct Emily Hilditch and Charlie Wilber to help develop the Sports Direct app. The team each received a £100 Sports Direct voucher, as well as the opportunity to have their work used by the global sports brand.

Dawn, who is studying BSc (Hons) Information Technology, said: 'It has been a fantastic project

and we are delighted to have won. The team worked really well together and to be given the opportunity to work on a live project for such a big client is extremely rewarding and also enhances our CVs.

'We were all really engaged from the beginning as this is the kind of work we hope to do when we complete our degrees.'

Richard, who is studying BSc (Hons) Web and Multimedia, added: 'I think everybody has thrived on this module. This is the best starting point for our careers – to have our work recognised by a world-wide brand.'

Sports Direct are delighted with the work carried out by the students and say it has offered them a new perspective for their digital platforms.

Jo McLaren, E-Commerce Manager at the company, said: 'It has been great to get fresh ideas from young people who are at the start of their careers. The students are extremely professional and the work they have produced has exceeded all of our expectations.'

Emily Hilditch graduated from Teesside University

with a BSc (Hons) Creative Digital Media in 2014.

She completed a similar project in her final year and said: 'Projects like this are extremely beneficial as they provide an insight into how the industry works and what is involved. I used the experience to help me with my interview when applying to work at Sports Direct.'

Charlie Wilber added: 'It has been an invaluable experience for the UI/UX team as it has allowed us to collect insightful data from focus groups made up of our target demographic. It will help us to make decisions more effectively and efficiently as we now possess credible evidence to develop our app further.'

Myriam Mallet, Senior Lecturer in Digital Media at Teesside University, said: 'The students showed a tremendous amount of commitment and were able to demonstrate their skills to the client. This is an example of the kind of work our students can produce and I am sure it will be extremely beneficial for them when they are applying for jobs in the future.'

Students celebrate at Teesside University's 2017 Journalism Awards



Veteran journalist and broadcaster John Sergeant presented talented students with prizes at Teesside University's annual Journalism Awards.

The event, which was sponsored by EDF Energy, took place at the Middlesbrough Institute of Modern Art (mima) and journalism students received awards based on exceptional work produced during the past academic year.

Winners were commended for the skills learnt on the BA (Hons) Journalism and BA (Hons) Multimedia Journalism degree courses.

Among the awards were News Reporter of the Year, Best Feature Writer and Blogger of the Year.

Prizes included a number of work placements with The Gazette, The Northern Echo and The Hartlepool Mail along with work experience at Sky Sports News, The Sun's Fabulous Magazine; The i; Global FM; BBC Tees and the new TV station Made in Teesside.

A number of special academic awards were also given out, including the NCTJ Prize, for the student with the highest overall marks while training for the National Council of Journalism qualifications.

John started his journalism career as a correspondent for the Liverpool Echo where he worked for around three years before joining the BBC as a radio reporter in 1970.

He joined the international desk, covering stories in over 25 countries.

He then worked as a war reporter in Vietnam and Israel and reported the death of the first British soldier during the Troubles in Northern Ireland.

He later covered the opening sessions of the European Parliament and became a Political Correspondent in 1981.

Having progressed through newspaper, radio and television journalism, he became the BBC's Chief Political Correspondent from 1992 until 2000.

In 2000, he joined ITN as Political Editor before retiring in 2002.

Since his retirement, John has appeared on television programmes such as Have I Got News for You, The One Show and most notably Strictly Come Dancing.

Jonathan Brown, Senior Lecturer in Journalism at Teesside University's School of Computing, Media & the Arts, said: 'These awards recognise the hard work and excellent calibre of our current journalism students and the students were thrilled to be awarded their prizes by John Sergeant.'

'I would like to thank all of the media organisations who generously contributed prizes to this celebration of our students' achievements and especially our main sponsors EDF Energy.'

Students and staff also paid a special tribute to Shorthand teacher Dawn Johnston who is retiring this year from Teesside University.

Below is a list of the winners:

NCTJ Prize – sponsored by NCTJ and the Daily Mail

Winner: Emily Conyard

Blogger of the Year – sponsored by Teesside University

Winner: Izak Boyes-Jackson

Content Producer of the Year – Sponsored by The Creative Alchemist

Winner: Frankie Ahmed

Feature Writer – sponsored by The Northern Echo

Winner: Alex Watson

Multimedia Journalist of the Year – sponsored by the Teesside Gazette

Winner: Courtney McCarten

Community Reporter of the Year – sponsored by the Hartlepool Mail

Winner: Lucy Tyreman

Sky Sports News Award

Winner: Josh Frankland

Lifestyle Reporter – sponsored by Fabulous Magazine

Winner: Beth Hughes

Entertainment Reporter – sponsored by NE Volume

Winner: Jake Graham

News Reporter of the Year – sponsored by The i newspaper

Winner: Neil Fatkin

Broadcast Journalist of the Year – sponsored by Global FM

Winner: Kristyn Higginson

Video Journalist of the Year – sponsored by Made in Teesside

Winners: Jack Franks and Dan Bullock

Communications/PR – sponsored by Harvey and Hugo

Winner: Hannah Maloney

Creative Communications Campaign – sponsored by Publicity Seekers

Winner: Emily Conyard

Outstanding Contribution to Campus Life Award – sponsored by Teesside University

Winners: Sam Bradley, Melissa Major, Eleanor Anderson, Emily Conyard, Jemma Ferguson-Gale and Kristyn Higginson

Award for passing 100wpm shorthand – sponsored by Teesside University

Winner: Courtney McCarten

Ali Brownlee Award – sponsored by BBC Tees

Winner: Josh Frankland

Final Project – sponsored by Visualsoft

Winner: Miss Represented – Emily Conyard, Jemma Ferguson-Gale, Jessica Dixon and Natasha Ashby

ExpoTees London



ExpoTees London once again hits all the right notes with another successful graduate screening, networking and alumni reunion event at the Academy Award-winning animation and visual effects studio The Mill in June 2017.

Students from the School of Computing, Media & the Arts travelled down to London with their animation and visual effects portfolios to meet, greet and impress upon the many London studios that reside within the W1 postcode. The day began meeting Gareth Gayden, Head of Talent and Recruitment at The Mill and Teesside University graduate. The evening's proceedings kicked off with a screening of student work to invited guests, graduating students and staff. This was followed by a networking and alumni reunion event that saw representation from the likes of Jellyfish Pictures, Rushes, The Moving Picture Company, Double Negative and Industrial Light & Magic to name but a few. It was a very popular event in which established studios provided invaluable advice and feedback to the graduating students of 2017. Of the 20 students that took part, graduates Oliver Hallas and James Weston were both offered full time positions at The Mill.

Senior Lecturer and ExpoTees London coordinator Justin Greetham said, 'There is something very unique about the animation and visual affects community here in London

in that we are able to move quite seamlessly between the various studios that make up the scene here. I'd like to take this opportunity to thank all those studios that have opened their doors to us in an effort to better understand the industry and its staffing requirements. I hope that for 2019 we can continue with our efforts to connect students to jobs and to extend ExpoTees London to also consider the requirements of a games industry who are also taking up residence in central London.'

ExpoTees London is a unique event that not only allows students to introduce themselves to the key decision-makers that make up the animation, visual effects, games and architectural visualisation industries based in London, but to also provide an opportunity for students to witness first-hand the processes and procedures required to make a feature film, television commercial, new media, transmedia or games title.

For 2018 ExpoTees London will be returning to the multi award-winning animation and VFX studio Double Negative who over the years have received Academy Awards for their work on *Inception*, *Interstellar*, *Ex Machina* and most recently *Blade Runner 2049*.



Student feedback

'I enjoyed the laidback atmosphere and the information we were given at the events. I found it to be an amazing event all round. It certainly motivates me to make my show-reel the best it can be.'

'I like that we get to talk to industry people and get some feedback as well as how to manage our reel and skills. They are all very nice and loved sharing their experiences and knowledge.'

'I like how ExpoTees was organised. It created a very relaxed atmosphere to chat with people from industry.'

'We got to see so many studios in such a short space of time and see how they work.'

'I really enjoyed it and had a great time. I took 50 business cards and came back with only three. My feet might still be hurting from all the walking on hard pavements, but it was all worth it. Thank you for the opportunity, it was fantastic. Never stop doing this event.'



For more information contact Justin Greetham on 01642 342692 or j.s.greetham@tees.ac.uk

The logo for DNEG, featuring the letters 'D', 'N', 'E', and 'G' in a bold, orange-red, sans-serif font. The 'D' is stylized with a small notch on its left side. The background is a dark teal color with two large, curved orange-red lines that sweep across the top and bottom of the page.

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Launched in 2018, Dynamic Content is a content production, management and delivery platform that allows retailers to deliver deeply engaging and targeted shopping experiences, across all channels and at any scale.

Uniquely, Dynamic Content facilitates the planning, scheduling and delivery of content across web, app and store channels from inside one platform,

handing control to creative teams while simultaneously optimizing the content production process.

Dynamic Content was built in Middlesbrough, the base location for the entire Amplience development team. Unlike existing Web CMS solutions, Dynamic Content is built API first and is 'headless' in the sense that content is managed separately from content presentation. This separation enables content teams to work directly on building core content sets without having to simultaneously solve for all of the presentational contexts.



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Teesside University Digital Studio portfolio

Based in the School of Computing, Media & the Arts, Teesside University Digital Studio is a hub of innovation, enterprise and employability bringing together multi-disciplinary groups of students, graduates and staff to work on commercial digital and creative projects for individual commissions or projects with our strategic partners.

The Studio is a response to the need for the School to support our student's employability prospects providing work-ready graduates for the creative and digital industries. It also provides an exciting collaborative environment to combine our research and enterprise specialisms under one roof.

The external projects in particular have provided an invaluable insight into developing appropriate attitudes and pipelines for working

with professional clientele, valuing clear communication and effective organisation in order to fulfil the criteria of each project.

The Digital Studio has been involved in work and consultancy projects in the areas of story-telling, 2D and 3D animations, historic reconstruction, app development, virtual reality (VR), augmented reality (AR), and medical simulation for the NHS.

Live projects include:

- AR for medical visualisation for the NHS

- VR project for training purposes for emergency fire and police services
- AR project for large retail clients to allow their customers to visualise products within a domestic setting
- AR project to allow historic settings to be brought to life for Historic England
- AR project to help engineers within a chemical engineering context.

Here are just a few of the recently completed projects by the Digital Studio:

Cyber Essentials – North East Regional Special Operations Unit



Working with the North East Regional Special Operations Unit, Teesside University was commissioned to produce a series of six short animations that aimed to help small and medium-sized enterprises improve their cybersecurity. The six animations consist of an introductory video, accompanied by five episodes that go into more depth on the five controls that can be easily put in place to prevent cyberattacks.

BREECH



Breech was created to help educate and support women with a baby in the breech position, providing the options that are available to them for a successful birth.

The film is based on the research by Dr Rebecca Say, who at the time was an academic speciality training registrar in obstetrics and gynaecology. The film was funded by the National Institute for Health Research Doctoral Research Fellowship.

Breech was directed by award-winning director Ellie Land, animated by a Teesside University graduate and two Teesside animation students on industry work experience. It was produced by Siobhan Fenton, Associate Dean (Enterprise & Business Engagement) in the School of Computing, Media & the Arts at Teesside University.

South Tees NHS Animation and CPD



Commissioned by South Tees NHS, Teesside University were responsible for the writing, design and production of a short 2D animation and online interactive toolkit to teach and promote the benefits of patient pre-habilitation aimed at general practitioners. The toolkit starts with an engaging short animation presented as an introduction to the CPD training and is used to explain the concepts, risks and benefits of pre-habilitation. The user then follows the CPD course in a linear fashion and ends each section with an interactive Q&A to prove their understanding. Once successfully completed the user has the opportunity to print a certificate of completion.

049



049 (0 for 9 months) is a short animation that was commissioned by the FASD Network UK and Stockton Borough Council in 2015 to educate teenage girls and boys about the effects of Foetal Alcohol Spectrum Disorder caused by drinking when pregnant.

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At Trade Interchange, we help big businesses manage their supply chains through our cloud-based software.

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Jessica Bates graduated from Teesside University in 2017 with a first class degree in BSc Computing. Soon after, she secured a graduate role as an ASP.NET Developer at Trade Interchange.



I like the fact my voice is heard when it comes to product development and love working with a growing company like Trade Interchange.

My time at Teesside University has given me the underlying knowledge required for my job, and I am excited to progress further in my role.

Jessica

WHO WE WORK WITH



INTERESTED? CONTACT US:

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Animation & Visual Effects

These projects demonstrate the level of expertise by students on the School's animation and visual effects courses. The projects, chosen and developed by the students themselves, allow them to focus on a wide range of skills that enable them to integrate seamlessly into their chosen industry and be productive from day one.

Graduates from these courses have gone on to achieve success in major animation and visual effects studios in the UK and around the world such as Framestore, Double Negative, Moving Picture Company, Cinesite, Pixar, DreamWorks and Industrial Light & Magic. Some have forged successful careers in games development and industries such as medical, oil and gas, and architecture. Others have become successful entrepreneurs running their own studios based locally and elsewhere in the UK.



Teesside University is ranked in the top 20 list of international animation schools (*Animation Career Review 2018* – tees.ac.uk/source). Our students enjoy using dedicated facilities that are provided for animation and visual effects, with access to a traditional animation studio that combines cutting-edge technology with wet room facilities, as well as access to our world class AVFX Studio. We also have a motion capture studio right next door, where our students can find some of the best motion capture equipment available in the UK. Studios are available 24 hours a day during term time.

Undergraduate

-  BA (Hons) 2D Animation
-  BA (Hons) Computer Animation
-  BA (Hons) Computer Character Animation
-  BSc (Hons) Technical Direction for Visual Effects
-  BA (Hons) Visual Effects
-  MComp (Hons) Visual Effects

Postgraduate

-  MA Animation*
-  MA Computer Animation and Visual Effects
-  MSc Technical Direction for Visual Effects

*Subject to University approval

BA (Hons) Computer Animation and Visual Effects



Francesca Carissimo

Floating Into a Dream

In this project I composited a scene using live footage, 3D objects, simulations and matte painting techniques. The video has the scenario of a dream, so some things don't follow the logic of the real world. There are two main scenes set in a natural environment. One scene is focused on the element of earth and wind; the setting is a field of flowers blown away by the wind using simulations. The other scene is focused on the element of water; the setting is a lake (live footage) in which there are some creature's tentacles (3D) coming out from the water (simulated). Both scenes have floating rocks in the background. With this project I tried to put together what I've learnt to do; applying the VFX techniques on a live footage: in particular compositing, simulations, visual development of a scene, and a bit of modelling/texturing.



Olivia Jou-Li Jade Ch'ng

Wall of Life

My project shows a wall that transports you through different stages of a star's life and her downfall from fame. The wall features various stages/scenes of the star's life panning across the Wall of Life. Lighting is the main form of visual communication, reconstructed to voice the essence of the storyline.





Daniel Field
Infinity

I have created two fully CG environments using my skillset of modelling, texturing, lighting, rendering and compositing, with good use of cinematography to showcase them. Environment 1 is a retro arcade set around the 80s with neon style lighting to really sell the piece. Environment 2 is an Avengers-themed bedroom. Highly polished close-ups of assets were used to really showcase close attention to detail in this one.



Kevin Garcia Gullanger
Blood & Bone

My project focuses on hard-surface modelling. I have two characters, one is a humanoid and the other is a quadruped mechanical dog. The characters function as a sniper team, where the bounty hunter is the gun and the dog is the spotter and weapon-carrier. The setting of their story is in a future post-apocalyptic world, where places can vary from cyberpunk-like cities to radioactive wastelands. Their appearance reflects the world they live in, while their animation reflects their personalities. The event that created this bizarre world goes way back to a war between the humans and the first alien encounter. The characters are animation-ready and fully rigged. After researching how a quadruped animal (dog-like) moves and behaves, as it is also a mechanical creature, I have learned more than just basic rigging. Because they are fully textured, a whole lot of experience has been gained through aiming at realism.



James Lacey
Advanced Compositing Techniques

My goal for this project was to produce a showreel which demonstrates a wide variety of compositing techniques that I have developed throughout my studies. The techniques used on this project are rotoscoping, prep, paint, camera tracking, 2D tracking, object tracking, matte extraction and sky replacement. The showreel features multiple shots, all of which display different techniques, as well as one hero shot which showcases many of the techniques composited together to a high standard. The project has allowed me to further advance my compositing skills, as well as giving me the opportunity to develop a deeper understanding of software that is currently being used in industry today. I have used Nuke, Maya, Photoshop, 3D-Equalizer, 3D-Coat and Silhouette.



Roman Leon Santiago

VFX Artist

I have chosen to exhibit my final-year project alongside work using techniques such as matte painting, rotoscoping, simulation and cinematography fit for the cinema and the video game industry.



ROMAN LEON - VFX ARTIST

romanleonvfx@gmail.com

romanls.com



Irina Iulia Lucaci

The Last Tea Ceremony

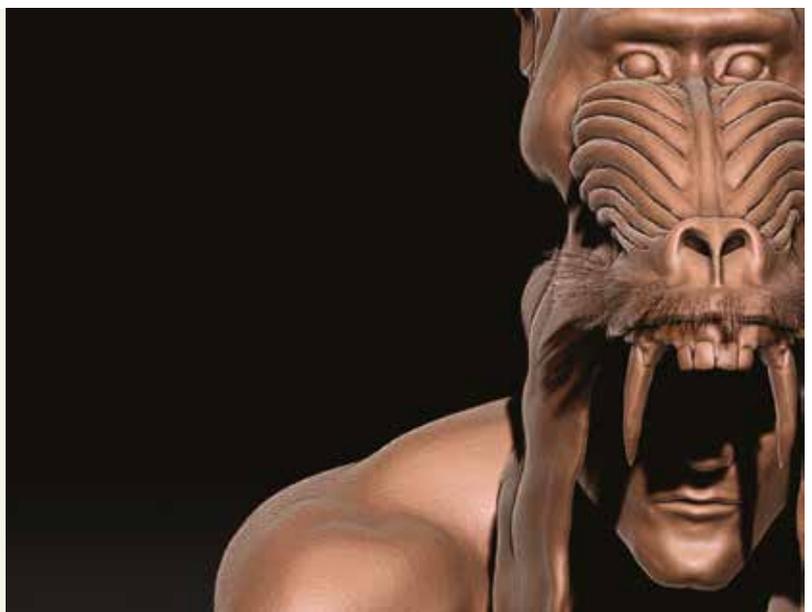
The Last Tea Ceremony is a 3D modelled scene which includes two characters: a Japanese princess and her royal guard. The scene focuses on the aspect of a tea ceremony as a stop frame in which we can hear the battle happening outside the palace. The scene is called The Last Tea Ceremony because following that battle, the princess is waiting to surrender to her enemies. Each character has a representative symbol. The dragon for the samurai and the peacock for the princess. The details of the sculptures are subtly telling their story. I started with modelling the base of each element needed in Maya and 3ds Max for the next stage of their development in ZBrush. For the clothes, I learned and used Marvelous Designer for a more realistic effect of the folds. After the details and sculptures were finished, I unwrapped the UVs, baked the normals, and retopologised the main models in 3D-Coat. The next process was texturing in Substance Designer. I also used Photoshop to manually paint some elements of the textures such as the highly detailed kimono. The scene was rendered in Arnold and post edited in Nuke and Premiere Pro.

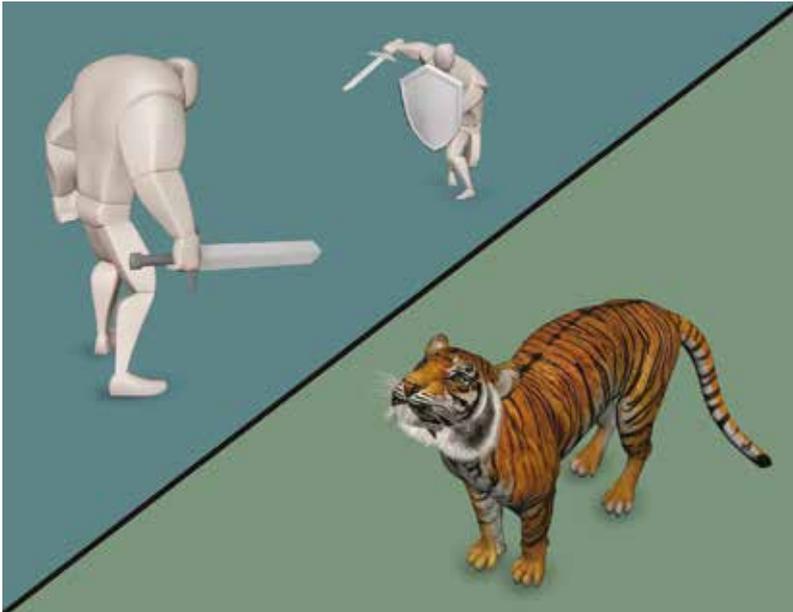


Connor McLeod

One Family

My goal for this project was to create a set of models that tell a story. The story is of a father protecting his adopted baby baboon as well as his own human child. Inspired by the movie *Tarzan* (1999), my story has the baby being accepted into the family even though he is not one of their own. The scene consists of three highly detailed sculpts, with the grown man as the focus point, using lighting to complement the scene. I used ZBrush for the sculpts and rendered out my scene using Arnold.





Kenneth Mo

Body Mechanic Animations

I have produced two separate 3D animations with different features to them. The first animation is a stylised combat sequence where two human characters engage each other in battle. One of the characters is the classical hero type with sword and shield, while the other character is a large villain with a great sword. The other animation sequence is of a tiger doing various movements and actions. The aim of the project was to improve my skills and understanding for body mechanic animations, so I decided to obtain professionally made rigs to avoid time spent on modelling, rigging and texturing. The movie was made utilising Maya for animations, Arnold for rendering, Nuke for compositing and Premiere Pro for editing.



Thomas O'Doherty

Thomas O'Doherty, 3D Artist

I am exhibiting my final-year project, which is a high-detail, 3D-modelled environment of a mechanic's workshop, fully lit, textured and rendered. There are also some smaller works that I completed as part of a group project, which are renders of a character and an environment I worked on. Modelling is something I have come to enjoy a lot at Teesside University, and the area I have put most of my time into developing. I've learned a lot along the way, so this project was perfect for me to apply all that development and learning into one final high-fidelity piece. It proved to be quite a challenge to pull off by myself, but I learned a lot from the experience.

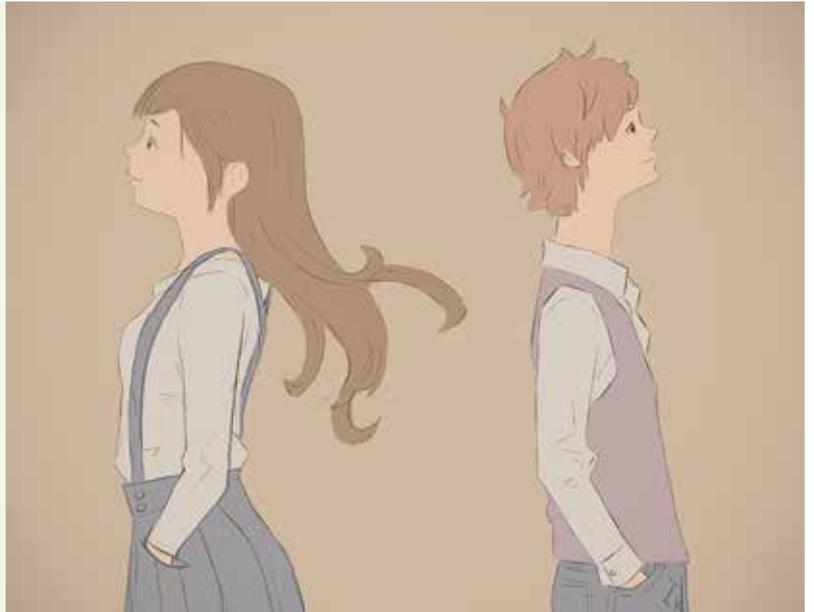




Espen Flagtvedt Olsen

Forever in a moment

The project is a short (max 1 minute) 3D character animation with emphasis on the presentation, and visual experience to tell the story and portray the feelings of the characters. The story is about two young people who are travelling by train: they happen to bump into each other, setting up a string of events that leads them together, and they discover they're heading for the same place. They get to know each other, and have a good time, playing around and experiencing the life around them before falling asleep, resting on each other's shoulders. The movie takes place in a Victorian-style train station, and onboard a train. The overall style is leaning towards a toony style, rather than aiming for a purely realistic style or completely 2D. The environments are highly detailed to stand in contrast with the simpler design of the characters. The goal was to make a short animation filled with stunning visuals meant to portray the emotions and tone of the characters. Among the skills I developed is an HDR workflow, visual storytelling, cloth and hair simulations.



Rebecca Ann Pearce

The Old Tavern

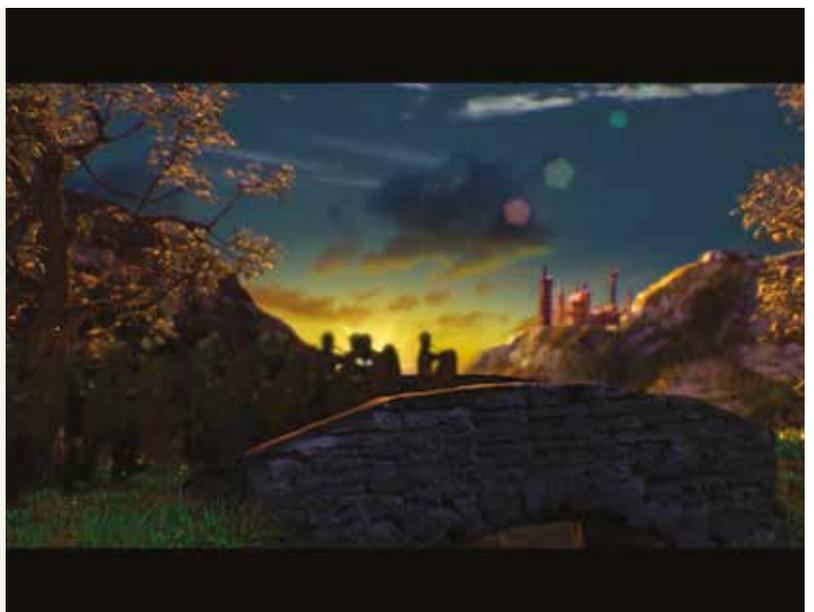
I have chosen to exhibit my final-year project at ExpoTees. This is a 3D environment piece that presents my 3D modelling, texturing, lighting and rendering skills to the public. I feel that this project demonstrates the skills I have acquired throughout university to the best of my abilities, and represents me as the 3D artist I would like to be.



Lewis Power

Fairy Tale Sunset

This project is a landscape piece with a feel of fantasy to it; the composition features the sun visibly setting in the distance. This gives the project a sense of exposition and exploration. My goal was to draw the audience in and intrigue them with the world I have created, as well as impressing them with the visuals. I made this environment from scratch, combining both 2D and 3D elements, with the goal of making it as believable and realistic as possible, in order to fully immerse the audience. A side aim of mine was to give my landscape a cozy feel, with warm colours and nature, that many fantasy films employ.





Yi Pan Tan
Museum Environment

For my project I chose to do a visual development of museum galleries and exhibitions. In addition I wanted to apply what I've learnt, as well as further enhance my skills in modelling, lighting and rendering.



Elle Thubron
Train Journey

I am exhibiting a short film clip which allows the viewer to look out of a train window. The main focuses are the matte painting in the background and the 3D assets in the scene. The concept of this film is to make believable scenery the viewer sees. I have developed my skills further in matte painting and 3D modelling while working on this project. As I enjoy visual effects I wanted to try out different skills with the visual effects side of animation.

BA (Hons) Computer Animation and Visual Effects (with Foundation Year)



Mohammed Elfatih Burie Abdelrahman
What do mushrooms do?

The work that I have decided to exhibit today is an animated short I have created called 'What do mushrooms do.' The short is about two mushrooms that decide to consume humans and we then view one of the mushroom's drug experiences. For the development of this piece I delved into various techniques but the ones I developed were rigging, matte painting and 2D animation, although the piece does use more techniques than the ones stated.



Natalie Jade Blake

Superhuman: A Study in Superpowers

I am exhibiting a video which shows different people demonstrating superpowers. As part of this I am looking into simulation and particle effects. I took this as an opportunity to polish the skills I already have with simulations and particle effects to bring it up towards industry standard. The particle effects I focus on are fire and smoke creation and diffusion. In my video this is demonstrated by an actor appearing to have fire erupting from their hands. Another actor appears to have lightning leaping from hand to hand. This was achieved by using the toolset in After Effects. The programmes used are primarily Maya, After Effects and Premiere. I have used these programmes throughout the last three years, and I am confident in my ability to utilise these skills in future commercial environments.



Akhil John

The Big Picture

This project was used to create my perfect home cinema system if money were no object. My goal was to blend CGI and live-action visuals, to be seamless and as photorealistic as possible. The environment showcases modelling, texturing, lighting, and rendering, while the projected image highlights the use of cinematography and colour grading. The visual elements of the room were inspired by the minimal aesthetic of Dieter Rams, an industrial designer active in the late 1960s. Carrying on with the theme of the 1960s, the room resembles the final shot in the film *2001: A Space Odyssey* and has a very symmetrical composition inspired by its director Stanley Kubrick.



Matthew McLeod

Procedural Rigging

For the 3D models I have acquired, I have developed a rig-building user interface. It allows users to interactively place proxy locations. The rig has squash and stretch capabilities and many flexible controls to allow the animator to push for extreme poses. The character rig also includes a curve-based facial-rig and reverse foot controls. Alongside user interface, I have constructed a handful of mechanical rigs to widen my knowledge of rigging, these include dynamics wheels systems.





James Porter

Immersion

Immersion is a surreal short sequence that focuses on procedural modelling, simulation and lighting. The scene is set in a clean, minimal apartment and shows an abstract character growing from the ground in an organic and sporadic fashion. Around the character are other simulations, including floating liquid to add to the surrealism of the sequence. This demonstrates my skills in simulation, procedural and regular modelling, lighting, texturing, compositing and grading.

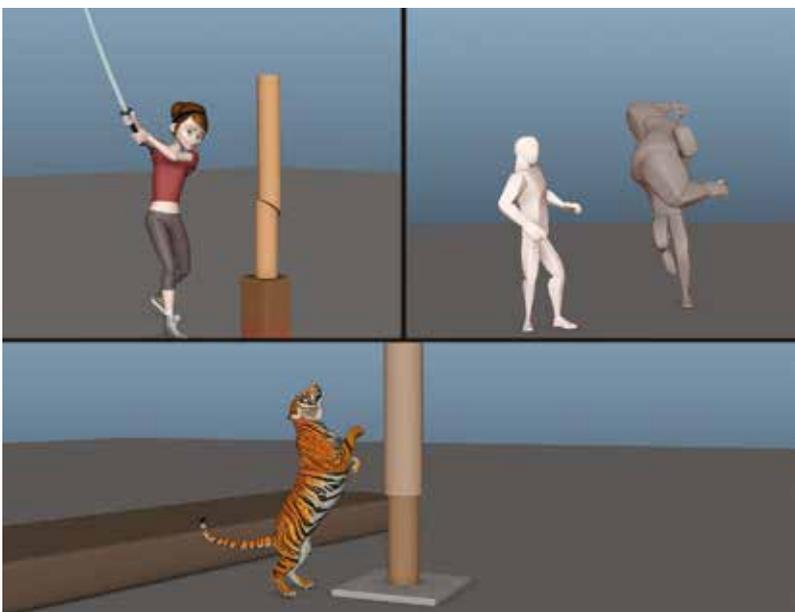
BA (Hons) Computer Character Animation



Karl Bernhardt

Animation

I have chosen to showcase my animation I have worked on both at university and in my personal time. These animations demonstrate my passion for the craft and different aspects of it from creature to feature animation.



Henrik Eia

Mechanics

I created four 15-second 3D animation shorts, to present my animating skills:

1. a fight scene where a bounty hunter fights monsters for a reward. I learned a lot about characters interacting and weight
2. a quadruped (tiger) from real-life reference. I learnt a lot about the animal and its behaviour
3. emotional change in a character. I now have a better understanding of how body language plays a huge part of the emotions
4. cartoon animation. Now I know that breaking the rig at the right time to complement a pose or a fast action can be a good thing.



Nina Enter

Adventure Awaits

Adventure Awaits consist of two animated clips that showcase my 3D animation skills. My first clip is a dialogue piece with sound taken from the musical *Hello Dolly*. I chose to use an extract from the song *Put on Your Sunday Clothes*. I have used rigs sourced from Long Winter Studios. This shot is set in the protagonist's mother's basement where he sings to his cynical English bulldog, Barnaby. I was able to explore a more snappy and cartoon animating style during this piece, as well as develop my lip-sync skills. Using a tiger rig sourced from CG Spectrum, my second animated clip is of a tiger approaching a hidden camera, and focuses on quadruped body mechanics. Whilst animating, I was able to explore ways to portray big cat emotion, as the tiger cautiously approaches the camera, not knowing whether to trust this new strange object. In this project I have used Maya, Photoshop and Premiere to create my final reel.



Cato Hansen

Samurai Armor

I focused my attention on hard surface modelling. I sculpted a set of lifelike samurai armor, adding a sword to complete it. There is a basic human shape underneath, as I was focused on the armor. To create my model, I used ZBrush. I felt that focusing on modelling would give me a great final product to display on my showreel, but would also help me develop my 3D artist skills as well.

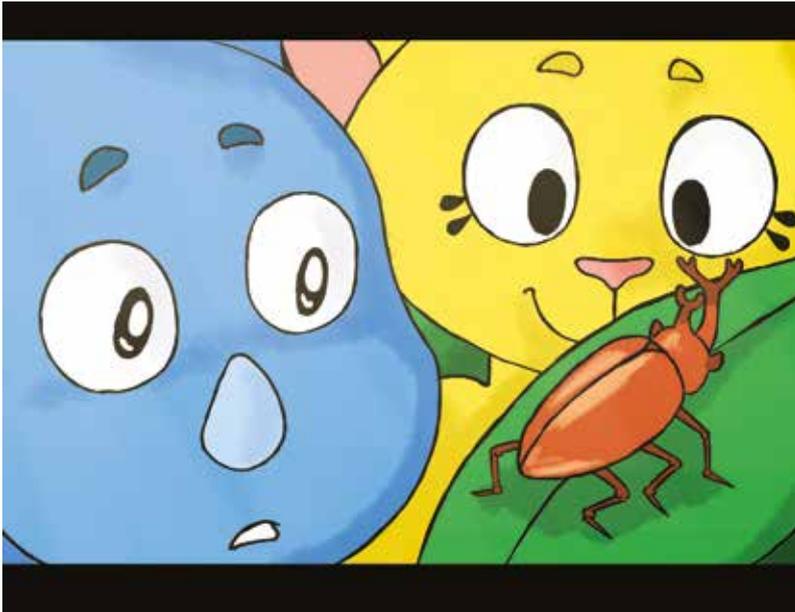


Rachel Hindes

Little One

Little One is a short 3D and 2D-animated piece following a 6-year-old girl, Lindsey, who loves reading and playing with her toys. She decides to read a book, but the ending is sad, so she wishes for a different ending, imagining the character brought to life in her room. The interaction between the two creates a different ending in the book than the one read. When the book character is happy, it goes back into the book, and the pages change to a happier ending. Skills demonstrated from this are 2D and 3D acting animation, facial animation, 2D-effects, camera compositing and placement.





Isabelle Robotham

An Exploration into 2D Animation

I am exhibiting a 2D showreel which I have created for my final-year project. The animation within the showreel has been made in Toon Boom Harmony. I wanted the scenes within my showreel to convey a sense of story rather than simply demonstrating animation principles. I came up with a few story concepts and then used Photoshop to test out character and set designs. When designing each scene, I was mindful of being able to display variety, whilst also maintaining my own distinctive visual style. I used Photoshop and Corel Painter for the backgrounds within my scenes and Toon Boom Harmony for animation. Through my research during this project I have gained skills in digital painting, cinematography, animation, and storytelling techniques.



Katarzyna Sokolska

Character Animation Showreel

This project is about showing the 3D-character animation skills I have obtained and exhibiting them in a professional manner. To fully show my skillset, I decided to push myself to create polished, industry-standard animations, in the areas that interest me the most. My project consists of two stylised animation shots; a dialogue shot, which let me explore acting performance, staging and how to develop a believable and emotive performance. In my second piece, I decided to create a short dragon animation, that not only helped me with understanding creature anatomy and locomotion, but also let me explore how to create a believable performance of a fantasy creature while using reference based on real animals. For this project, I researched facial animation, acting theory, creature locomotion/anatomy, and cinematography. The tools I used to produce this project included Maya, Photoshop, and After Effects.





Jo Teing Tan

Jail Break

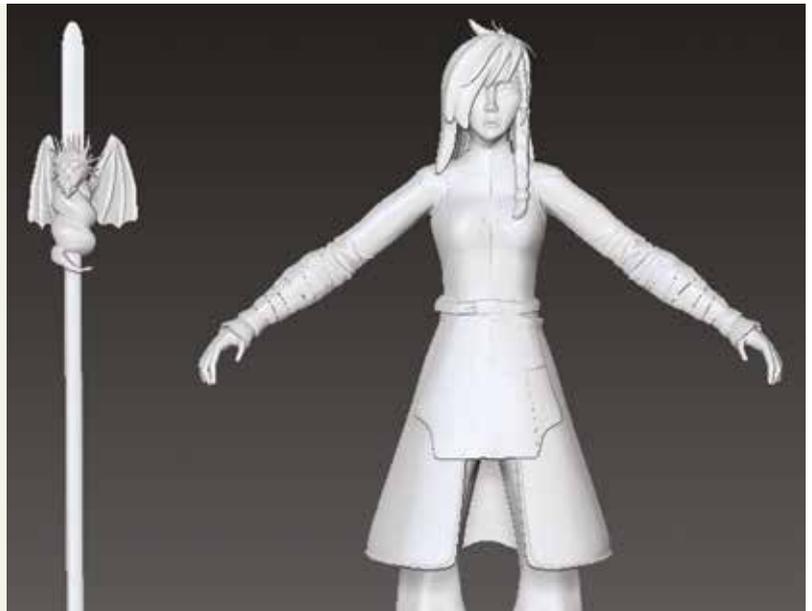
Jail Break is a 3D-animated short film about a prisoner trying to escape his jail cell through different types of methods. This project's animation is stylized and cartoony and mostly consists of acting and body mechanic shots. My motivation for this project was to improve my animation skills and to place this project into my showreel for employment opportunities. The software used for this project includes Maya for modelling and animation, Photoshop for story boarding, Premier Pro and After Effects for the final edit.



Hayley Wilson

The Workflow of Creating a Character Model with Suitable Assets

For my project I created a character concept which I took into digital software such as 3D-Coat, ZBrush, and Maya in order to create a 3D model of the character, including appropriate props and assets to accompany the character. I also plan on researching into different ways to sculpt hair and clothes for a character, as this is an area I would like to become more experienced in.



BA (Hons) Computer Character Animation (With Foundation Year)

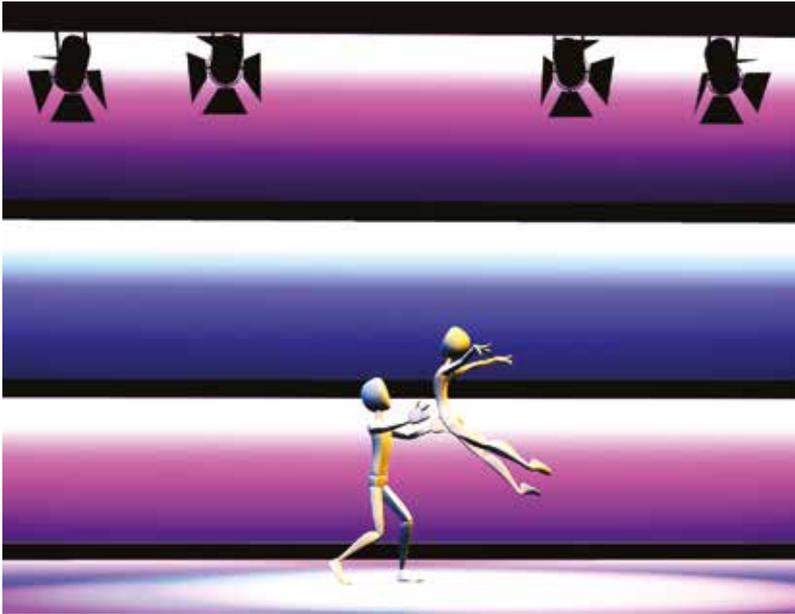


Jeff Robert Bridgewood

Crush

A cute, light-hearted project that explores a comedic love story of two destined lovers. One is of royal descent, the other is unknown; a stranger without a cause. This cartoony, camp adventure begins with young Prince Honey being captured by the spooky ghost gang. It's up to Aki the wanderer to save Prince Honey from the den of bad spooks, as Aki traverses through dangerous locations to save the poor damsel prince. The path I took for the project was a 2D-heavy, animated piece. This included hand drawn 2D effects, character, design, frame by frame animation, concept art, and digital painting.





Lara Tilbury A Study on Weight Placement in Dance

I am exhibiting work from my final-year project at ExpoTees. The project is a study including an animation highlighting the vast majority in movement and weight placement in limbs between two dance styles, ballet and street dance, and how their movements can be exaggerated to enhance the visuals of the characters in the film. The study also involves turn-around 3D models of dance poses to study the muscles that are used to produce extravagant and complex poses.



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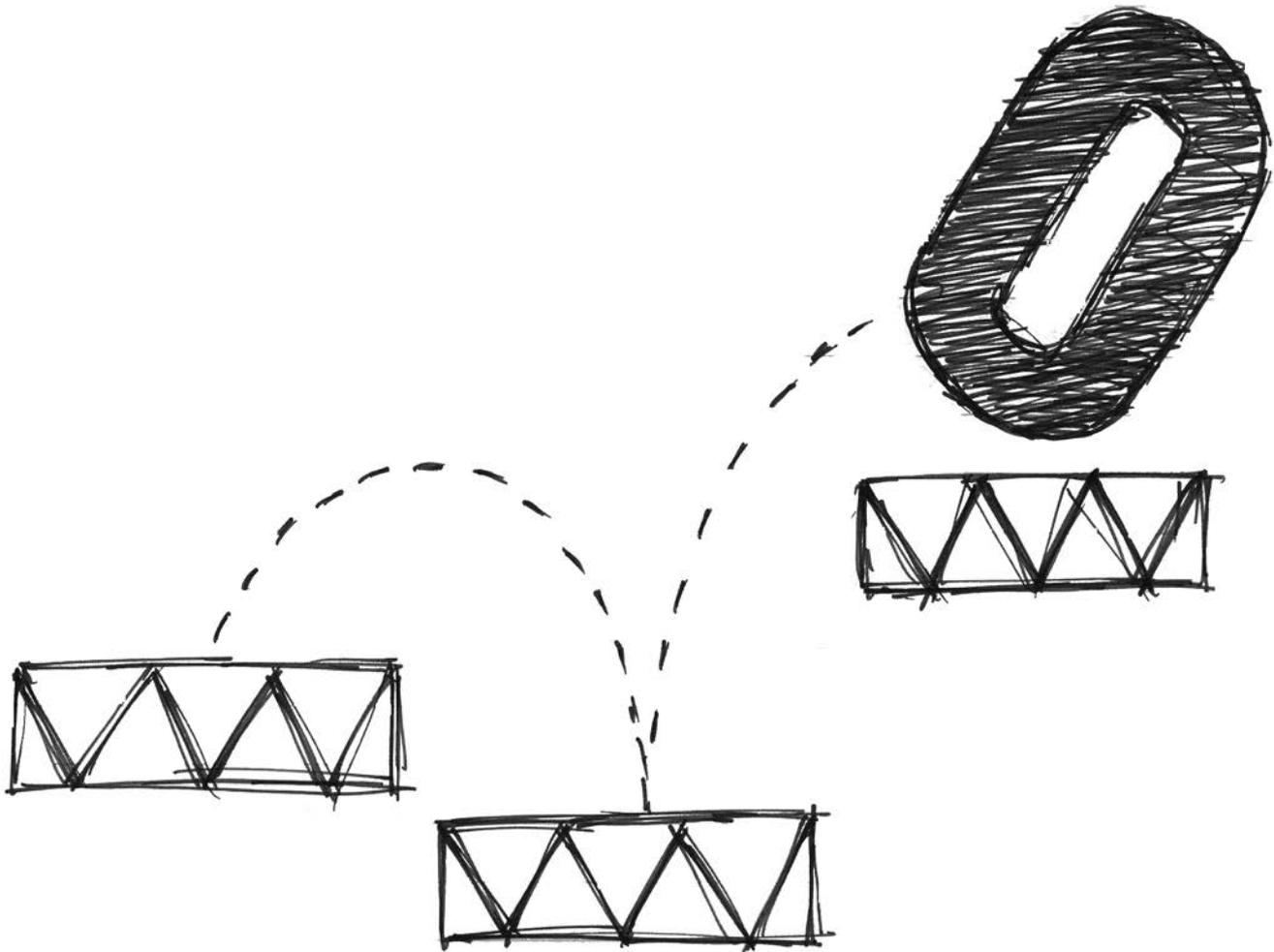
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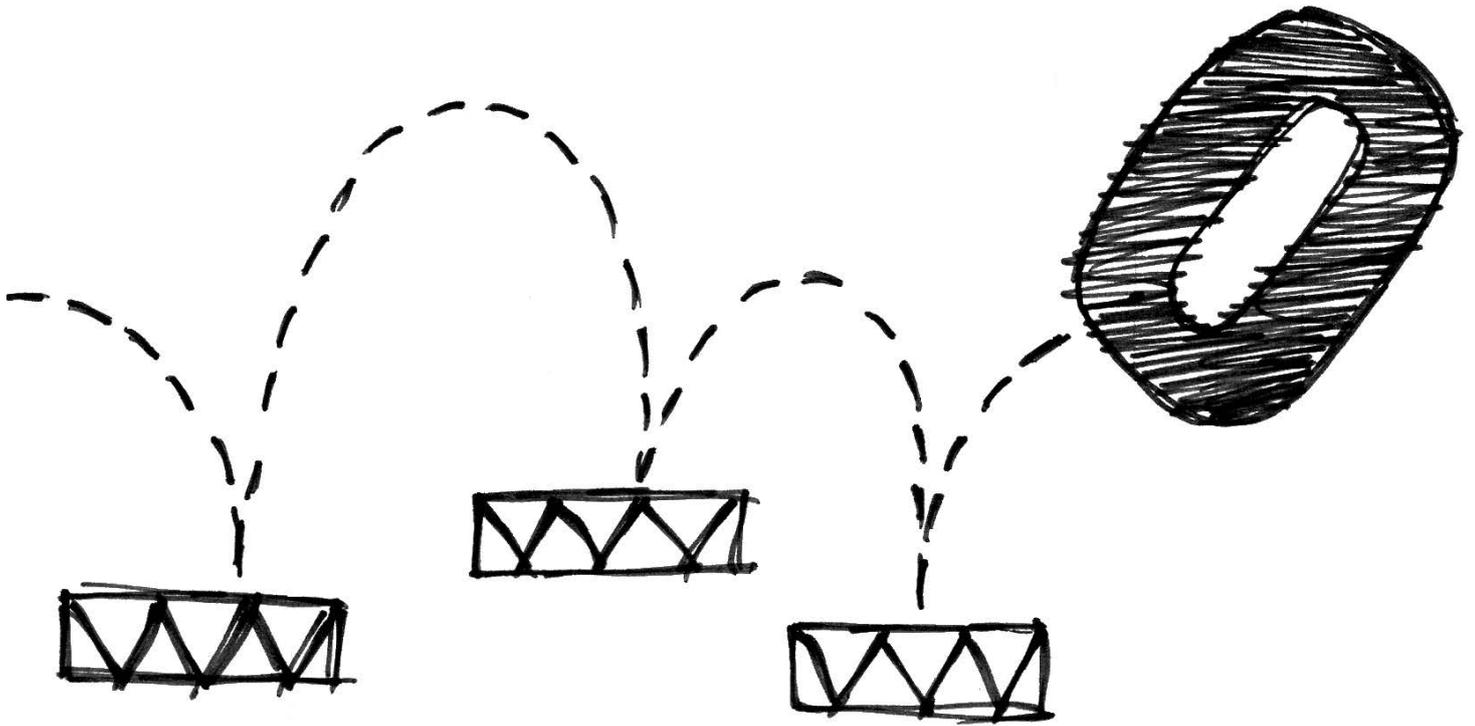


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Games

Teesside University enjoys an excellent reputation in the exciting field of computer games. Our courses cover all aspects of games development. Our students can choose from courses designed for careers in computer games art, games design, games programming and concept art.



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Undergraduate

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- 0 BA (Hons) Computer Games Art
- 0 BA (Hons) Computer Games Design
- 0 MComp (Hons) Computer Games Design
- 0 BSc (Hons) Computer Games Programming
- 0 MComp (Hons) Computer Games Programming
- 0 BA (Hons) Concept Art
- 0 BA (Hons) Indie Games Development
- 0 BSc (Hons) Technical Game Development

Postgraduate

- 0 MA 3D Games Art*
- 0 MA Concept Art
- 0 MA Concept Art for Games and Animation
- 0 MA Games Design
- 0 MA Games Development

*Subject to University approval

BA (Hons) Computer Games Animation



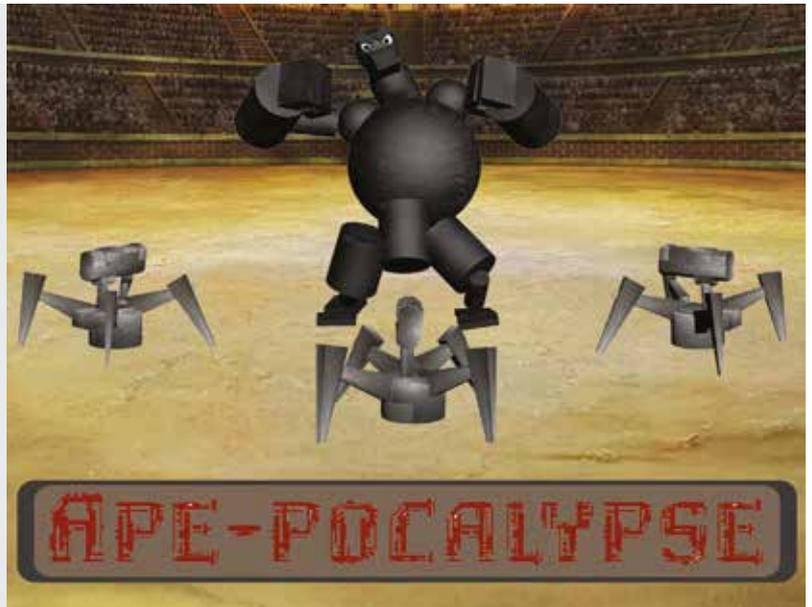
Craig Buckton
Zerina

Zerina is a female archer. The project is a key frame animated character fully implemented into UE4 with working animation, interactions and other animations too. The character has extra bones on her hair, satchel, scarf and quiver which help bring her to life. The rig and world she persists in are both free and not created by me but all the animations, mechanics and implementation is. It is in a vibrant colourful world that is great to look at. Alongside a demo video I have a playable demo for anyone interested along with an open project for those interested in my blueprints and implementation.



Jez Dunn
Gorila Smash!

A game prototype built from scratch. A fun little exercise in robot smashing that I hope showcases my animation skills both visually and technically within Unreal Engine 4.



Brandon Lane
Cinematic character animation

The animation created pays homage to the game Overwatch. It is a 30-second dynamic action sequence which displays a variety of abilities from the main character. The animation was created in Maya to improve my cinematography and better my understanding of cinematic animation. There are small visual effects created within Houdini. The animation went through the entire process of storyboarding, animatics, pre-vis, and finally animation.





Ryan Moffitt

Cinematic Action Cutscene

A thrilling animated chase scene created for my final-year project, consisting of two fully key-framed characters, cinematography, lighting and audio. During this project I have focused on improving my knowledge of fundamental animation principles and applying what I have learnt onto two contrasting characters. I studied acting through body movements and mechanics, and how they can be exaggerated to create differing personality's within characters. Software used included Maya for animation, Photoshop for planning and storyboards, Premiere Pro for compositing and editing and Adobe Audition for audio.

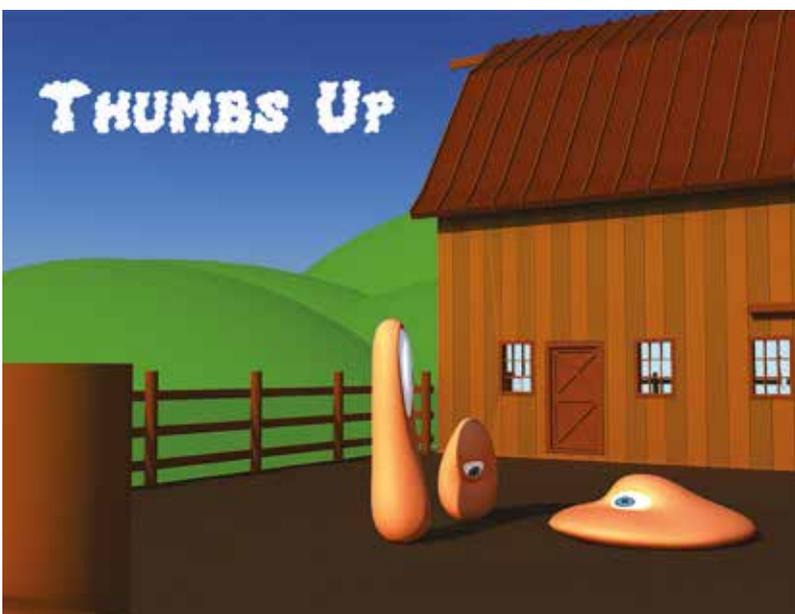


Maximillian Chukwemeka Stanley

Extreme Retaliation

This is a short keyframed animated fight cinematic rendered in Unreal Engine 4. Animation has all been done using Maya 2017 and then exported into the game Unreal Engine 4. The action itself has drawn inspiration from various hand to hand combat media, then exaggeration and further fluidity. Whilst producing this I have developed knowledge of the cinematic pipeline with the addition to this all being developed with a game engine that allowed me to easily update the environment, see those changes in real-time and cut out huge render times and still look high quality.

BA (Hons) Computer Games Animation (with Foundation Year)



Connor Crawford

Imminent Demise – Pre-vis/Cinematic

Facial animation: I want to exhibit a 15-second facial animation which has already been polished and completed. I learnt how to apply visemes and phonemes to facial animation, and managed to refine my workflow as an animator. It has helped me understand nuanced expressions and reading of expressions in day-to-day life. BETA Arcade; I would also like to show off my third person and first person animations for a group project we have completed. I would also like to display my FYP project. The cinematic is an exciting, first person and third person action thriller with polished cinematography and animation as the main feature. I also included sound effects and visual effects as a pre-visualisation. Part of this piece of work is a requirement for the third stage of an interview, to secure a junior animator role at a games studio in Nottingham, Deep Silver Dambuster Studios.



Mason Robert Croom Meet Meep

My project is a playable level based in Unreal Engine 4, demonstrating hand key-framed animation suitable for engine play, demonstrating both blend spaces and state trees. The level itself has some basic mechanics and level design to make the level enjoyable to play. I used a rig created by Truong and the environment was supplied by Unreal - Infinity Blade Grass Land. You'll be playing as Meep. A little Robot who wants to escape and see the rest of the world. Sneak past evolved Meeps (Murps) and escape! Meep was animated with a child like curiosity towards the world, which meant targeting a specific animation set that portrayed this to the player. This consisted of children's TV shows and children's locomotion. Murp went through several changes before I landed on the floating CCTV like head that patrols the map, and animating him this way was a technique I had never tried before, but was ultimately happy with the result. This project helped me develop my skills in Maya alongside Unreal Engine 4. Come by and help Meep escape!



BA (Hons) Computer Games Art



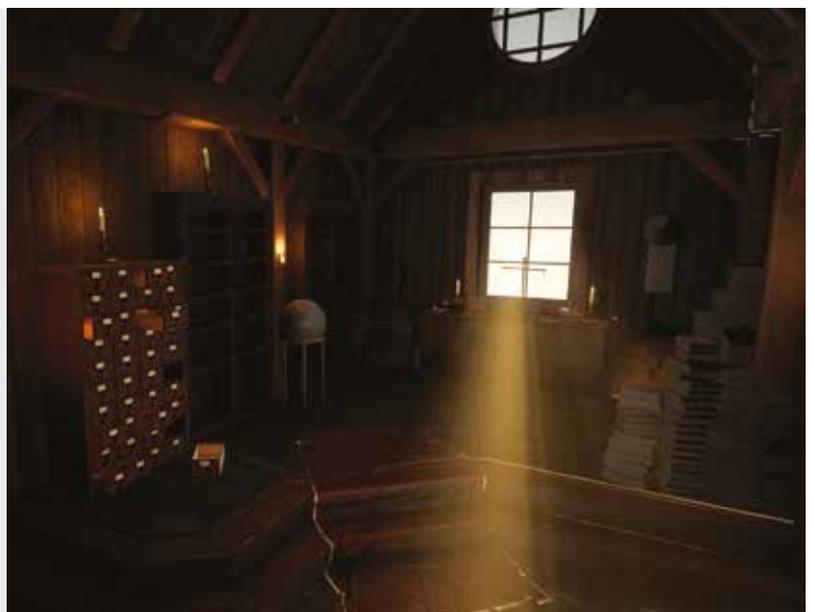
Jonathan Bale The Dynapoint

My final-year project is an underwater VR scene, developed in Unreal Engine 4, with the main location being referenced from the Andaman Sea, a marginal sea of the eastern Indian Ocean. There are also ideas from natural sea life and reefs around the world included within the project, taking reference from such places as Dwarka, India and the Orda Cave, Russia, and many more. This project has let me develop a stronger artistic ability to visualise entire levels and detail with minimal concept art and direction. It has also let me improve my time management skills, as this was something I lacked in previous projects. Also, I have extended my polygonal modelling skills and I'm now able to generate clean and efficient models at a faster pace. This project has also allowed me to look more into blueprinting, texture creation and coding, which was something I wanted to get better at.



Samir Bolseth Benounis Apothecary Study

I've created an interior environment based in the 16th-17th century, belonging to an apothecary. The aim of the project was to create a cluttered, almost claustrophobic environment, rich in small detail, and with a warm atmosphere. The project pushed my modelling, baking, texturing and design skills to their maximum and helped me improve my overall workflow.

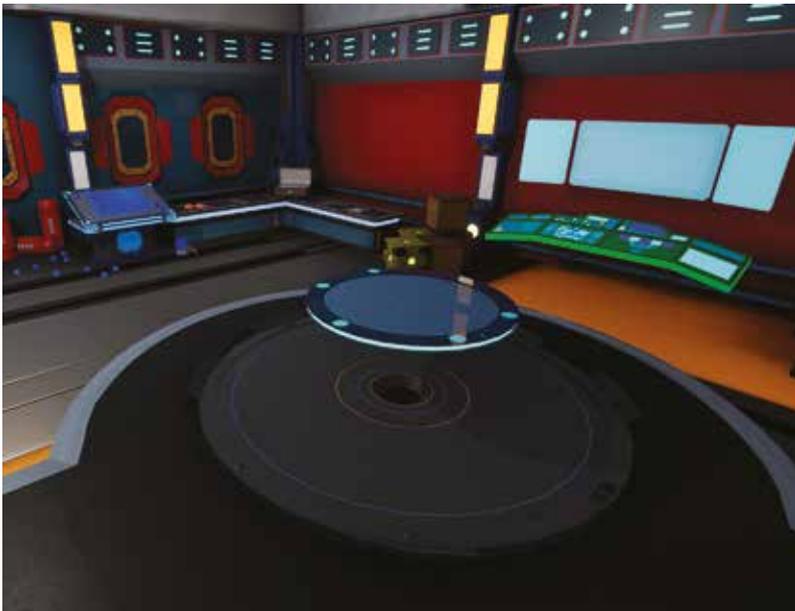




Noemi Csilla Biro

PROJECT TITLE TBC

I would like to exhibit my final-year project artefact, which is a Necromancer Samurai on an Undead Warhorse. The artefact was created using industry techniques, like digital sculpting, PBR texturing, lighting, rendering, rigging and skinning. I would also like to exhibit several of my other works, some of which were created for University projects whilst others were freelance work or created for my personal pleasure. Most of my work is character art related. All of my works are published online under my artist name Mathia Arkoniel: artstation.com/mathiaarkoniel.



Ryan Christopher Bradshaw

Robot Workshop – Ratchet & Clank Inspired Environment

Inspired by the art and style of the Ratchet & Clank video game series, I want to create a robot workshop environment to be placed in an engine that showcases my skills as a 3D artist. The environment features custom robot designs, fitting interior decor, and a custom weapon created in the Ratchet & Clank style. Through the course of the project I have developed skills such as idea conception, creating detailed game-ready assets heavily influenced by an existing style, texturing and texture creation, environment building, engine implementation, particle effect SFX, minor animation, lighting and rendering. The hope is that by the end of the project I have a beautiful environment, successfully made in a style that I love, making my portfolio stand out and showing just what I'm capable of and ways I can contribute to the games industry.



David Bullock

Moroccan Villa

I am showcasing an Unreal Engine 4 environment, set in a Moroccan-themed villa inspired by the TV show Narcos. My main focus in this work was to improve on my skills in environmental storytelling, lighting and realistic texturing, while also developing and streamlining my production pipeline. My assets were produced using 3Ds Max, ZBrush and Marvelous Designer. Materials and texturing was created in Substance Painter and Designer, and implemented in Unreal Engine 4. This project has given me the opportunity to apply a range of skills I have developed over my time at University, and showcase how I have progressed as an environment artist.



Luke Burnell

Scottish Highlands Unreal Editor 4 Environment

I created an outdoor environment based on the Scottish Highlands, 400AD. The main focus of this environment is a small settlement, consisting of buildings which are accurate to the time period I chose. I created this environment in Unreal Engine 4, and used a variety of software such as 3Ds Max, ZBrush, and Substance Painter for creating most of the assets, Substance Designer for creating various materials, as well as some more specialised software such as World Machine for creating the large landscape. Working on an environment of this scale was great as it allowed me to improve as an artist and gain experience with new software and techniques.



Sam Carman

Madagascan Market Environment

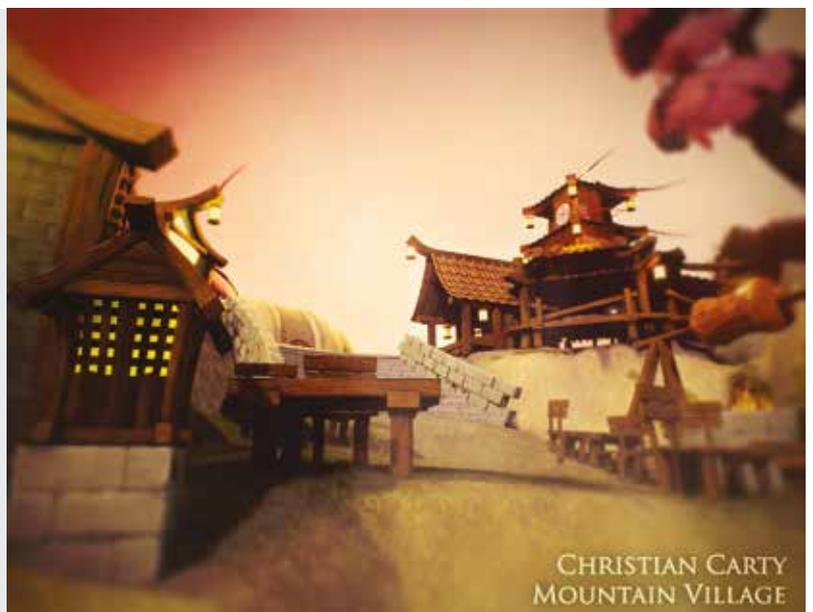
The work I have chosen to exhibit is a portion of a Madagascan street market based on and inspired by Uncharted 4: A Thief's End and real-life locations. It shows a fly-through of the environment to show off the degree of polish and optimization throughout the level. This exhibit shows a range of skills that I have developed and polished over 12 weeks, including; procedural materials, modular assets, shaders, hard-surface and organic modelling/sculpting. This project showcases all fields that I feel confident and specialise in.



Christian Carty

Mountain Town

I'm creating a town that would feature as the main town in a ARPG, aiming to create an alive environment with character and detail, while maintaining functionality. It's themed loosely on the Monster Hunter style (adopting its bright colors and oriental influence) but its genre is set as a ARPG (much like Diablo). It is a small oriental town set on the top of a snowy mountain. This was developed in Unreal Engine 4, with 3Ds Max and ZBrush used heavily for modelling, and using many of Unreal Engine 4's functions to bring it to life.



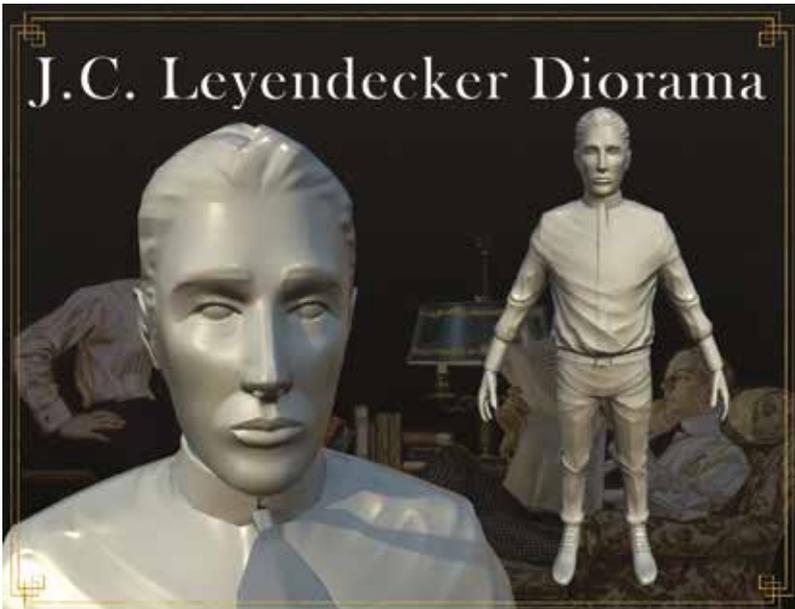
CHRISTIAN CARTY
MOUNTAIN VILLAGE



Jack Cockerill

Aboard Poseidon's Storm – Pirate Captain Prop Showcase

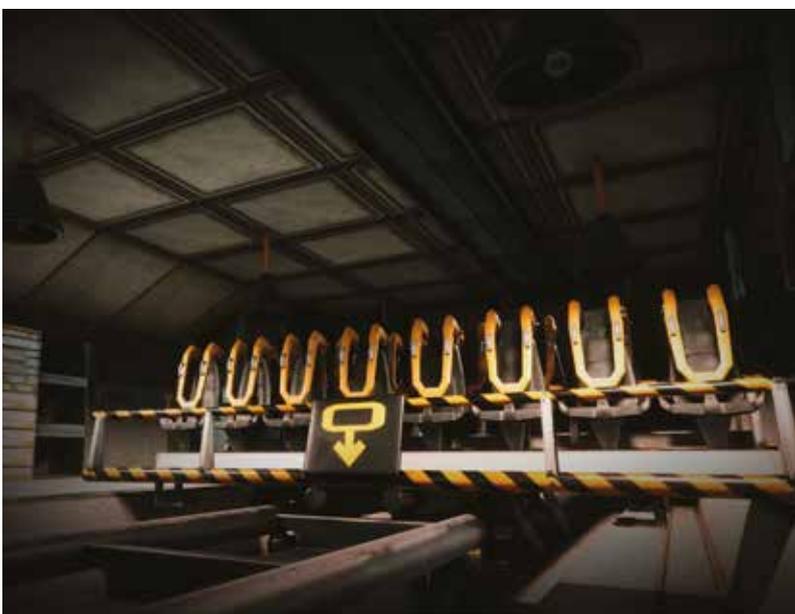
I am exhibiting a pirate-themed prop showcase. I have recreated what I believe a pirate captain's personal desk/work space would look like during the peak of the pirating era, sometime between the 1660s and 1730s. The final piece could theoretically be used within a cinematic trailer or as a promotional beauty shot for a game. I hope to develop skills in hard surface modelling, PBR texturing with Substance Painter as well as skills creating lighting and particle effects in Unreal Engine 4.



Rebecca Coils

Leyendecker Diorama

My final-year project is a recreation of one of my favourite illustrations from American illustrator, J.C. Leyendecker. Featuring characters and props in the style of the original, I put the skills learned from the past two-and-a-half years to the test. My models are made to game standard specifications, but they have appeal and application in any industry hoping to add a bit of 3D pizzazz to their products. Come and talk to me to hear about the application of illustration techniques in 3D.



Victoria Bethany Collins

Scourge of Oblivion

Scourge of Oblivion is an environment based on a re-designed recreation of the queue line and station of Oblivion at Alton Towers. The environment is created to industry standard to show my production skills from the concept, to stylised assets and finally engine implementation. The aim of this project was to create a full game environment, to show off and improve my work in environment asset production, as well as environment storytelling. This project has also been a fantastic study in working to restrictions, such as the use of key iconography and keeping to a similar blueprint such as the original station design. Asset production used 3Ds Max, with a high to low pipeline being used. Baking and texturing were created within Substance Painter. The final environment is implemented within Unreal Engine 4. Overall this environment has made me confident that I am able to work to industry standards, under tight time restrictions and that I am prepared and skilled enough for future prospects.



Liam Connell

Hybrid Creature

As an aspiring character artist I am showing off at least one posed creature that I have created from my own concept to the final piece. This creature is a mixture of multiple different animals that merge together to form an interesting, highly detailed and game ready design. The final creature is posed on a small plinth to show off the scale and also help polish the final piece. The main areas developed are my sculpting abilities, attention to anatomical detail and my use of materials/alphas in order to create a detailed and believable creature.



Lauren Cooper

Alter Egos

To develop my skills as a character artist from concept through to texturing, I have created a villain version of myself using 3D modelling, photogrammetry, sculpting, retopology and texturing packages, such as 3Ds Max, ZBrush, Topogun and Substance Painter.



Wayne Thomas Coulthard

The Warlock's Hideaway

I developed the idea of an isolated lighthouse in a fantasy setting from initial concept and design, through production, to a finished game-ready environment diorama. The lighthouse is the hideaway of a warlock who wanted somewhere he could truly get away from people. Using magic, the warlock constructed a lighthouse on a floating island that can move around much like a ship. The warlock chose a lighthouse, knowing that ships (full of people) would automatically avoid it at a great distance, fearing the sharp rocks it was presumably warning them of. This background information surrounding why it is there, who occupies it and what happens/has happened there is what shapes an environment, and I tried to reflect this narrative in the diorama. I improved my ability to define an appropriate workflow for an art style and keep the style consistent throughout a project. I became comfortable with organic modelling. I learned how to incorporate sculpting tools into a primarily hard-surface workflow. In general, this project made me a better 3D artist, and further grew my knowledge of 3ds Max, ZBrush, Substance Painter, Designer and Unreal Engine 4.





Cameron Dean 19th Century English Study Room

My final-year project, 19th Century English Study Room, attempts to communicate the medley of styles present at the time in a coherent, readable way as a game ready environment. In order to communicate concepts, I looked to interior design as a source for the fundamentals underpinning environment art. Looking to interior design, I have been able to present complex furniture pieces and designs in a coherent manner. Over this project, I have polished and enhanced my skills in organic and hard surface modelling, real-time lighting and rendering techniques in Unreal Engine 4. I have explored optimal production pipelines for time efficiency and visual fidelity in game engines and environment design without concept art. Today I am presenting the final results of my degree; environment beauty shots, interactive Marmoset Viewer scenes, process breakdowns, high poly sculpts and the game ready wire-frame views of the works I have created in the past three months.



Malena Hollund Ekland Magus Overlook

I have chosen to exhibit a 3D-game environment. The environment contains a fantasy village, inspired by buildings found in European countries, such as France and England in the late medieval times, mixed with various fantasy aspects, such as a mage tower and an enchanted well. I was aiming to achieve an art-style similar to what is found in *World of Warcraft* and *Fable: Lost Chapters*, but with some of my own artistry. In other words; slightly over exaggerated silhouettes, focus on main details, bright colours and hand painted textures. While creating this environment I have learned how to create quality hand-painted textures using ZBrush and Photoshop, stylised foliage and modular 3D kits.



Michael Freeman Mulberry Grove

I am showcasing an Unreal Engine 4 environment set in a fantasy world. I've developed a stylised art-style drawing inspiration from games such as *The Legend Of Zelda* and *Mirage: Arcane Warfare*. My main focus for this project was to improve my texture skills as well as in engine lighting and post processing. I incorporated the most recent industry practices in my work including digital sculpting in ZBrush and material creation using Substance Designer in addition to particle creation in Unreal Engine 4. I found this to be a great opportunity to improve my skills as well as being able to work on something more ambitious than my previous work.



Arkaitz Garcia Rodriguez

3D character development: Fantasy in two different worlds

I am showcasing two fantasy-related characters of completely different styles. I developed suitable workflows and skills for development of high-detailed characters and simple low-poly characters.



Amy-Louise Gowland

The Mage's Workshop

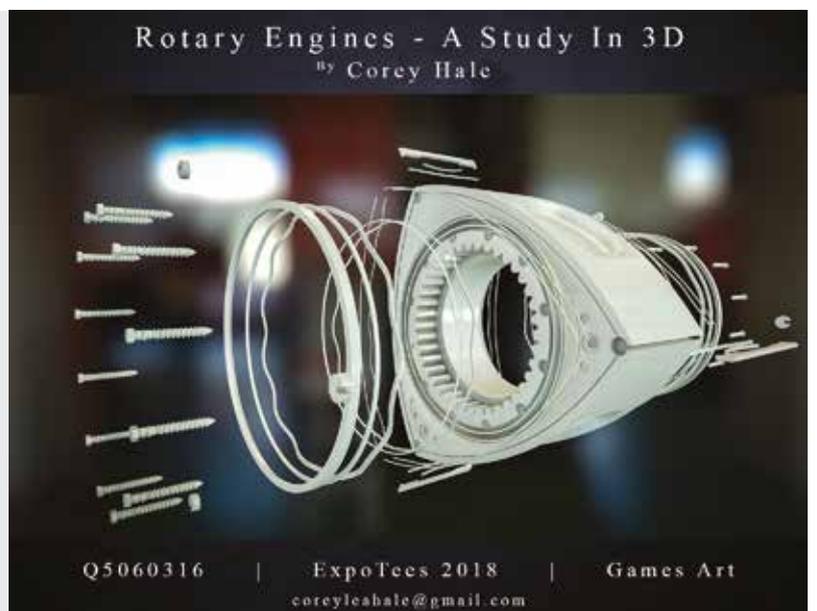
The Mage's Workshop is a game-ready interior environment piece, developed in Unreal Engine 4 and inspired stylistically by the *World of Warcraft* series. The scene was designed in keeping with the style of the gnome cultural props from the game, and features several elements of interest to sell the narrative. This project has allowed me to exhibit and further develop the skills I have learnt during my time at Teesside University. The Mage's Workshop features assets modelled in 3Ds Max, with additional sculpted detail added in ZBrush. Following the high to low poly pipeline, the assets have also been optimised accordingly for use in a game engine. The project has provided an opportunity to exhibit a stylistic texturing style; which has been achieved through the combination of baked maps, Substance Painter, and finalised hand-painted elements – added in Photoshop.



Corey Lea Hale

Rotary Engines - A Study in 3D

I have built a highly accurate 3D rotary engine within 3Ds Max for my fina-year project. Using mathematical precision and vintage manuals, I have been passionate to produce a piece that is not only technically correct, but can be dissected to show seals, the eccentric shaft, and the rotors themselves. Rotary Engines - A Study In 3D, has pushed my mechanical modelling skills further and helped me develop technical skills for creating highly precise pieces of work.





Connor Hughes The Promised Land

I intend to demonstrate a 3D printed multi-part miniature kit for a tabletop wargame system that I devised. The miniature is a human character with multiple options for weapons, armour and heads. It is shown as both a product in its unbuilt form as the consumer would receive it, and as a fully-built and painted miniature to show its potential as a hobbyist's product. It is an illustration of the development of my skills in producing hard-surface and organic sculpting in ZBrush and 3Ds Max, and shows my self-driven learning about the advances and limitations of 3D printing and of creating a multi-part kit that builds multiple configurations seamlessly.



Ryan Hurworth Personal Representation of a German WWII Field Marshal

I am exhibiting a 3D character model of a German field marshal of my own design during World War II, inspired by field marshals such as Erwin Rommel, Erich von Manstein and Ewald von Kleist. This 3D character sculpt has helped develop my 3D modelling and sculpting skills, using programs such as 3Ds Max and ZBrush as well as my ability to design and implement high quality textures into my models by using Substance Painter and Designer. Topogun was used to ensure the 3D model's topology is as suitable for animation as possible.



Jørunn Agnes Hvalstad From Fiction to Fact – Creating Realistic Creature Designs

As an aspiring character and concept artist, I wanted to challenge myself and design and create an anatomically plausible mythical creature, and try and sell the idea of making it appear as life-like as possible to the viewer. It was a great way to showcase my anatomy, 2D and 3D skills, whilst also learning new programmes and techniques required to pull off the illusion of the creature possibly existing in real-life. I looked at creative and interesting ways of showcasing the creature in a more immersive manner for the viewer to involve themselves through the use of stills, rendered images and more scientific approaches such as making an excavation site in 3D, and 2D sketches meant to look like real-life studies of the creature. I found inspiration from already existing animals, and drew from their anatomy and behaviour to try and make it appear as anatomically correct as possible, but also a creature shaped by its environment, diet and behaviour through evolution over a long period of time. I also learnt and tried to get a better understanding and grasp of programmes that I'm not that used to working with, but are common programmes used in the industry to make myself more lucrative as an employee, such as Unreal Engine 4, Marvelous Designer and Substance Painter.



Abigail Jameson

Lighting Showcase

I have created a series of photo-realistic dioramas that has been rendered using Unreal Engine 4, based on various images. The intention was to create several different small scale scenes that explored a variety of different lighting scenarios. One of my main focuses was also to explore and improve my skills in realistic texturing and real time in-engine lighting, by using current industry practices like physically based rendering and software such as Substance Painter/Designer with modelling completed using 3Ds Max. This project was a great opportunity to enhance my eye for detail and further my organisational skills.



Sasha Elizabeth Jordan

Character Inspired by *Big Hero 6*

I am exhibiting my character inspired by the *Big Hero 6* universe as part of my games practical project. The character is intended for use in animation/video games and is heavily inspired by the world depicted within the *Big Hero 6* universe. The character model is fully modelled, textured and posed, and has concept art that I have produced to go alongside the model. The concept art is presented as an art book and the model is shown as a turnaround. Whilst producing this work, I have developed many areas of skills; this includes refining my character creation pipeline, improving my character design/drawing skills, improving my modelling and sculpting techniques and refining my texturing process. I have also been able to improve my retopology technique as careful attention has been taken to ensure topology is suitable for use in animation.

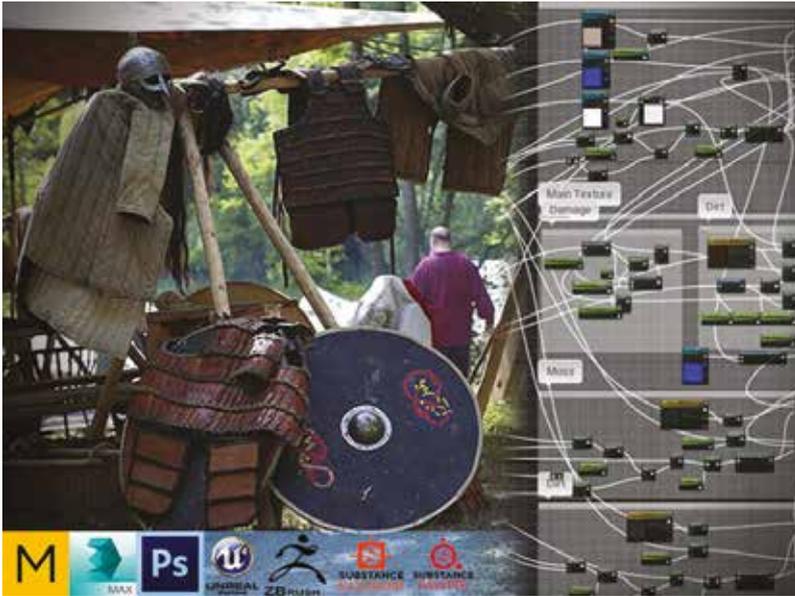


Fredrik Maribo

Airhaven

Airhaven is a sci-fi interior game environment put together using Unreal Engine 4. The theme was inspired by a flying town called Airhaven from the book series *Mortal Engines*, while the artstyle was inspired by games like *Star Citizen* and *Wolfenstein II*. The goal for the past 12 weeks was to create a high-quality game-ready environment that showcased a good range of 3D principles, from hard surface modelling to set dressing, lighting, sculpting, PBR texturing, modular environment creation and more. In order to reach the quality I aimed for, I had to improve in many areas over a short period of time. This included PBR Texturing in Substance Suite, learning Marvelous Designer for cloth, hard surfacing in ZBrush and faster modeling techniques in Maya. I also experimented with different colour schemes, lighting and compositions to find out how to best present the scene.





Kjetil Myhren

Kjetils Market Turf

Kjetils Market Turf is a fictional medieval market rendered in Unreal Engine 4. This project allowed me to create a compact, highly detailed scene with multiple unique assets of both realistic and fictional origins. I delineated this to a small cut-out scene, which allowed me to bring a manageable motive through an extensive enrichment process, and in this way demonstrate my broad skillset as an aspiring environment artist. Throughout this project I have also improved my skills within ZBrush and Marvelous Designer. This has creatively empowered me and opened up new possibilities. As a part of my texturing pipeline, I authored different seamless PBR materials using ZBrush and Substance Designer, these were combined in Unreal Engine 4 using layered materials, world tiling grunge masks, vertex painting, and other features to maximise usability and visual quality. I created different master materials to facilitate my textures and their adjustable attributes. This allowed instancing, and saved time and draw calls. I also learned about environmental anthropology which contributed towards realistic set dressing of the scene, advanced materials in Unreal Engine 4, and I developed an increased confidence in how modular approaches can enhance visual quality while saving resources.



Carissa Alverina Nauli

Indigenous

For my project I have created 3D models of a mythical creature as a mount and a rider. It is a stylised model and the design is based on tribal culture. I have developed it from concept art to the finished game ready model. I've strengthened my skills and gained a better appreciation of the pipeline. Drawing has always been enjoyable for me, and creating the concepts of the creature has helped me improve my understanding of animals and their muscles.



Sandrine Neill

Casablanca - 40s Film Set Environment

I plan to show an environment piece based on the 1940s classic black and white film *Casablanca*. My aim for this project is to take an image from the original set of the film and create it in 3D and colourise it. I hoped to take a classic piece of art and modernising it for a new era. My environment also includes elements of vintage film making and equipment of the era. I feel having this has helped me stand out from more generic game art environments. As a final deliverable I wanted to have a fully-modelled, textured and real-time environment, running in Unreal Engine 4. With this in mind, creating the environment furthered my skills as a game artist and helped me to refine the pipelines I used. Throughout the project I hoped to improve my skills in Unreal Engine 4, gaining a better understanding of real-time lighting and materials.



Daniel Flotve Rosslund

Wildwood Ruins

Wildwood Ruins is a game environment, rendered in Unreal Engine 4 by Epic Games and is intended for PC, Xbox One and PlayStation 4. It depicts a scene in the ruins of a stone keep, reclaimed by nature. Wildwood Ruins exists in a fantastical universe, but with clear inspirations from northern European architecture from the late medieval age, as well as the foliage and natural formations found in northern Europe, however with a license to not be entirely historically accurate.



Sean Scott

Bioshock Environment

I created a real-time environment in Unreal Engine 4 based on the Bioshock franchise. I took inspiration from the various Bioshock games, as well as American art deco art styles. The level itself is playable, and has various gameplay interactions mimicking the Bioshock games.



Eliot Shaw

The Abandoned Asylum

I am showing my created unique environment within Unreal Engine 4, which is set within an abandoned asylum. I researched the 1940s and 1950s time periods to gain some insight into how it should look. I also took inspiration from games such as *Outlast* and *Call of Duty: WWII Zombies*, this has developed the realistic style throughout, showcasing the scene better. I used the latest industry practices and software including physically-based rendering, Substance Designer, Substance Painter and digital sculpting in ZBrush. I was glad to push myself further than in any other module, and aimed to keep and maintain a level of professionalism consistently over the course of the project.

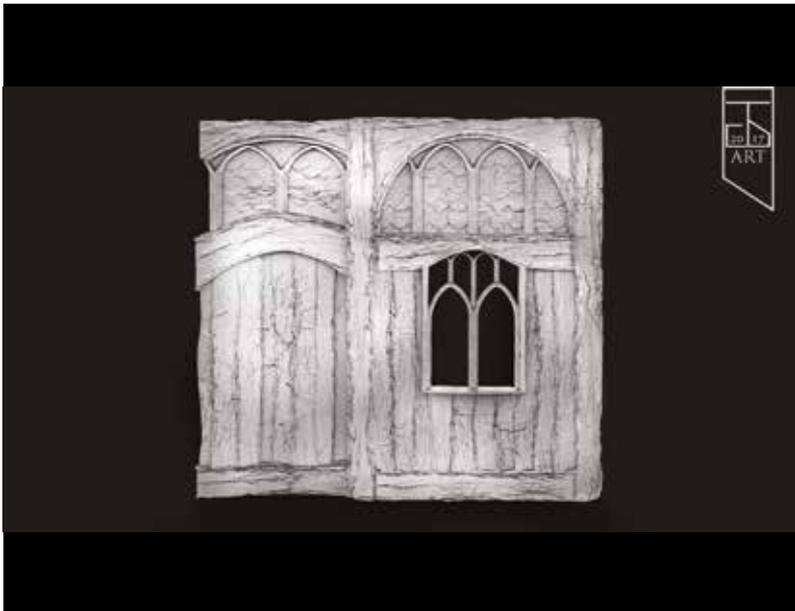




Calvin James Simpson

Technical Showcase: Dishonored

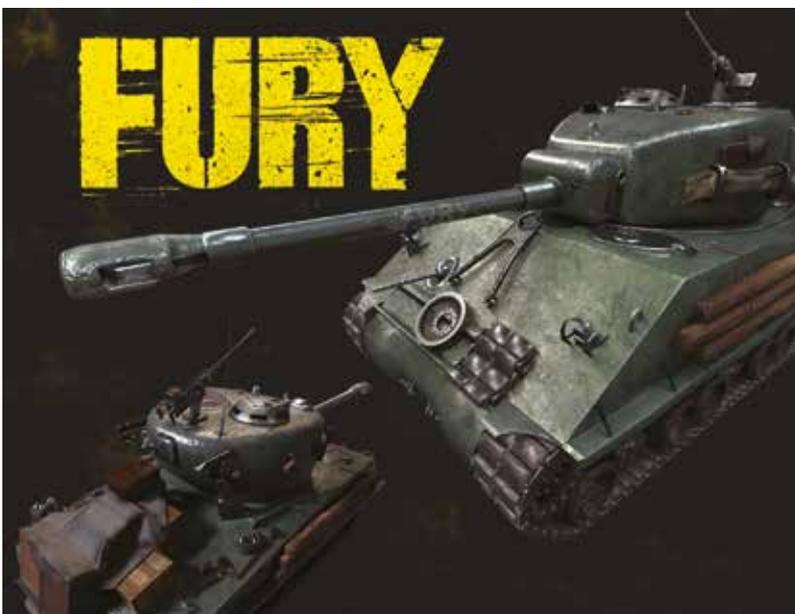
A short playable gameplay demo with the aim of expanding the Dishonored universe and gameplay style to provide a visually unique experience to best showcase my technical game development skillset ranging from; high quality shader development, high quality gameplay and environmental VFX, implementation of gameplay mechanics (namely the ability system), and a high quality real time environment.



Joshua Simpson

Harry Potter: A Recreation Of Dumbledore's Office

For my ExpoTees exhibit I am displaying my final-year project whereby I have recreated Dumbledore's office from the Harry Potter movie universe and transferred that to a game ready environment which could be used as a level for a proposed Harry Potter game. My project was aimed at next generation consoles and used the latest industry techniques to bring the environment to life in both how it looks and feels. Alongside the industry techniques I used I also looked at the extensive set design reference which Warner Bros. used for the actual creation of the set in order to recreate the environment as accurately as possible. During the project I used a wide range of industry standard tools to create my environment such as Maya, Headus, Substance Painter and Designer, ZBrush and a range of modern rendering engines. Using a variety of software allowed me to produce a highly polished and accurate piece of work which demonstrates all of the skills I have learnt during my time at university.



Darian Alex Smith

Fury

I have decided to develop a realistic depiction of the Fury M4A2E8 Sherman tank from the known movie *Fury*. I have always had a passion for hard surface modelling and this combined with an effectuation with the machines of World War II has led to this decision. Using a collection of tools and software I aimed to achieve a realistic production. Tools used throughout the project include 3Ds Max. This was my key modelling tool to develop the base shell of the tank and from this point I produced a high-poly variant for normal mapping, Substance Painter - this was my sole texturing technique, once unwrapped, Substance Suite provided the accurate textures with extensive adjustments for a suitable result.



Daniel Spedding

3D Environment Art

Two different pieces of 3D environment art, a cityscape and a viking style hut. Both of which are in Unreal Engine 4. Also showcasing the 3D, Substance Designer and Substance Painter work within these environments.



Matthew Thompson

Kriss Vector

I am showing my Kriss Vector SMG project.



Daniel Tillotson

New York Loft Apartment

I've created a New York loft apartment set in the post outbreak world of the division, the environment is game ready and uses environment techniques such as trim sheets to maximise texture quality. I have learnt several things while creating this environment including the use of sculpting packages such as ZBrush within tileable material creation.





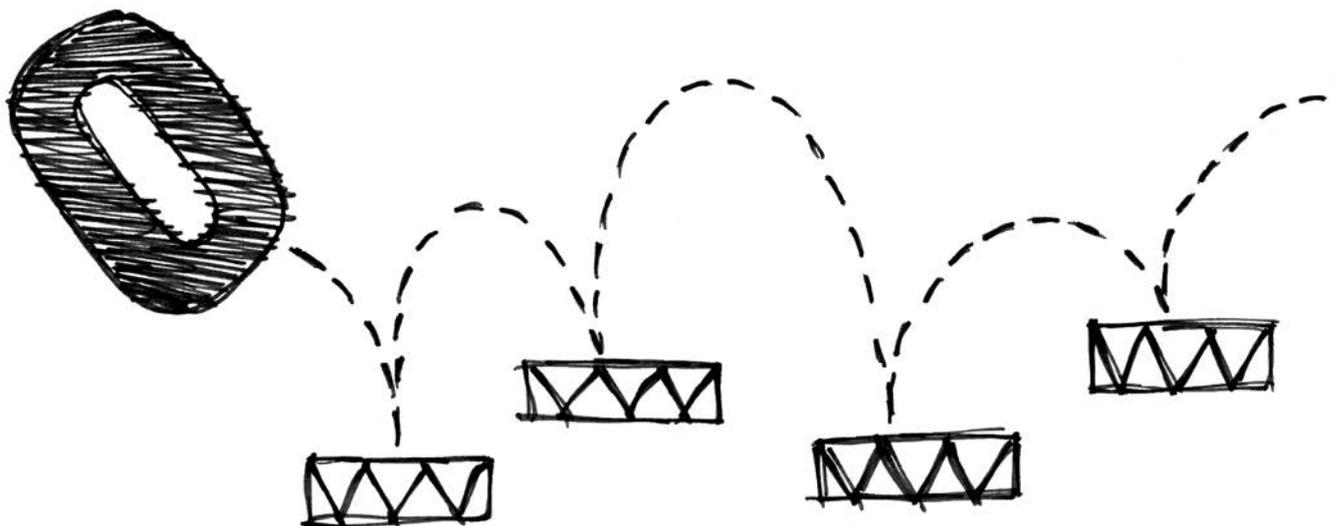
Diana Maria Udrescu Poseidon's Veil

The artefact I chose to present captures the Ancient Greek look and mythology, as they combine to deliver a well-rounded environment. My focus for this project was directed at bringing life to a still scene through VFX, particle systems and post-processing. Although inexperienced at first, moving forward with technical art allowed me to expand my pre-existing skills as an artist and bring credibility to my scene. Most of the assets have been created modularly in order to have ease when managing actors inside the game engine. Doing so helped speed up the production stage and made replacing objects (if necessary) a lot more efficient. Taking time to research my chosen subject and gather a wide library of references was essential in order to bring historical accuracy to the Greek elements within my scene. I am glad to have worked on this project and the experience gained from it will certainly improve my future projects.



Kenan Wilsher Final-year Project: Prey Mars Outpost

For ExpoTees I am showcasing my latest environment artwork created for my final-year project at university. The artefact is a showcase of my abilities using a modern pipeline of 3Ds Max, Substance Suite and Unreal Engine 4, with a strong focus on the architectural styles of art deco. Created in 15 weeks, the work is intended to imagine a successor to 2017's Prey created by Arkane Studios and Bethesda Softworks in which the human race have colonised Mars.



BA (Hons) Computer Games Art (with Foundation Year)



Kyle David Dauncey

Project: Dracox

I am creating a cyberpunk environment set in neo Tokyo 2058 where a corporation has taken over.



Adam Pirie

**Final-year Project -
Character Meshes**

I am displaying work that has been created and developed during my final-year project. Across this project I have been working on developing my character anatomy skills, alongside improving my texture development pipeline.

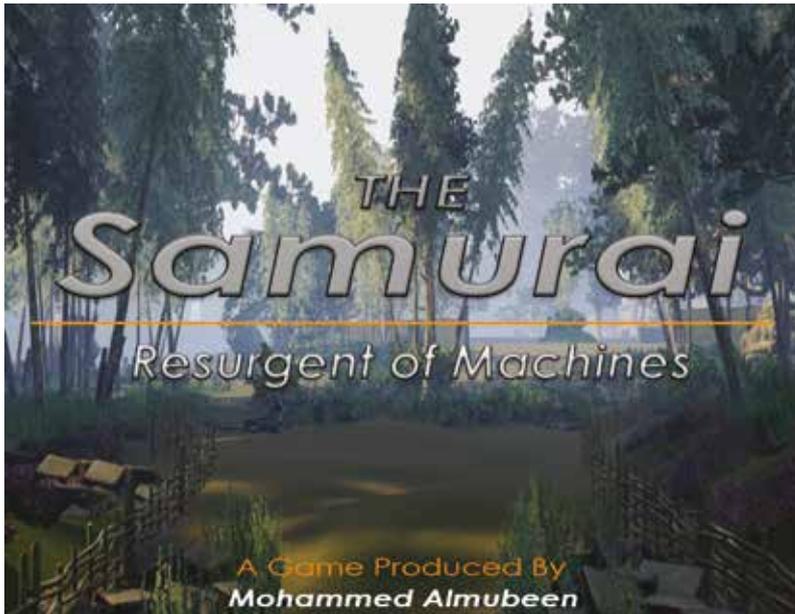


**Benjamin Alexander
Rhys Thomas**

Monsters of our own making

I have designed and created an original alien creature for use in a video game setting. The main form of inspiration was *Monster Hunter: World*. Having researched the game, I also researched dinosaurs, Kaiju and looked into creature designers across the games and film industry. One of the core aims of this project was to create a creature that was anatomically believable and to texture it to look just as convincing. The sculpting was done using ZBrush and modelling with 3Ds Max. The texturing was done using a combination of Substance Painter, Designer and Adobe Photoshop. The creature mesh was rigged and posed in 3Ds Max with the final assets rendered in Marmoset Toolbag and Unreal Engine 4. This project was a great opportunity to expand on my skillset and improve as a creature artist for endeavours after university. It has given me great enthusiasm to continue to build on these skills and produce more work like this in the future.





Mohammed Almubeen

The Grimm: Curse of Hexenbiest

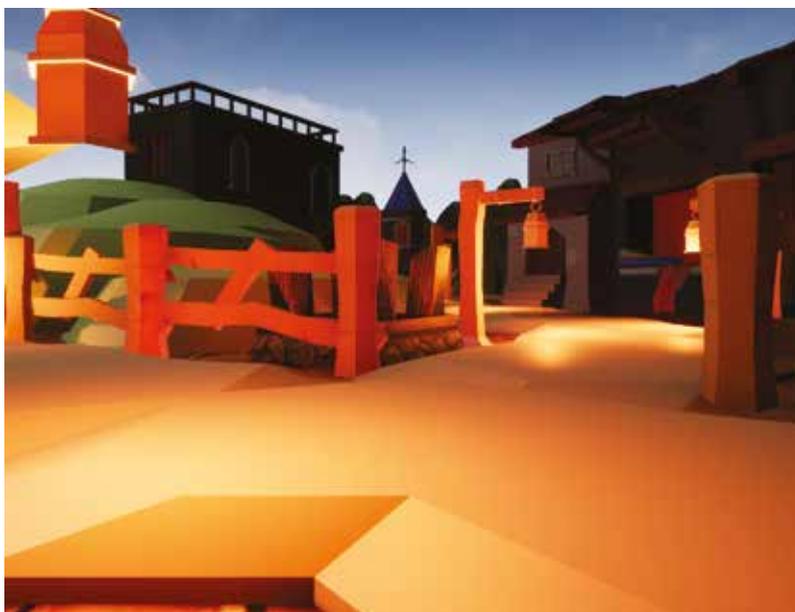
The Grimm: Curse of Hexenbiest focusses on level design, with some game design elements and is a standalone interactive game environment. Set in Medieval England, late 1300s, in the Tudor and Gothic architecture. Assets within this project were created within Unreal Engine 4. Grimm, the player's character, is tasked with exploring Grimoire, learning about its lore and discovering its hidden secrets. Whilst designing and developing this game in Unreal Engine 4, I have furthered my core skills. I have also improved at using Blueprints to create blended textures for landscapes and blocking/creating levels using real-world research and based on mood boards. Also managing hundreds of assets, actors and other content within folders, by means of correct labelling.



James Brian Burton

The Government Unknown

My project is a third person stealth adventure game set in a futuristic dystopian world, challenging my level design skills.



Terry Caborn

Steel Judgement

Steel Judgement is a top-down adventure RPG. I chose to build it within Unreal Engine 4 due to the fact I'm very confident with it, and that it's a commonly used engine within industry. The main aim of this game is to find quests, defeat foes, and revel in the rewards. This has led me to come up with creative quest designs, and not just hand walk a player through a game. My level designs have greatly improved with the development of this project, with having to design both interior and exterior levels.



Jake William Elstob

Age of Piracy

The game is an open world action adventure game where you play as a pirate trying to reclaim his lost treasure. The player can sail and fight across the Caribbean finding clues to the location of their lost treasure.



Gary Figg

My Alien Farm

My Alien Farm is a strategy/adventure game set on Europa, a snow-capped alien jungle and moon of Jupiter. Depicted in pixel art, you play as a farmer able to move left and right across a two dimensional landscape. This farmer must find and eat aliens by nightfall day after day or else it is game over. Each alien is the focus of a unique puzzle, where you must use the few options available to the player to somehow tempt it to follow you back to your farm to eat. This game was made for my final-year project: a pixel art game made in Unity over the course of 15 weeks. I created all of the assets for the game such as sound and art, the latter requiring me to learn how to make pixel art at the start of the project. Overall this project has developed my proficiency in Unity, particularly with making a 2D game.

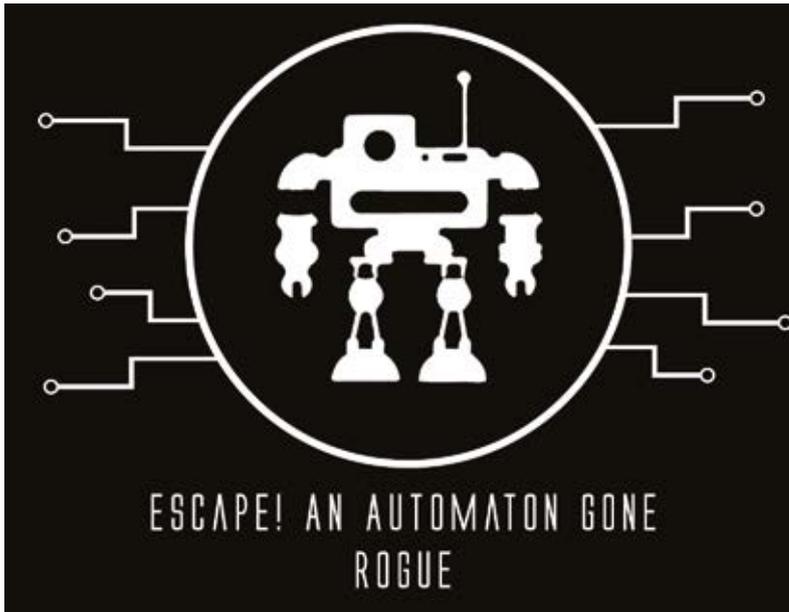


Robert Grieves

Level Up and Skill Tree System

I have created a level up and skill tree system for the Unreal Marketplace to which a user will be able to develop their own custom skill tree using the framework I have provided. The system is based off *Elder Scrolls: Skyrim* in the way in which the framework is laid out, but the user can change it to suit their needs.





Adam Rory Hancock

Escape - An Automaton Gone Rogue

I am presenting a 2D stealth platformer developed in Unreal Engine 4. The game is called Escape, where you play as a rogue robot escaping from the manufacturing facility. Over the course of this project I have worked on my Unreal Engine 4 skills such as Blueprint and Paper 2D. I have also built on my skills as a level and gameplay designer.



Michaela Catherine Harris

The Great Giants

My game is a RPG action style game. The world within the game is set in feudal Japan. Protect your village from the giants, explore Japan whilst gathering resources to build a stronger village and ultimately improve your weapons to help kill the giants quicker. My development has mainly concentrated on the combat mechanics and level design. Alongside incorporating an inventory system and a place for the player to buy new weapons to help with enemies in the game. This project has helped me develop both my Blueprinting and level design skills.



Matthew Houghton

Clout: Final-year Project

I am presenting a first person paced FPS with a focus on fluid, precise combat. I am making this for my final-year project. I am making my game in Unity, producing all of my own assets using 3Ds Max and Photoshop and scripting in C#. Whilst working on this game I have developed my skills as a designer through my work on levels and gameplay; I have also become more knowledgeable on C# and feel even more comfortable programming my own games. I am also exhibiting some of my previous projects such as my 2D/3D puzzle platformer, Perspective.



Nathan Daniel Hutchinson

Valhalla Awaits

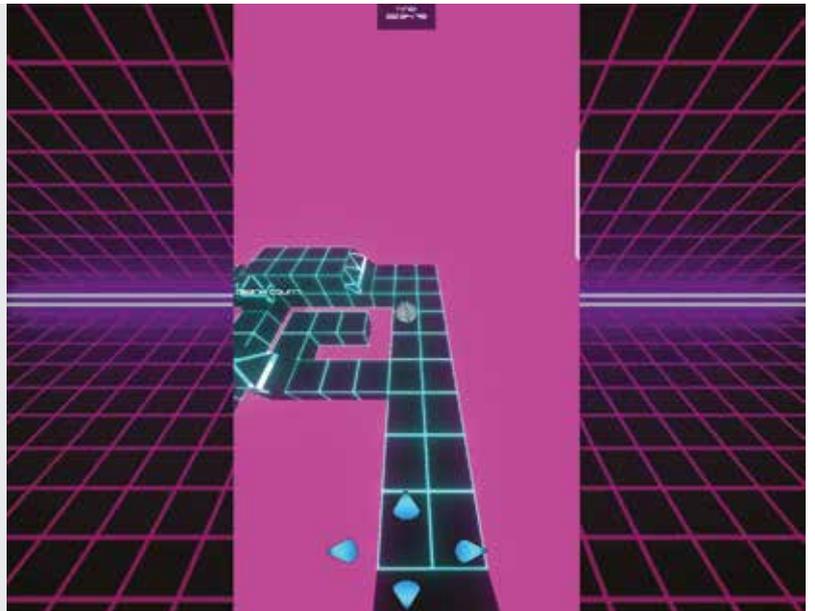
Valhalla Awaits is a third person hack and slash game created with Unreal Engine 4 for my games practical project. The player plays as the leader of a Viking warband raiding Anglo-Saxon settlements along the coast. The aim of these raids is to loot as much treasure as possible, whilst overcoming any opposition encountered from the locals. This treasure works as both a way to score the player and a way to upgrade their equipment, allowing them to raid greater settlements that put up a greater fight but offer increased wealth. Throughout the course of this project I have developed several key skills particularly game design, which is the area I wish to specialise in. The scope of this project undoubtedly improved my project management skills to ensure it was completed on time and to the best of my ability. I was also able to develop in other areas such as level design.



Jason Irons

In-Motion Simple Design, Endless Fun

In-Motion is a simple physics based game designed for android devices, inspired by maze ball toys and classic board games. The gameplay consists of the player tilting a level to guide a ball to an end goal, simple on paper but challenging to play. This game was a great experience of learning how to develop for the android platform using Unreal Engine 4.



Jay Patel

Final-year Project – Red

This is my final-year project. It is a narrative focussed first person game. Walk through an American neighbourhood experiencing strange situations to find the truth.

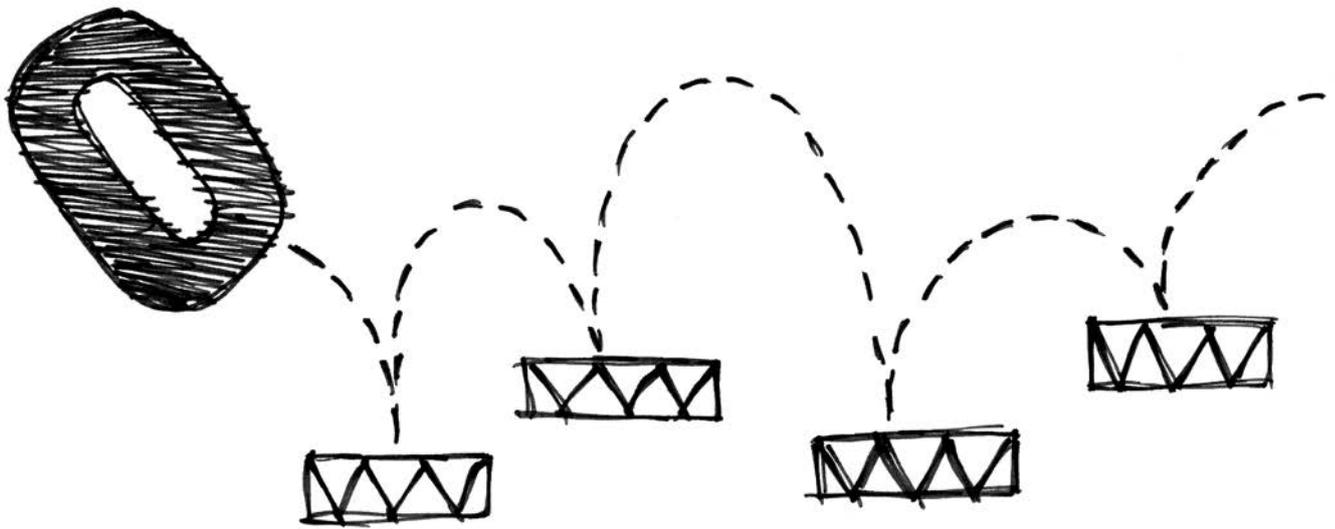




Joshua Povey

Counter Strike: Global Offensive Reykjavik Level Design

The main goal for my final-year project was to create a competitive map for Counter Strike: Global Offensive. The map I created is set in Reykjavik, the Icelandic capital, as I wanted the map to have a unique playing experience due to the snowy setting. Google Earth was used for reference and I based some of the level from real-world locations. I also created some of my own 3D models for use in the level. I created this map to improve my level design skills and broaden my knowledge of industry software. The map was released on the Steam Workshop with regular updates to continuously improve on the level. The software I used included CS:GO SDK Hammer Editor, 3Ds Max and Photoshop.



BA (Hons) Computer Games Design (with Foundation Year)



Matthew North

Project Mythos

A small scale RTS game, that heavily focuses on the empire building build system. The project has a map that shows all the features the game has to offer.

BA (Hons) Concept Art



Suleeko Abdi

Translating 2D concept art into a 3D character

The work exhibited features a 3D character on a turntable that is the embodiment of the Somalian culture, along with a concept artbook to show how the character was created from start to finish. This includes all the design changes made throughout the duration of this project. My character designs are heavily stylised which can be seen in the work produced at the beginning of term. It was visually interesting to be able to translate my 2D concept art to a 3D character. With my final major project, I intended to learn the pipeline that is required for an aspiring 3D artist. The software that was used includes Maya, ZBrush, 3D Coat, After Effects and Photoshop.



Sue Yii Chan

Vanguard

I have created a concept art portfolio where there are different realms in the world which I have created for this project. Each realm has their own distinctive genre, feature and characteristics which are shown in my characters, creatures, props and environment designs. For this project, I am inspired by *Final Fantasy*, *League of Legends* and *Fate/Stay Night*. Through this project, I have developed a better understanding on how to express my character designs. As there are many realms in the world that I have created for this project, I have also learnt how to be more versatile, working on various designs. Through researching I now have a better understanding on the different genres that I am working on which really helps me on the design phase. I have used Photoshop during this project.



Matthew Dougan

The Art of SKULLBUSTERS

My project was to create an art of book/design bible for a hypothetical fighting game of my own design, inspired by other titles such as *Killer Instinct* and *Time Splitters* yet it would have a more light hearted and less serious tone than others in the same genre in which anything can fight anything else (the prime example being an viking fighting a T. Rex). This would give me unparalleled freedom when creating my character and stage concepts and perhaps more importantly, it would exercise the skills I have learnt whilst helping me build an interesting portfolio for future employers. The exaggerated stylised approach is one I have been interested in for a while and this project was a perfect opportunity to practice this flexible artstyle which can be utilised in many forms of media, from animated films to mobile and indie games to big budget titles. Overall this project has helped me to develop my skills and really let me focus on what is important to me and my future as a concept artist, all while being a lot of fun.





Rahab Shonei McQueen

The Black Knight: An Arthurian Tale

My concept designs are my interpretations of the characters and lands described in the Arthurian legend. Specifically the main characters are based on the descriptions of *Moriaen* and *Feirefiz* in the 13th century Dutch and German texts *Moriaen* and *Parzival* respectively. My primary aim was to develop my draughtsman ship and technical drawing skills. I had to render a range of materials from metal, for armour to flesh and fabric which required high attention to detail and focus to carefully convey the in-depth detail. I hoped to improve my understanding of faces and anatomy. Most importantly I wanted to successfully convey emotion and personality through the design, composition and colouring in my drawings. This ultimately resulted in a selection of beautifully presented illustrations rendered to a high standard. My secondary aim was to develop my concept design skills, not in terms of how I draw but what draw. I wanted to create original concepts that reject the tropes and stereotypes that are present in most media within the fantasy genre. I wanted to create a diverse range of original characters. I used historical and cultural research to influence my designs.



Nurul Nadiah Binti Mohd Najib

Legacy of Cascada

I have created a concept art project with a story about the Kingdom of Cascada where our main characters strive to build a strong region. Along the way they find new allies and forge new bonds and alliances as they travel to different regions. This project contains a range of concept arts of character, creature and environments. The overall theme for these designs is fantasy, mixed with different types of culture and environment. My main motivation for this project is my love for drawing, especially character designing. My inspiration came from fantasy RPG games, in particular ones that have interesting characters and stories such as *Bravely Default* and *Final Fantasy*. My main software for sketching, colouring and final edits for my artworks is Photoshop CS6. Google Sketchup is additionally used for perspective planning of my environment art.



Chloe Smith

The Art and Chronicles of The Emerald Vanguard

We begin on the continent of Faerûn, where a party of unexpected and somewhat inexperienced individuals assemble to investigate the mysteries of the world, find treasure beyond their wildest dreams, and well... fight dragons! This is the story of The Emerald Vanguard and how they rose to glory. I am showcasing my final-year project, which is an art book based on a fantasy world where five heroes journey to save the world. The art book showcases high-quality character designs, world designs and moments of action, telling the story of a dungeons and dragons campaign brought to life. My main form of inspiration was the art book produced for critical role, *The Chronicles of Exandria: The Tale of Vox Machina*. Its release caused me to become passionate about wanting to bring the ideas in my head to life. With this project, I have really pushed myself to produce imaginative designs and have gained a better understanding of composition, lighting and anatomy. The main software I have used is Photoshop CS6, as well as DAZ Studio and I have enhanced my knowledge of how to use these for digital art.



Terry Chan Bong Wong

Concept Art

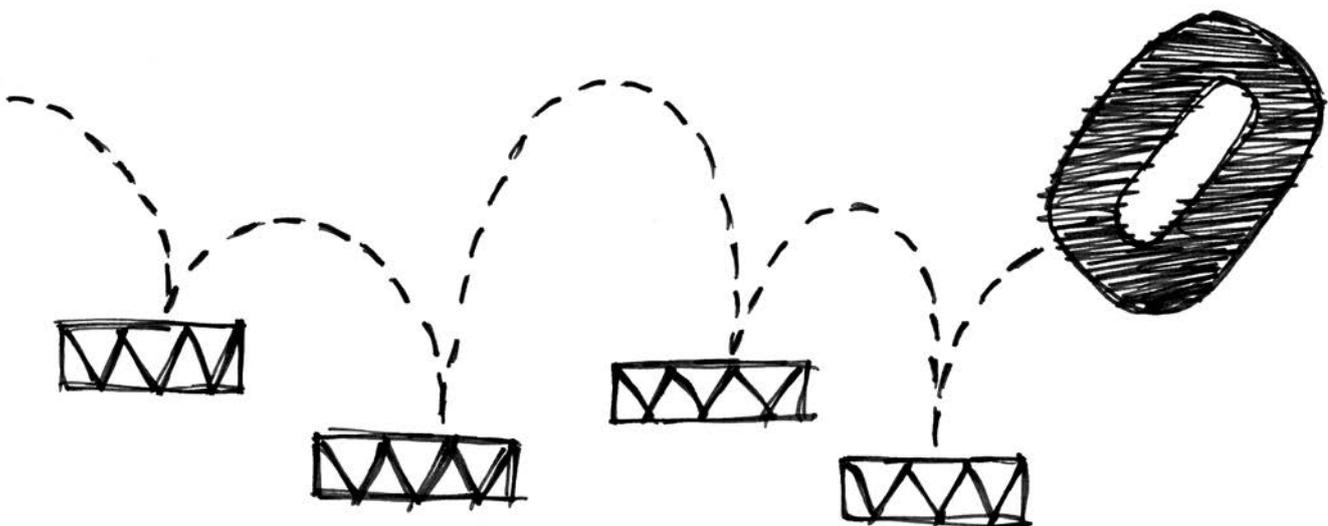
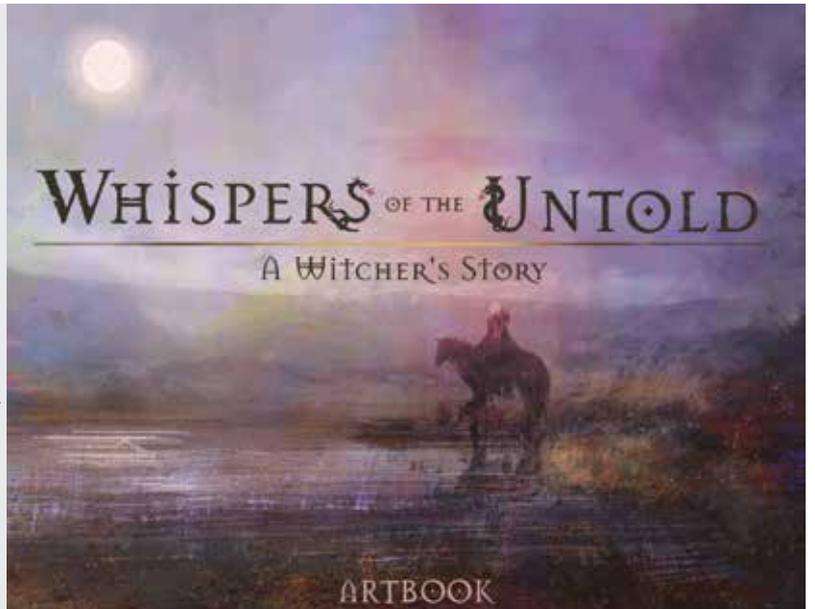
I'm a third year concept art student at Teesside University. I specialise in digital illustration and am capable of simple graphic design. My skills include illustration, concept art, character and environment design for games, and animation. I also have experience of creating simple 3D and digital sculpting. I am always open to learn new skills and I am keen to broaden my skills and experience within the industry.



Jemma Wright

Whispers of The Untold

During this project I have expanded my skills and portfolio by creating a polished creature sculpt in ZBrush for use as a mock collector statue for my concept game. Using ZBrush has expanded my skillset and has shown me new workflows that are regularly used within the concept art industry. This is presented along with concepts for creatures and environments as well as a main character made within Photoshop and Procreate for the iPad, using methods such as photobashing and speed painting. The concept I exhibited is a spin-off game based upon the *Witcher* series developed by CD Projekt Red. This followed another *Witcher*; *Kazimir of Vanaehr*, who's story has almost been lost. This story takes place in a far-off land with new monsters mostly based off Irish and Scottish folklore and mythology. I have chosen this project as I have a great interest in fantasy, creature-based games, mythology and folklore.





Charles Batten

Knights of Fright & Panic

Knights of Fright & Panic is a strategy game all about mythology and spooky characters. This game required programming pathfinding, a tile map system, and other game logic. The art and sounds were also created by myself.



John Field

Codename : Shade

Over the course of my practical project I created an isometric 3D game, in which the player must complete goals and tasks, engage in combat with enemies, progress their characters abilities and complete puzzles to traverse the game world. Inspired by the Victorian era and characteristics of gothic novels, the player must traverse a Victorian town dispelling it of cursed souls. The character has four abilities to assist the player throughout the game whilst fighting the enemies within the game.

The player also has a progress tree, and an experience counter. The experience counter increases as the player defeats enemies and completes tasks, and once full, it resets, when the player is awarded an experience point. The player has access to spend the point in their talent tree, offering different rewards and enhancements determined by the desires of the player. Examples include damage output increases for the player or increased character movement speed to assist the player escaping enemies. Creating the project has greatly improved my skills in programming and the unity game engine, as well as general design skills and technical skills.



Warrick Horsley

Deity – A Spiritual Successor to Black & White

For my final-year project I developed a God game using Unreal Engine 4, heavily inspired by the 2001 classic, *Black & White*. The player takes the role of a God and must control every village on the map in order to succeed. The way in which they do this is through expanding territory, gaining influence, and using an assortment of tools such as miracles and terrain deformation. With an emphasis on freeform and open-ended gameplay, the player can choose to be good or evil to complete their objective. I chose this project as I have a passion for both gameplay design and programming so I was keen to improve my skills in this area. I also wanted to further my knowledge of Blueprint in Unreal Engine 4. With this project requiring large, complex frameworks and many small, but fun, gameplay features that I can develop with ease using Blueprint. I also used 3Ds Max and Photoshop for all 3D models and textures.



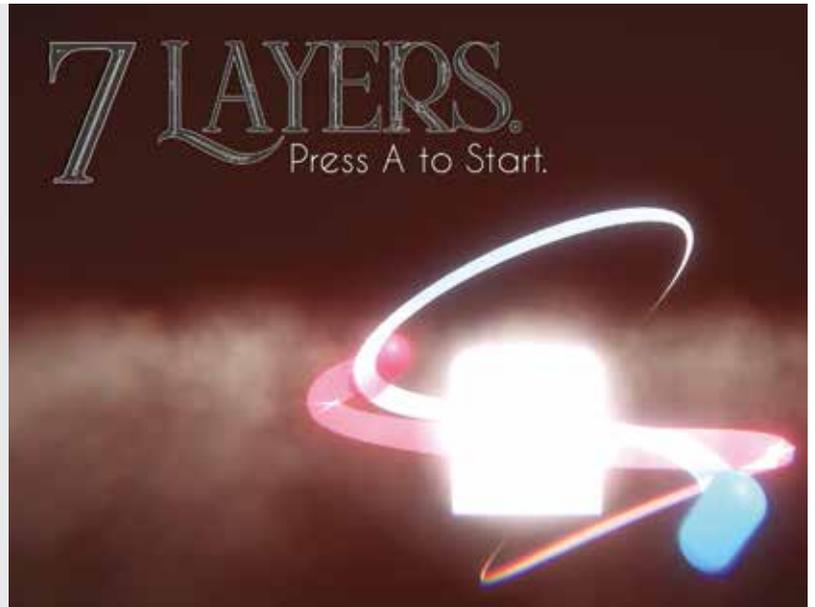
Sean Murray Zelda styled dungeon

I have developed a 2D Zelda like dungeon. I developed it with the ethos of creating a dungeon which played homage to the old Zelda style dungeons while also making it unique and challenging. It is also available on both itch.io and the Google Play store.



Oliver William Walker Spectrum Souls

Spectrum Souls is a randomly generated fast-paced first person shooter game where you explore and blast your way through an explosive world of vibrant, hyper-saturated colourful angels and demons. The world of Spectrum Souls is built from a collection of custom handmade rooms that can appear in a random order. This means that no two playthroughs of Spectrum Souls are the same. Additionally, power-ups, weapons and upgrade points are scattered throughout the rooms meaning they must be located during every new playthrough. Another feature of Spectrum Souls is what we call the dynamic upgrade tree. This tree allows players to upgrade differently every single time. The tree's unique triangular shape allows players to upgrade two categories at the same time allowing for wildly different play styles on each playthrough. During this project I developed my programming and game design skills which I used to create a polished gameplay experience. Aesthetically the game explores bright vibrant colors, stylised low poly models and examines themes of Christian mythology.

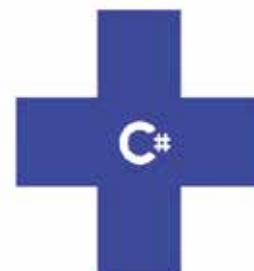


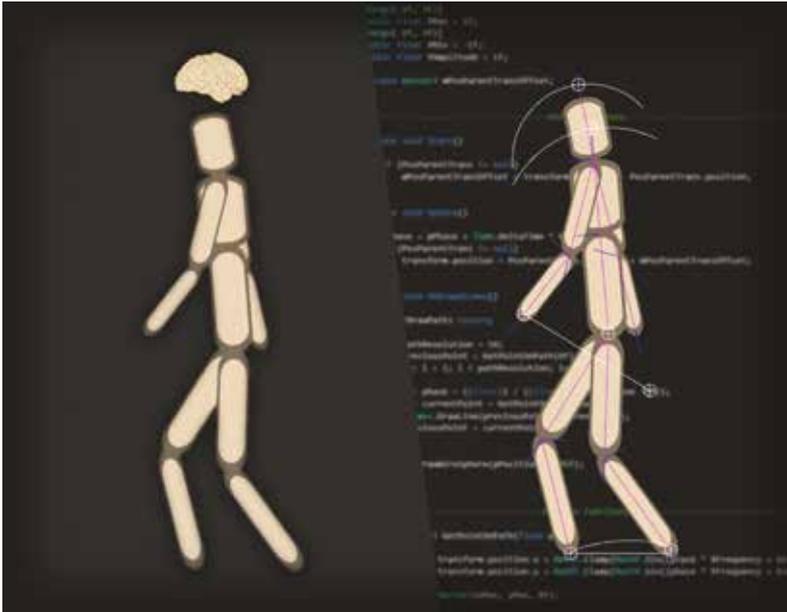
BSc (Hons) Computer Games Programming



Alexander Atkinson Medical Diagnosis AI

My exhibition shows an artificial intelligence that I have created which is capable of diagnosing somebody with an illness and providing them with recommended treatment. The user inputs the symptoms and description of their condition and the AI uses this information to process and decide what the illness is. I researched three different AI's for my project and used one of them in the prototype. This was selected from the options of a neural network, Bayesian network or decision tree.

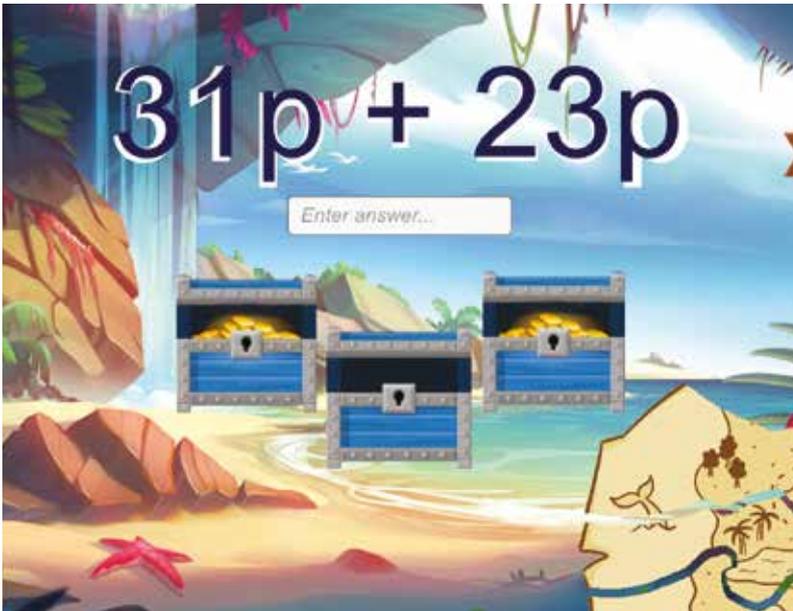




Henry Bell

Artificial Emotion Driven Procedural Animation

The aim of this project is to investigate whether artificial emotion simulation and procedural animation can be used together to effectively express the evolving emotions and mood of a virtual character through their movements and body language. To achieve this, I subject virtual characters to various stimuli and generate appropriate emotional responses and moods for them. A procedural animation system is then used to adjust the movement and body language of these characters in real-time to accurately reflect their psychological state. The result is virtual characters who not only respond psychologically to their surroundings, but who also communicate these psychological changes to the user in a realistic and intuitive way. In my opinion, this concept could be used to greatly improve the level of immersion and depth achievable in computer games by allowing for the creation of significantly more believable non-player characters (NPCs) who visibly respond to any changes in their environment. Additionally, as all communication is non-verbal, the characters could be used to aid environmental story telling. The project has been developed as a reusable set of C# tools and systems for use within the Unity 3D game engine.



Kristina Blinova

Educational cycling game for primary schools

A recent success of fitness apps, fitness trackers and exercise-related games such as *Pokemon Go* indicates that physical activity is becoming a major part of adults' lives. My project aims at capitalising on this trend to enhance learning of primary school children. This is to be achieved by creating an educational exergame, which can be used as part of their school curriculum. A successful prototype provides an engaging way of learning for the students and a sustainable tool for teachers to use in the classroom. The project does not focus on maximising physical benefits, but rather uses exercising aspects to increase engagement and concentration among players. Cycling hardware was used as the main interface due to its availability at the University. The success of the project was determined experimentally and at this stage does not involve testing with the focus group. The assessment criteria were obtained through a literature review.



Sean Carr

American Football AR Educational Application

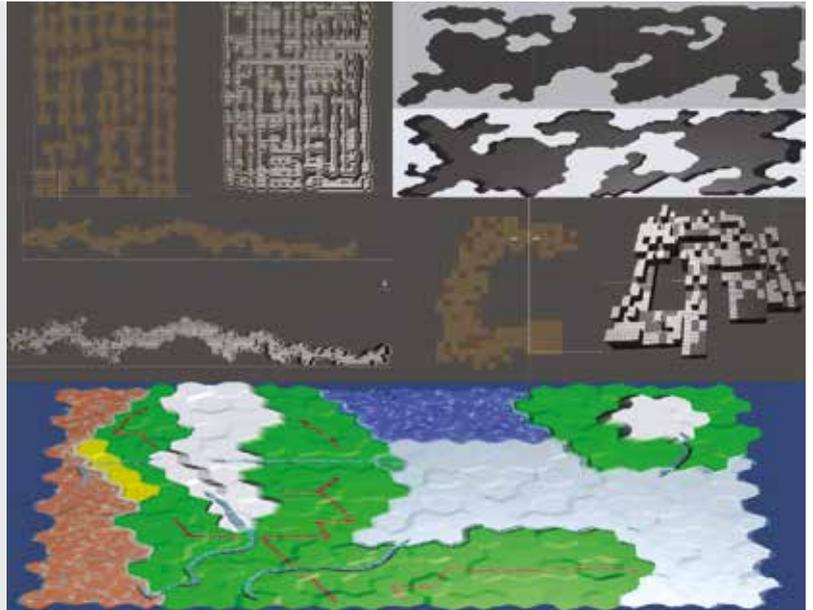
An educational mobile application for the American football team at University. Displays the playbook and how to run the plays, using AR technology and behavioural learning AI to teach options.



Amadeo Claramunt Giner

Procedural map generation tool

Procedural generation content has become highly popular thanks to rogue-like games and in recent years has become a standard in the videogame industry. Computers power is enough to create rich and vast maps with not much cost. It provides a set of techniques to aid game developers to create and populate maps using less resources. The target of this project is to help game companies save time and resources, creating the 2D or 3D environments for different game types, providing them the opportunity to focus on other tasks. This project has allowed me to improve my Unity and C# programming skills and research and develop new skills in the procedural generation content field. This project has been made with Unity 3D, C# and Git.



Ryan Dougherty

Utilising Virtual Reality in the Manufacturing Sector

Created for my final-year project, an investigation into the uses of virtual reality within the manufacturing sector. Firstly, to be able to view CAD data in a way which was previously impossible – with 6 degrees of freedom (6DOF) at real-life scale. Secondly, to be able to interact with this data – replicating real world operations within a virtual environment, providing an alternative for training new operators. This project looks at the processes required to make the above possible, such as: conversion of CAD data to a format which can be used within a game engine (Unity3D), integration of CAD data into a virtual environment, custom scripting (C#) and utilising the SteamVR API to implement realistic behaviours.



James Bradley Evans

Analysing the different methods of attracting the user in a VR environment

I have created a virtual reality game for people to play. I also have data about the effectiveness of different cues within the game and how this can be used to improve game design.





Gabriel Anthony Lewis An engaging educational game aimed at teaching French topics to KS3 students

For my final-year project, I have created an engaging educational game within the Unity engine (using C#) to teach students French topics. The game is 2D in style featuring AI path-finding, progress saving and much more including full customisation, data logging and statistics. The statistics are perfect for self-reflection and for teachers as they can see areas of improvement (which further increases the learning potential). Customisation increases the longevity of the game and could also be used to expand the game for use in many other languages. The data logged is not just used for statistics but also allows for dynamic difficulty to progressively make the tasks harder to solve. I've organised the work using a mixture of the waterfall method and Scrum. The game must be created before the data logging and statistics, but it is crucial that testing is done during the development of the game itself as features may need to be addressed. The gameplay mechanics are completely based around research to ensure that the game is fun and educational to the best possible standard.

VR Guidance Methods



Alex Pearson Keeping on Track: Guiding Viewers Attention in Immersive Storytelling

This work fits with ongoing research by members of the computer games research group into interactive storytelling and this project expanded this into immersive interactive storytelling. One of the challenges was to ensure that viewers keep on track with the story in an immersive setting where they are free to move around and explore, while influencing the player using different methods to follow a set storyline without missing any critical information in the story. The deliverable ported an existing IS system to an immersive setting, I then augmented this with a minimum of two techniques and scenarios developed, to guide the user into paying attention to the action.



Michael Plater Darkness: Isolation – A Virtual Reality Game

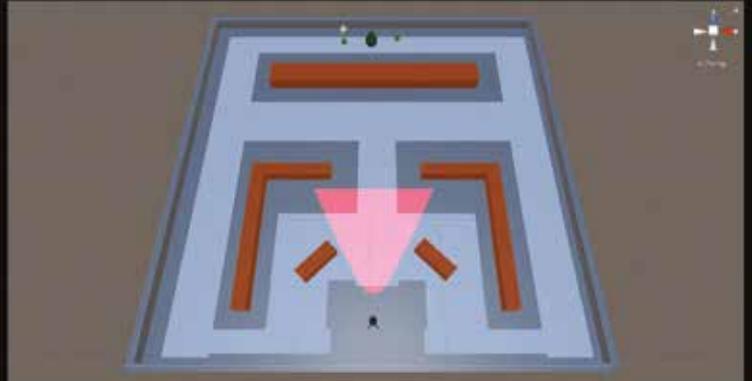
I am displaying my computing project, which is a virtual reality game developed in Unity using the Oculus Rift. It is a single player puzzle game set on a space station in a zero gravity environment.



Scott Roberts

Learning AI in Wave Based Survival Games

I am exhibiting my final-year project, in which an artificial intelligence agent I created will learn and evolve to beat an artificial intelligence agent with fixed rules. It focuses on reinforcement learning and will hopefully change how wave-based survival games are created and increase in difficulty.



Patryk Szylin

Generation of Adaptive and Challenging Non-Player Characters in Games using Procedural and Machine Learning Algorithms

I am exhibiting a plug and play system that runs in the background of any MMORPG game. Its purpose is to collect and analyse data in terms of non-player character's efficiency. The data was used by procedural algorithm to create new generation/re-create the characters with more challenging and interesting behaviours. I developed deep knowledge of AI's adaptive and devolutionary algorithms that gave me the ability to create variations of different creatures. The problem many role playing games face, is that after some time the game gets too easy and monotonous once the player reaches a certain point in the game, caused by not enough content or unbalanced gameplay, where players are able to go through quests and designed levels way too easily, due to reaching maximum levels and equipment. I chose this project to potentially solve a problem of long and exhausting game design hours when it comes to character design and non-player character balancing to provide a challenging, interesting and fun game play.



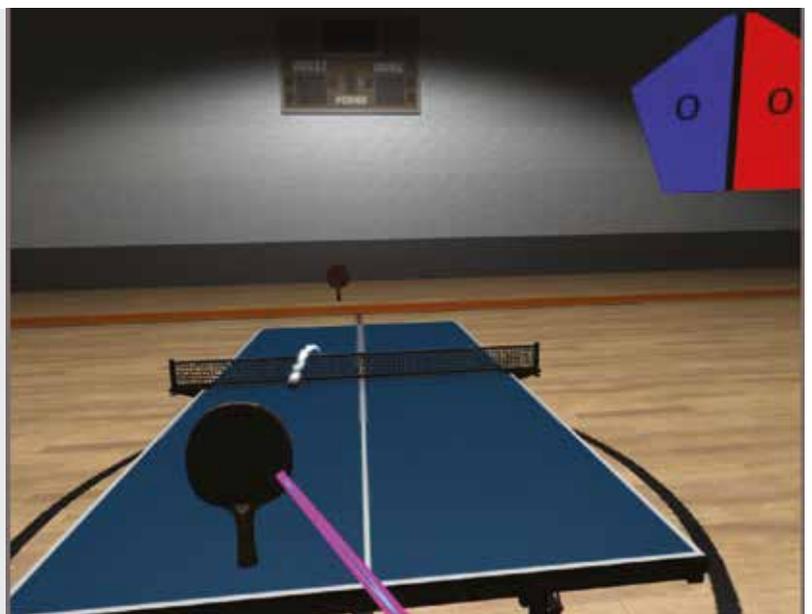
MComp (Hons) Computer Games Programming



Dillon Tex Massey

Pong VR

I created Ping Pong within Samsung's Gear VR which makes use of the Gear VR Controller. I needed to incorporate the VR technology, make realistic and smooth physics and a challenging AI as an opposition.

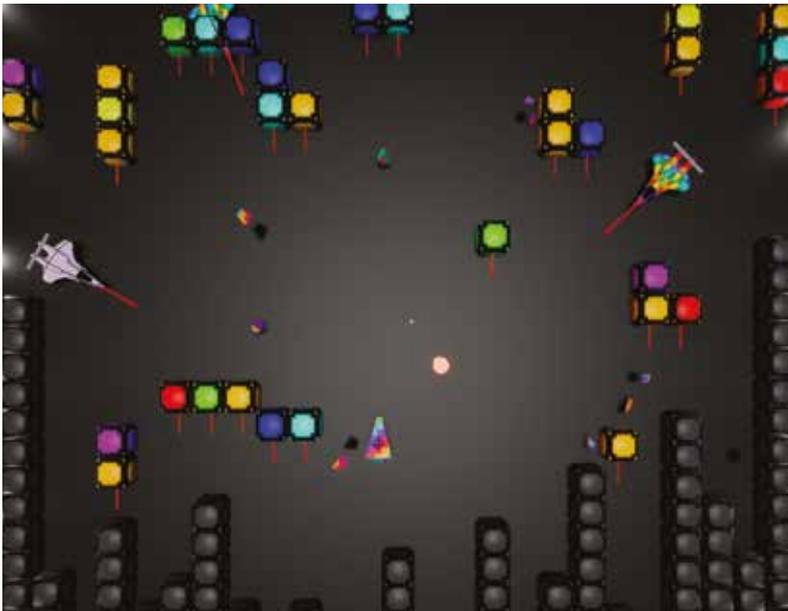




Elliott Barrett

Project Platformer

A dark fantasy platformer with Metroidvania elements. The game is a 2.5D platformer in a similar style to the *Mario* and *Crash Bandicoot* games. The game is combat focused where both you and the enemies have set HP and it's not just one hit kills. The player starts off with a jump and a basic attack, but as they progress through the game you unlock abilities. Each ability unlock is tied to a boss that's based around them having that ability. After each unlock, levels require these abilities to progress easily.



Thomas Doy

A 2.5D shooter and retro puzzle game hybrid

For my final-year project, I have created a modern shmup game with puzzle gameplay elements. I wanted to make a creative and challenging game experience. Demonstrating the skills I have developed through university as a gameplay designer using the Unreal Engine 4. I am incorporating and iterating upon scripts from previous projects that I have worked on in the second year. In this game, the player flies through an increasingly challenging level firing at retro inspired enemies. I have taken inspiration from classic games like *Space Invaders* and *Centipede*. The game concludes with a *Tetris* themed boss phase.



Adam David Spedding Johansen

Creative Crusade

A fun side-scroller platformer with a built-in level editor lets players create as much as they play. With a pixel art aesthetic, players can get a sense of nostalgia while creating something new, rather than reminiscing on something old. I was inspired by many of the 2D side-scroller platformers I grew up with, such as *Super Mario World* and *Sonic the Hedgehog*. I noticed there has been recent interest in players looking for nostalgic gaming, with releases such as the *NES* and *SNES Classic Mini*, *Sonic Mania* and *Bandicoot N. Sane Trilogy*, just to name a few. As an aspiring technical designer, my speciality is developing tools for level designers to build with, taking on important and challenging scripts. For this project I worked on developing tools that players could use to design levels; a level editor. Throughout this project I refined my skills in the development of systems and expanded upon previous iterations of mechanics with exposed variables for customisation, opening it not only to level designers but to the player.



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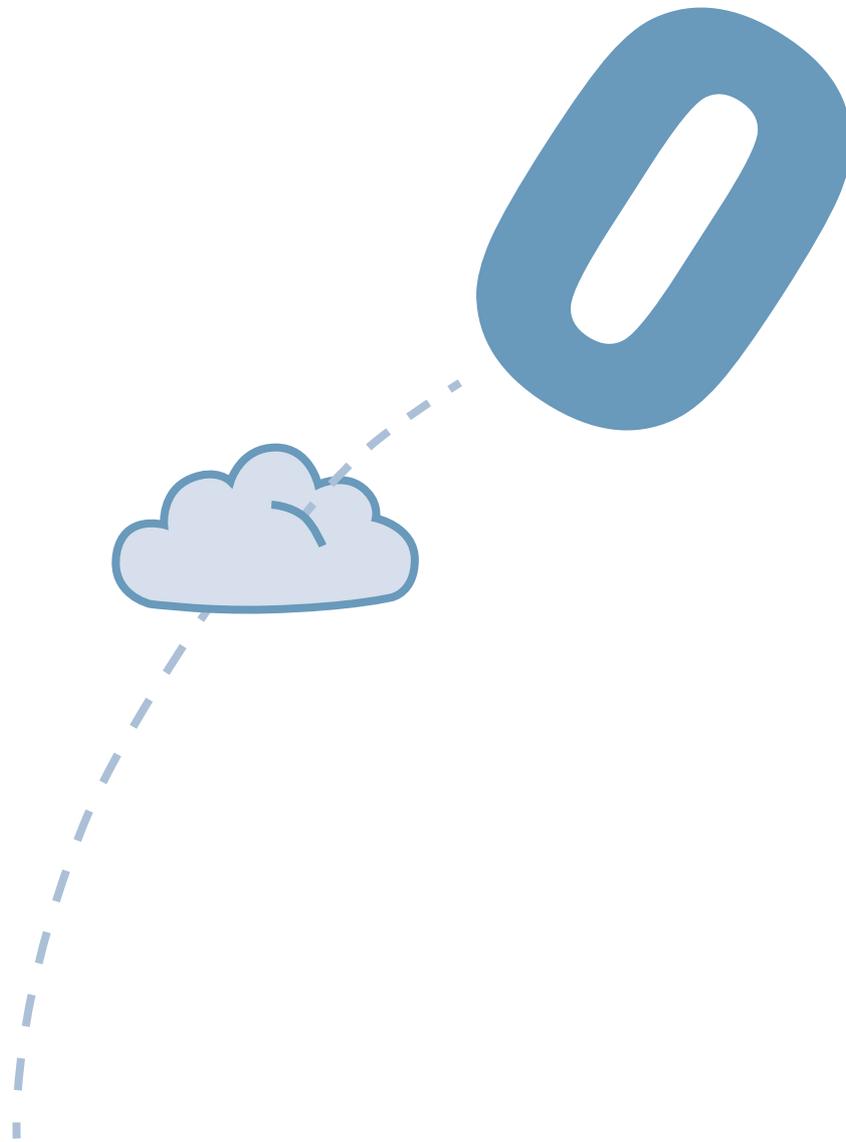
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Computing & Web

These diverse research and development projects encompass a range of topics from the highly abstract and theoretical branches of computer science to the practical applications of the theory in systems design, software development, ICT and web development. Our courses are constantly updated to ensure that we are ahead of the game in providing students with the skills to develop systems and solutions using the very latest technologies. This can be seen from the selection of projects on show, which share a common theme – innovation and experimentation. Many of our BSc programmes are reviewed and accredited by the British Computer Society.



Students are supported by outstanding facilities, including a wide range of web, networking and programming studios and dedicated laboratories running industry-standard software. The School maintains close links with industry, with academics actively involved in consultancy and workforce development activities. This feeds into the classroom, ensuring our courses are relevant and up-to-date. The high quality of computing and web courses at Teesside has been recognised by a national review undertaken by the Higher Education Funding Council for England. A report by the British Computer Society highlighted ‘the positive approach to course delivery, innovation and student support’.

Undergraduate

-  BSc (Hons) Computer Science
-  MComp (Hons) Computer Science
-  BSc (Hons) Computing
-  BSc (Hons) Cybersecurity and Networks
-  BSc (Hons) Health Informatics
-  BSc (Hons) Information Technology (IT)
-  BSc (Hons) Web Production

Degree Apprenticeship

-  BSc (Hons) Digital Technology Solutions (Web Engineering)

Postgraduate

-  MSc Computer Security and Networks
-  MSc Computing
-  MSc Cybersecurity
-  MSc Data Science
-  MSc IT Project Management

Research

-  MRes Computer Science*
-  PhD Computer Science

*Subject to University approval



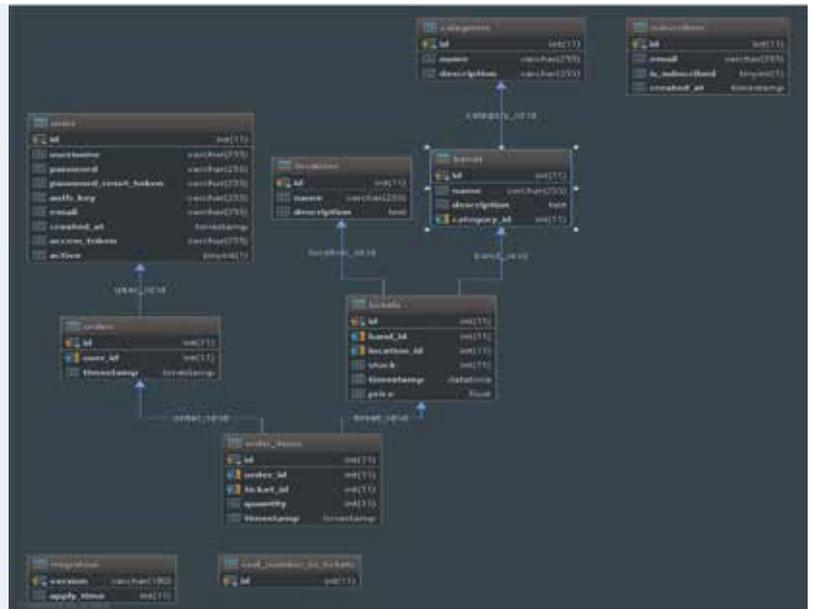
Richard Bairstow Taekwon-do Learning Application

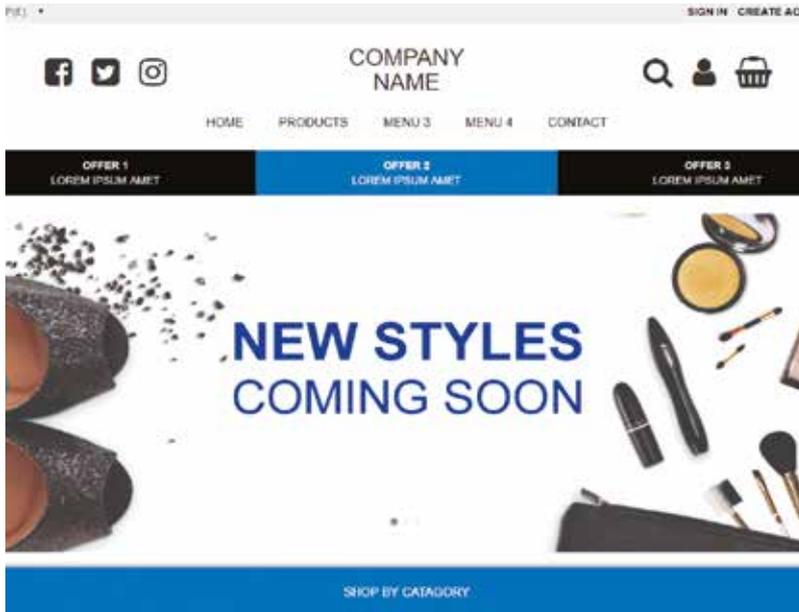
My project is a martial art learning application for Taekwondo students; providing knowledge, techniques, and guidance for beginners learning the art. Knowledge is documented in digestible content, using bespoke videos, images and content. The content is based upon indepth research, and knowledge from experts, which provides the most up-to-date knowledge available. The application uses Yii2, a PHP framework to build a back-end content management system. This makes content easily available for creating, reading, updating and editing, ensuring that the application's content is future-proof.



Brian Morris An online-booking system for live music

Using a PHP-based MVC framework, Yii2, my project is an online system to book tickets for live music events, as well as allowing bands to hire out studio recording facilities. The project had made use of MySQL for the database, PHP 7, Yii2 and Bootstrap 4.

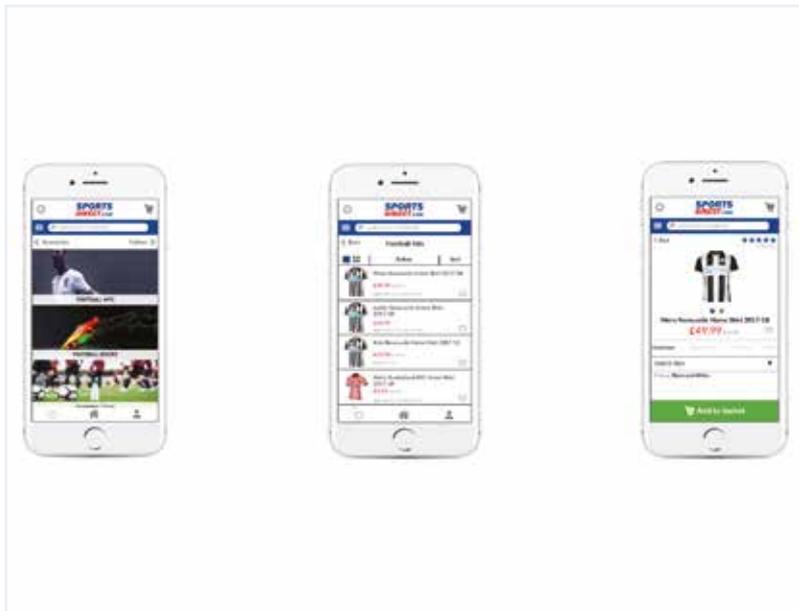




Jordan Rowcroft

A Personal Web Design Journey

I am exhibiting work of my various projects in web design, starting off with my work from 2015 compared to now, culminating with my final-year project. The final-year project is a working front-end to back-end online shop solution, which the content on the front-end will be ran by the back-end. During the development of the solution, I have gained skills in PHP and extended my skills further with HTML5 and CSS3.



Jordan Peter Rundle

Sports Direct Prototype Application

I am presenting the prototype Sports Direct application which I designed whilst working for clients within Sports Direct. My prototype won first place out of eight other designs judged by the Sports Direct design team and manager.



Sophie Winch

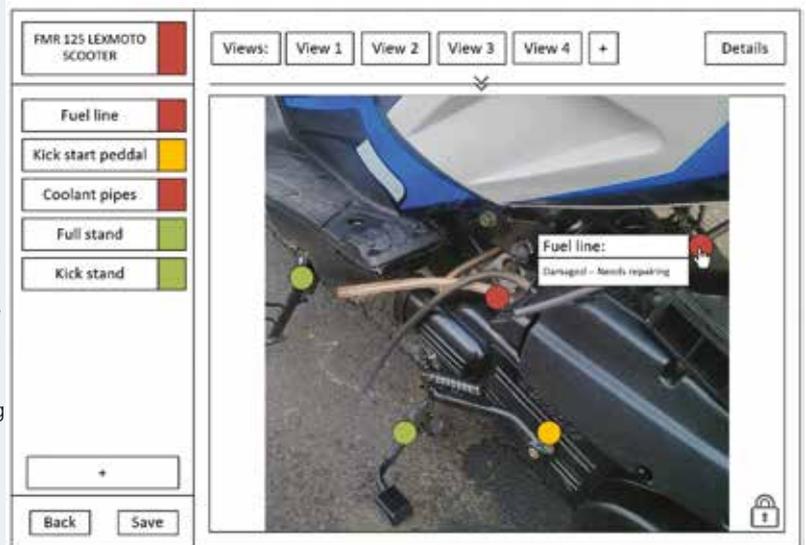
DigiPop Children's Game

DigiPop was created as part of an assignment for my conceptual design and creativity module. The game focuses on learning elements for children to assist with adding numbers. The game was created with Phaser, JavaScript, CSS3 and HTML5. It was designed to excite children, with its child friendly, colourful and bold UI. The aim of the game is to click the balloons with numbers within them, as they go up the screen, to match the star number. Skills enhanced during this project include; HTML5, CSS3, JavaScript, focusing heavily on the game's visual appeal and usability. The game works across all devices as many children these days tend to play on mobiles and tablets.



Daniel James Boden Equipment Maintenance Monitor System (EMM)

This is a web application that provides users the ability to view all equipment being maintained/used by them. The views provided are informative to the users, by providing a list of all the parts for the equipment alongside their condition. The condition of the parts is represented through a simple but easy to understand RAG (Red Amber Green) status, which helps provide an immediate inclination as to the condition of the parts and equipment at a high level. When parts are viewed individually, detailed maintenance logs/information can expand upon why the parts have been given their RAG status. The intention and purpose was to be able to provide technical and non-technical users a simple and easy to use service, which allows them to keep track and monitor their equipment through informative dashboards and other reports. The reason I chose to create the equipment monitor system was due to some work that I witnessed undergoing development while in my placement year, where I worked on applications that helped petrochemical companies improve and manage their workloads in their sectors. This led me to see the development of a similar piece of software to the EMM system being developed for technical plant users to monitor one piece of important equipment; it was this that made me want to create a similar system for all types of users and for many pieces of equipment.



Dean Duff Project management web application

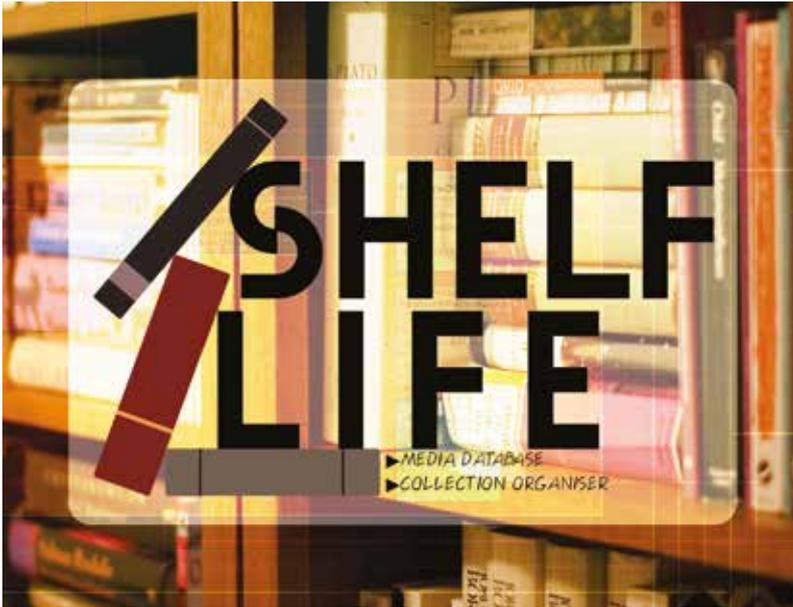
SaaS project management web application built with a microservice approach deployed across multiple containers. The application gives users the ability to collaborate with other users and also features a rich reporting dashboard that includes a report builder, allowing users to visualise data in various ways.



Darien Goodwin-Madden YourMarket – A highly decoupled eCommerce application.

YourMarket is an eCommerce application designed to be very loosely coupled by utilising micro-service architecture and MVVM (Model View View Model). The application is designed in C# and uses entity framework to communicate with back-end SQL databases. The application allows registered tradesmen to set up their own markets to sell items. Sellers can modify all details regarding products they sell. The application also allows sellers to view very detailed information regarding the sales of items. These details being the amount sold, the typical time of day/month of year sold and the typical age of customers who purchase the product. As customers, users can navigate through the application to view items corresponding to the search criteria entered. They can keep track of all items purchased through their account and can view invoices generated for each purchase. SSRS is used in the application to generate invoices and detailed reports for customers and sellers.





Jo Jerrica Humphreys **ShelfLife: A Web-based Media Metadata and Collection Management Service.**

This project aims to create a media metadata service for the purposes of documenting and archiving the individual data aspects of a media release, ranging from a release's title and creators, right down to the lesser-known yet equally important details of a release, such as a release's format, age ratings and barcodes. This data then allows the service to be extended into a collection management service for its users, complete with an API that allows for the creation of external software that can make use of the service's data, including, but not limited to collection management apps. The project aims to solve a problem that has plagued many since the increasing prevalence of digital distribution and extremely cheap physical media, a problem that can often be compounded by the flood of bundles within the past decade; a person can wind up with collections so vast and scattered that it has become rather difficult to keep track of them. This project has been developed using Python 3 and the Django web framework, with PostgreSQL as its database.



Jerome Hurley **Shift Ninja**

At ExpoTees I am demonstrating a cross-platform system designed for the temporary work industry to allow recruits and agencies to exchange job offers and digitally streamline the handling of shifts. The application is implemented as both a mobile and web application.



Margaret Kelly **Data exploration of gender bias using machine learning techniques**

It is 100 years since women got the vote and media reports suggest a pay gap and gender bias still exists. Some questions that arise from this are; is the pay gap as big as we are led to believe by media reports? Is salary bias affected by industry type? Is salary affected by location? This project presents the results of data exploration of gender bias using machine learning techniques to build a predictive model. Process: a new dataset is created by merging existing datasets. Data mining techniques are used to find any hidden structures within the data. Machine learning algorithms are used to create and test a predictive model with the goal of being able to predict percentage mean difference when given a set of characters. Finally, data visualisation tools are used to present the results. Methodology: the programming language used is Python. Dataset preparation uses Pandas. Machine learning algorithms (K-modes, principal component analysis and regression) are used to train and test prepared dataset. The results are cross validated to get % of accuracy. Possible predictors are gender, industry type, location and age.



Mark Leonard

Using F# for Web Development

The topic of the system is a car dealership. The system is designed using an n-tier micro-service architecture. Using stored procedures to access an SQL database hosted on Azure, the back-end F#-coded OWIN based API's comprise of the data access and business logic layers, sorting the data before supplying it, in the form of JSON, through http responses. The front-end, three HTML and JavaScript web apps, send http requests to the API's using Ajax. To navigate the web apps, Angular is used to control which html view is displayed depending on the URL. JQuery is used to manipulate the HTML elements to display the relevant information. These allow customers to search and view cars, then log in to book test drives and MOTs. The staff applications allow staff to manage/sell cars, manage staff and manage the progress of MOTs depending on their authorisation. Security is a key part of the system, as there is sensitive user information stored on the database. To keep this secure, a user authorisation feature is to be implemented, with the credentials needing to be inputted if sensitive data is to be edited. This is to prevent unauthorised changes.



Adam John Sargeant

Home Inventory System

The project is a home inventory system mostly directed at keeping track of all the items in the average household kitchen. The system is comprised of two main types of hardware; a central appliance which contains a local database used to store information, and multiple smaller appliances primarily using a barcode scanner, a light, and a method of communicating information back to the central device.

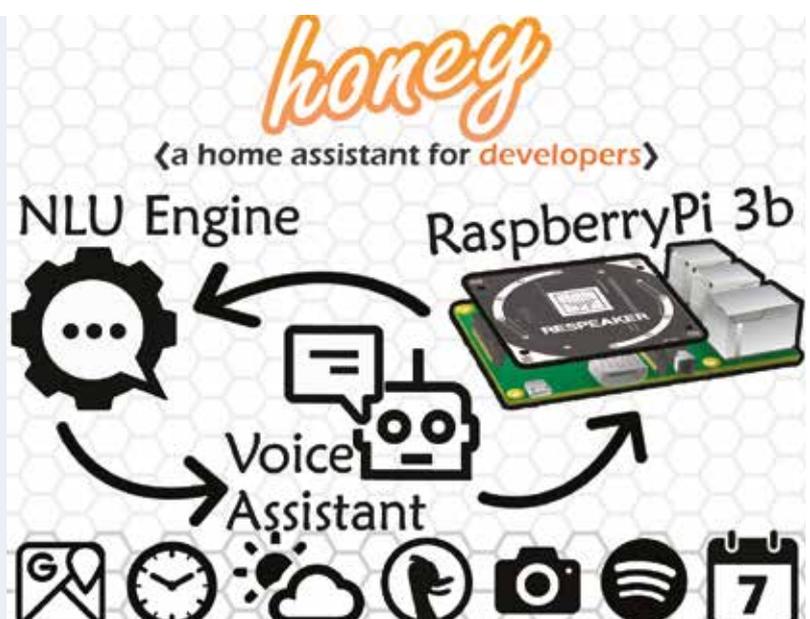
The scanner devices are designed to be mounted to a user's kitchen cabinets or other storage areas. The user uses these devices to scan the barcode of an item that they are adding or removing from their storage area and tap a button to indicate which of these actions is taking place. The central data collecting device is queryable, allowing a user to quickly find whether they have a specific item. This also links to the scanner devices, as the scanner used to add that item illuminates its light, thus showing the user the location of that item.



Danny Todd

Modular Home Assistant Mounted on a Raspberry Pi

My project is a personal home assistant allowing speech recognition with functionality such as integration with smart home devices and applications as well as knowledge gathering through internet searches. Using a language parsing engine to provide natural conversation between user and assistant. Currently there are few open source assistants to be found online that provide smart functionality that are also easily built. This project solves this problem by allowing an open source, free assistant software to be mounted on a cheap, readily available piece of hardware. The project is aimed towards developers and tinkerers by allowing easy addition of new hardware modules and accompanying software.





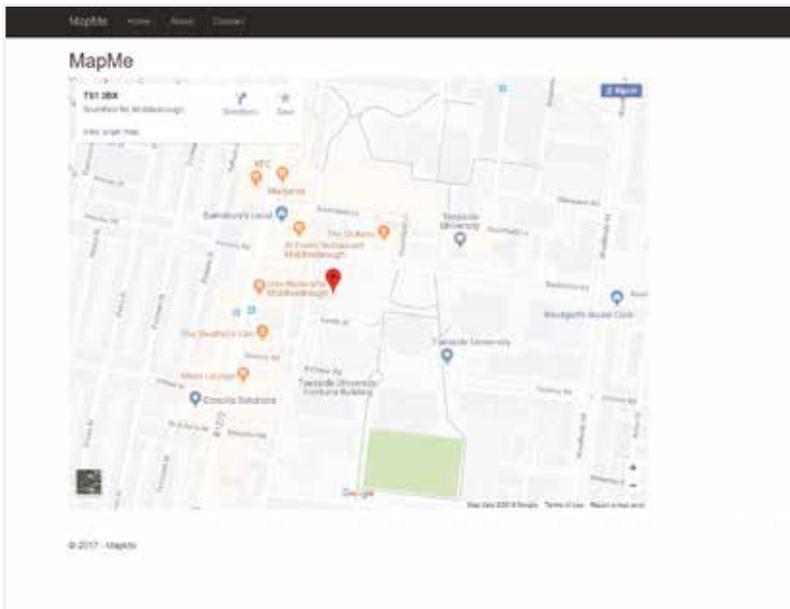
JOB SCOUT



Anthony Ward Mobile Recruitment App

The final-year project work I am presenting is a job recruitment application for mobile devices. The application allows users to create a profile to hold their CV which they can send to employers listed on the application and view the location of the job. Employer accounts can host information about job opportunities and show the location of the job. They can also browse through user accounts allowing them to contact those with the correct skillset for their jobs. The project itself is developed primarily for Android devices however it is developed in Xamarin allowing for easy cross platform development for IOS devices. The application also makes use of Firebase for its data storage needs and account management.

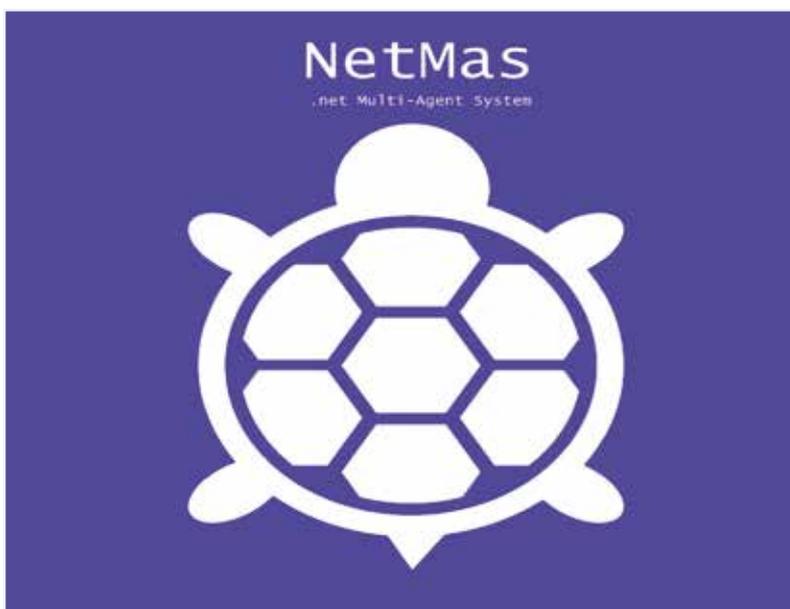
MComp (Hons) Computer Science



Ryan David Adams MapMe

The work I am exhibiting is a piece of software that takes geographical information from a database and creates maps from it, allowing easy visualisation of geographical patterns within data sets, such as concentrations of the customer base of a company or the spread of a disease. There are a handful of skills I have developed whilst producing this work; firstly, I have learnt how to pull specific types of data from a database to be used separately. Secondly, I learnt how to process data and convert it into a different form, for example converting postcodes into coordinates. Thirdly, I learnt about data storage and potentially hosting it on the cloud for data persistence. Lastly, I learnt about mapping and putting a large amount of data points onto a map. I have also looked into map graphics, such as a heat map style, and about using and interacting with Google maps. Finally, I will learn about website building as I will use a website to host the mapping system for ease of demonstration.

BSc (Hons) Computer Science with Foundation Year



Anthony Emberson C#.NET Multi-Agent Simulation

My project is a multi-agent simulation system with an integrated logo based scripting language developed using C# and the .NET framework. I have developed a logo language interpreter and a graphical user interface to configure and visualise the results.



Prague College

Prague College, based in the Czech Republic, has been successfully delivering Teesside University programmes since 2008.

One of the best-known English-language universities in the region, we are proud of the hundreds of students who have graduated with Teesside degrees in the areas of art, design, international business management, finance, media, and computing. Prague itself has a reputation as a centre of innovation and as a hub for new technologies and international business.

Through its well-developed links with industry,

Prague College is playing an important role in educating for these sectors. In particular, the BSc (Hons) and MSc computing courses at Prague College have become showcase programmes, which stand out for their small yet dedicated cohorts producing outstanding results, with a high percentage of students receiving distinctions or firsts.

Prague College students have presented their innovative work at ExpoTees before. In

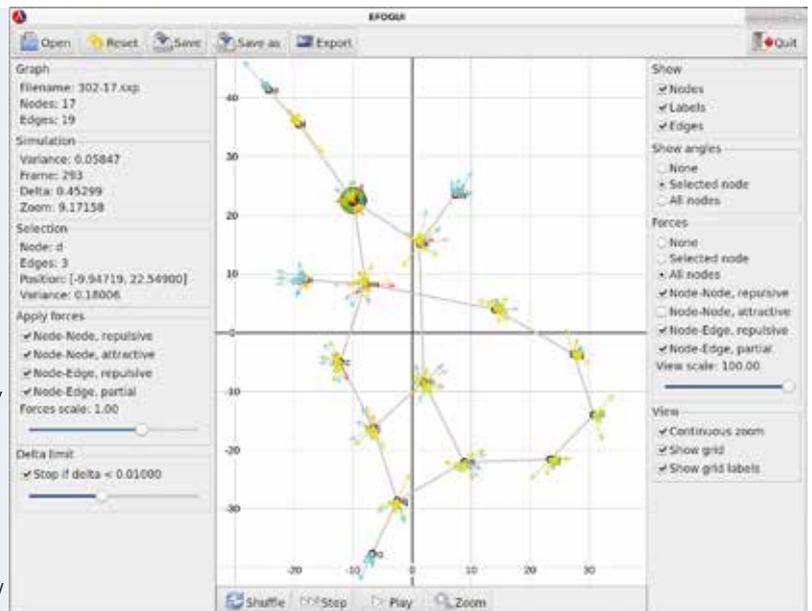
2014, Michele Nuovo demonstrated MyETL, a Java application that allows businesses to integrate data from multiple sources and file formats. And in 2015, Petr Roudensky developed both software and hardware using a completely innovative method to help patients suffering from neurodegenerative diseases to communicate with their friends, families and carers. For this project, Petr was also the recipient of a Teesside University Dean's Award in 2014.

BSc (Hons) Computing



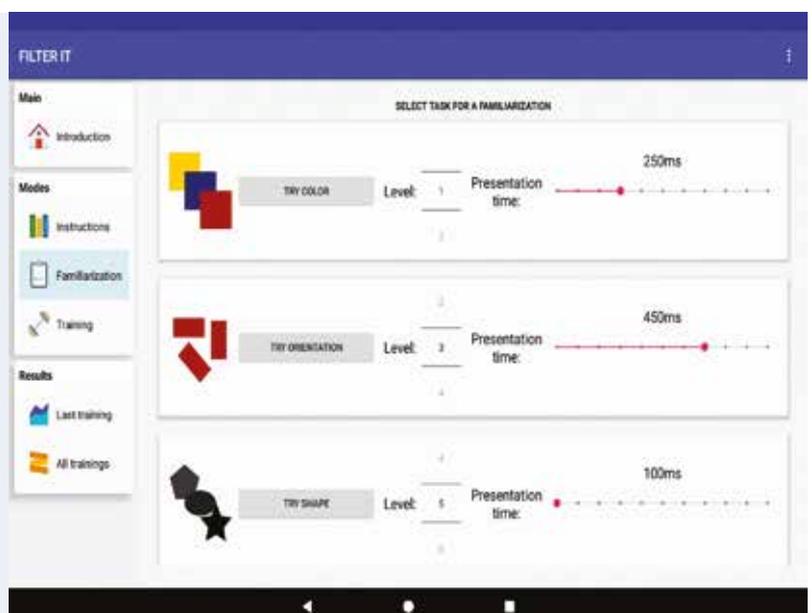
Dominik Pantucek Addressing zero angular resolution in a force-directed graph drawing using repulsive forces between nodes and edges

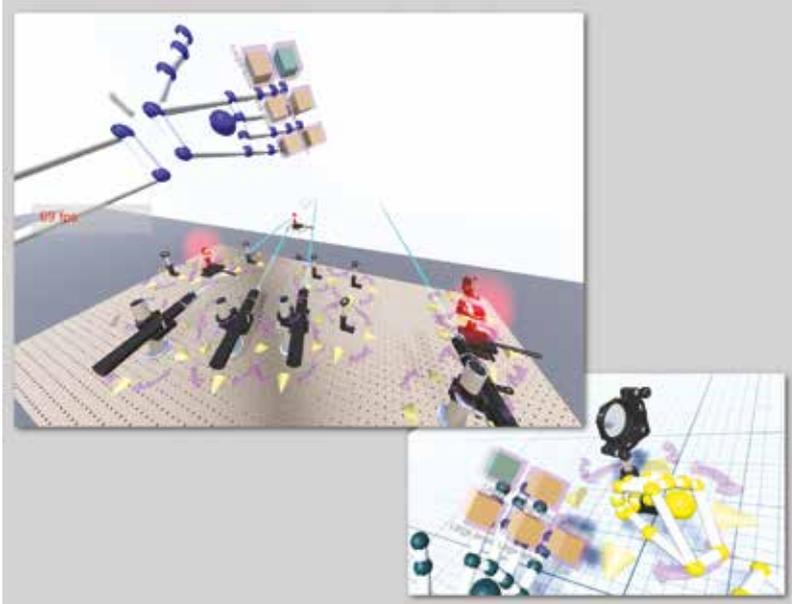
Graphs, mathematical structures consisting of nodes and edges, find their application within many fields of study. Drawing them onto a 2D plane poses a unique challenge and there have been many approaches to it. One class of graph drawing algorithms revolves around simulating physics-like forces between nodes depending upon the fact whether they are connected or not. The simplest algorithm of this class is the spring model, which models the nodes as electrically charged particles and edges connecting them as stretchable springs. Although this algorithm yields visually pleasing results, there are circumstances under which the edges hold very small angles between them in the produced images. To measure this phenomenon, a novel method was developed which compares the angles to ideal angles around each node and calculates total statistical variance of this ratio over the whole graph. The solution adds repulsive force between edge and other nodes. The results of this work show that it is a viable solution to the zero angular resolution problem. The software allows the user to experiment with aspects of the algorithm designed and see how it affects its effectivity in real-time.



Artem Ayrapetov Mobile Application For Filtering Efficiency Training

The project was based upon research from Prague's National Institute of Mental Health. Its purpose was to become a platform for experiments in the domain of visual working memory training. The project implements what is known as a change detection task, a trial that is used to examine the capacity of person's working memory and subsequently enhance it by training subject's filtering efficiency. The application is written in Java, for Android, and runs on a range of mobile devices. Besides the actual training, my application features mechanisms for reflection like generation of CSV data sets and performance charting. During the development, the focus was put on close collaboration with the client and research in the following areas; Android lifecycle and canvas drawing, parameter randomization, charting and examination of what has been previously done in the field.





Oleksii Strapchev

Hand Tracking Module for Controlling Interactive 3D Spaces in Virtual Reality

This project was created in collaboration with ELI Beamlines laser research facility to address the problem of controlling complex interactive environments in virtual reality. Using 3D virtual reality applications developed in-house to provide researchers with a means for training new personnel. My project aim was to develop a module that could be integrated within a Unity based VR application allowing the users to control a 3D environment using hand tracking. The deliverables included a Unity package that could be integrated in any Unity based project to enable advanced control over the environment. Additionally, a demonstration scene was developed to showcase key features of the utility. Some of the key skills that helped me deliver the project included the use of software methodologies for planning the project implementation and organising the communication with the client. Additionally, knowledge of object orientated programming languages' principles such as C# helped deliver a robust and flexible application. Understanding the significance of conducting secondary research helped find shortcuts and avoid impasses during the development process.

BSc (Hons) Computing



Michael Barley

Develo

At ExpoTees I am exhibiting my final-year project called Develo. Develo is a social networking web application for developers so that they can socialise and seek mentorship. Users can post, comment and like posts on a feed which is accessible by everyone. They can add mentors and start communicating with them through private messaging. Whilst producing the work I have developed skills in; HTML, CSS, JavaScript/Jquery, Bootstrap, PHP/Mysql, SQL and UX/UI Design. As an aspiring front-end web developer it was very challenging working with PHP but I am very happy with the end result.



Joshua James Cawthorne

Cobalt: A social, music sharing experience.

My final-year project, Cobalt, is a social, music sharing app. This exhibit displays the breadth of skills I've utilised whilst creating it using; HTML, CSS, JavaScript, JQuery, SQL, PHP, Java, XML, Swift plus more. I have also demonstrated UI/UX design skills, and have designed the logo and marketing material in Adobe PhotoShop and Adobe Illustrator. Video editing was completed in Apple's Final Cut Pro X. ExpoTees is a great opportunity to sell myself to potential employers.



Robert Stephen Enright On Using Password Visual Meters to Educate Users about Password Quality

My project is an investigation on whether we can improve password meters so that they can better educate users on password policies. I have prepared a demo with several password meters that have been implemented in JavaScript. All the work has been based on current research on password quality. This project has significantly advanced my JavaScript skills. My research and writing skills have also been developed further, through the production of a research paper in collaboration with members of academic staff. The level of detail that has been required for the project has been high and I have had to understand and process different sources of research information to produce the research paper.



Jonathan Paul Grime Yii2 Autism Awareness Web Application

The focus of my project was to create a web application that provides information on the autism spectrum. I came up with this idea because I am on the autism spectrum myself, and felt that it would be a great opportunity to showcase my skills. The web application was built using Yii2, a PHP MVC framework, and is database reliant in order to make sure that all vital user information is stored safely for display. The front-end has been developed using HTML5, CSS3 and JavaScript, whilst the back-end has been developed using PHP and MySQL.

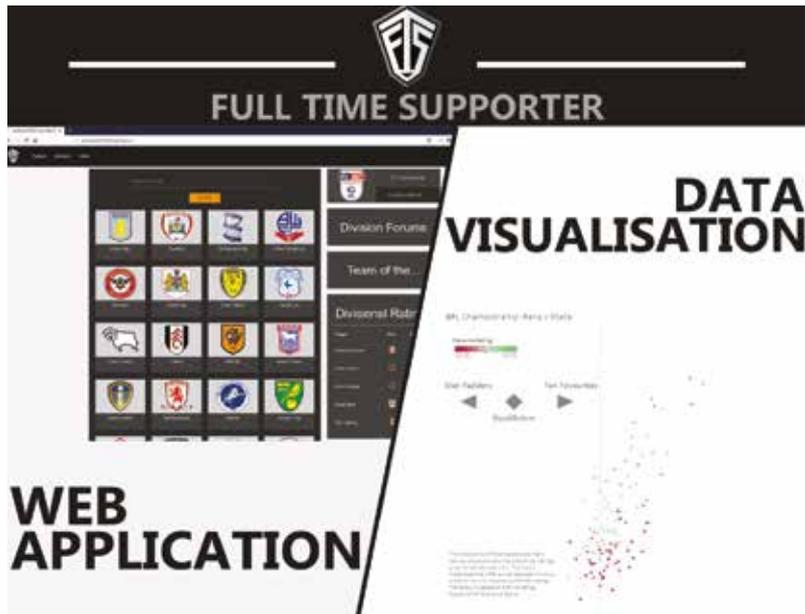


Steven Andrew Heasman A decentralized and secure product assurance platform

I have created a product assurance blockchain application. When someone adds a new product to the system it gives it a key and a QR code. The transaction is added to a blockchain and then you can test the authenticity of the item by scanning the QR code with the phone application. I have created a Windows application which is used to add the new item to the blockchain and then scan the new item code with the phone application to test authenticity.



By Steve Heasman



Isaac Johnson

Full Time Supporter – Web Application/Data Analysis System

The main objective of my project is to discover whether there is any correlation between fans opinions of football players and certain football statistics. This is completed using data analysis tools and techniques like data mining and data dashboarding. The second, and larger section of the project, is a web application in place to provide the data required for this analysis. Football fans will use the application to discuss their club in a forum environment, as well as give players ratings out of 10 for each match. This system ensured the needs of the user, and the needs of the project were met. Throughout the project I have developed many skills. Research skills were prominent when trying to add depth to the project, and more technical skills became relevant after the analysis stage. I have gained a further understanding of front-end web design, particularly in meeting usability and accessibility needs, using CSS and CSHTML. The back-end of the application enhanced my knowledge of ASP.NET and SQL, particularly in how to design a feasible database. The data analysis section aided me in understanding how to take large amounts of data and create something meaningful from it.



Simon Knapp

A network model and accompanying documentation for the new Amazon HQ2

This project consists of three documents (network report, user policy and service level agreement) and accompanying network simulations. The network that was designed in this project was for the newly proposed Amazon headquarters in America. This network will cater for approximately 50,000 people and will utilise the Amazon AWS software. In this work I have used and developed the following skills/techniques; detailed research, project planning, critiquing of work, time management, network design, network simulation, user based management, and policy-based management.



Yuesong Li

Online Shopping Prototype

My project is an online shop prototype. This project is using CodeIgniter, the MVC PHP framework, to develop an online shop prototype. I have developed both the front-end and back-end. I have also researched the use of search engine optimisation to make sites higher ranked.



Sidra Ramzan

User friendly Car Sales data

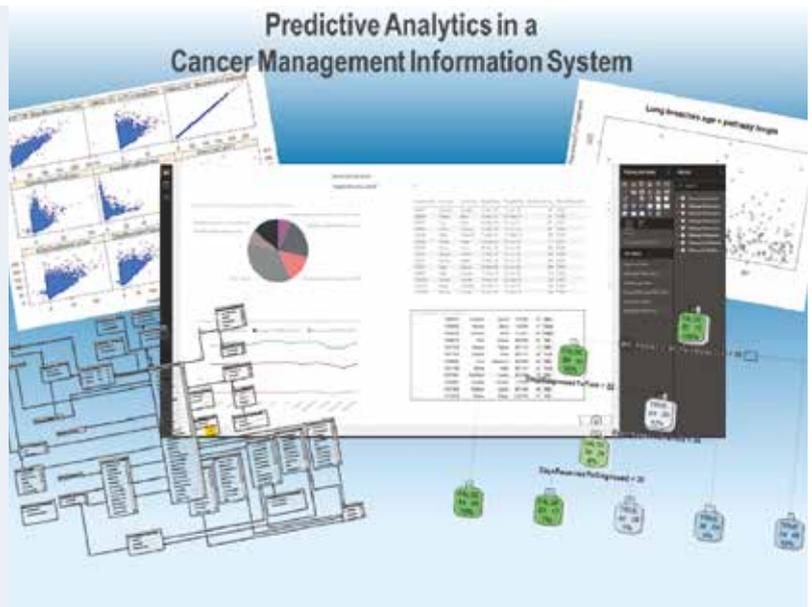
This project has been created to be dynamic and interactive for car dealers. This dashboard interface displays car sales data taken from car dealerships. The dashboard helps car dealerships determine how many cars have been sold and which cars are the most popular. Graphs and tables will be placed on the dashboard displaying the most popular cars sold depending on different situations such as season, colour, special features (Wi-Fi), year, month, models and make. The dashboard will also show which car make was the most popular overall. This makes decision making based on the sales data stress-free and relaxed for car dealers.



Laura Marie Smith

Predictive analytics in an NHS tracking environment

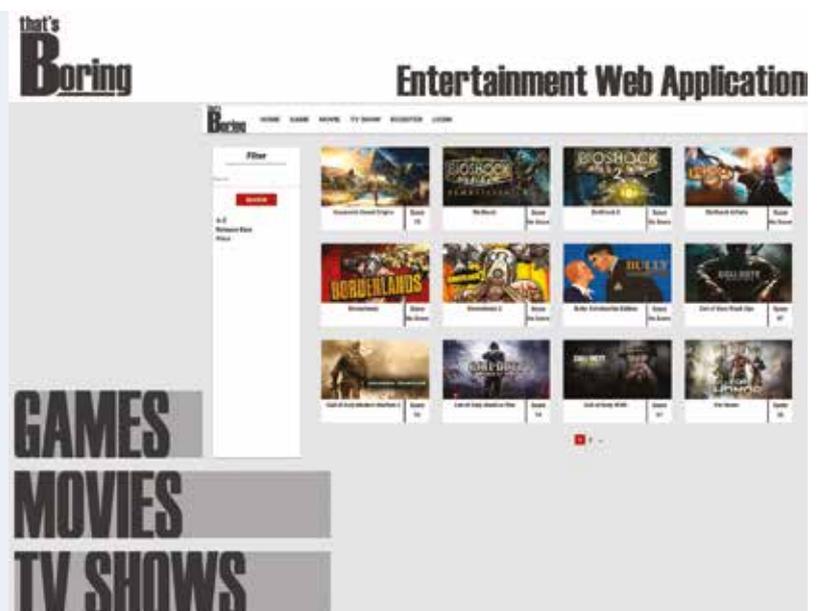
This project aimed to explore the potential of utilising predictive analytics and data mining in an NHS patient pathway tracking environment using data warehousing, data mining and predictive models to provide a tool to streamline and predict a patient's pathway based on historical data such as symptoms, co-morbidities and demographics. This would enable the tracking team to determine which pathways to focus on and alert senior management teams to foresee and prepare for capacity issues before the event and potentially to predict likely costs of pathways if further developed in the future. SQL Server and Visual Studio were used to design and implement the database, Data Warehouse, and SSIS and SSAS packages. A combination of Microsoft's business intelligence tools and the R programming language was used to analyse the data and the findings reviewed and compared. The dashboards were designed using AxureRP and implemented using Microsoft PowerBI to provide the tracking teams and senior management with the information they require to streamline and improve pathways.



James Williams

That's Boring: Entertainment Web Application

That's Boring is a web application allowing users to explore different types of entertainment, using filters to provide help with finding the item they are searching for. Rather than focusing on just one type of entertainment, this web application puts a variety of entertainment sources into one place. It incorporates a front-end web application designed around user accessibility to ensure ease of navigation. Users can leave scores on items which will then be displayed on their profiles. The application was developed using C#, CSHTML, CSS and SQL.





Ross Williams Universal Ticket Booking System

VersalTicks is a universal ticket booking system developed using a microservice architecture. It allows users to sell tickets and advertise their own events, and includes a staff application for management of users, tickets and events. Windows Presentation Foundation (WPF) applications were used to follow the Model-View-View-Model (MVVM) software architectural pattern for front-end interactions for a range of different users. Web Application Programming Interfaces (APIs) provide access to the backend databases.

BSc (Hons) Information and Communication Technologies

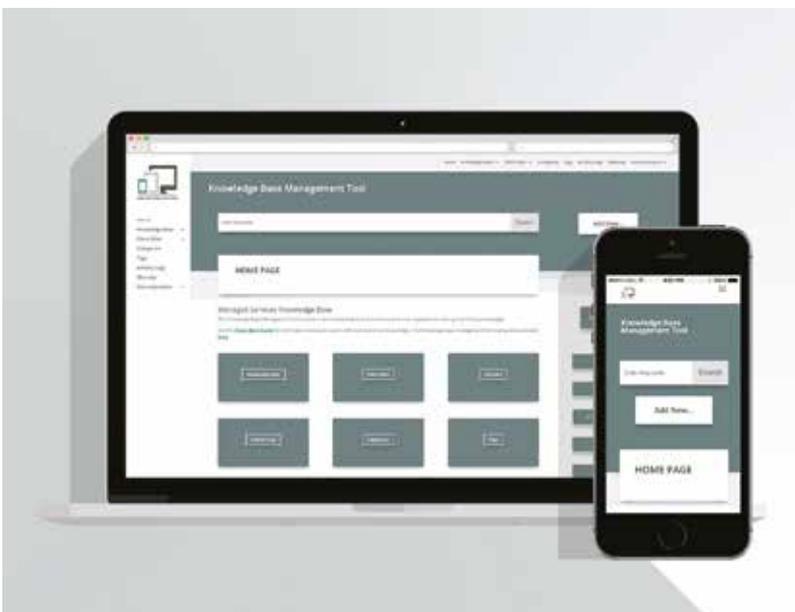
A study on proxies towards security

A technical report and simulations using virtual machines to inform and educate users of the security importance of proxy devices



Philip Giles A study on proxies to enhance security

This project demonstrates the significance of proxies within a networked environment and dispels the common misconception that they are used purely as bypass tools (to get past a content block). It includes a discussion on the importance of perimeter proxies and presents a selection of practical scenarios using virtual machines (reverse and forward proxies).



Dawn Claire McBeath Knowledge Base Management Tool

This project involved the development of a Knowledge Base Management Tool for a Managed Services Department. It is a prototype software solution to manage knowledge across a team. The concept of this tool was to design a central repository of information and data which can be stored and shared from one location. Key advantages include reducing time to record and retrieve information, reduce employee training time, improve ticket resolution time, improve customer satisfaction and retain intellectual property.

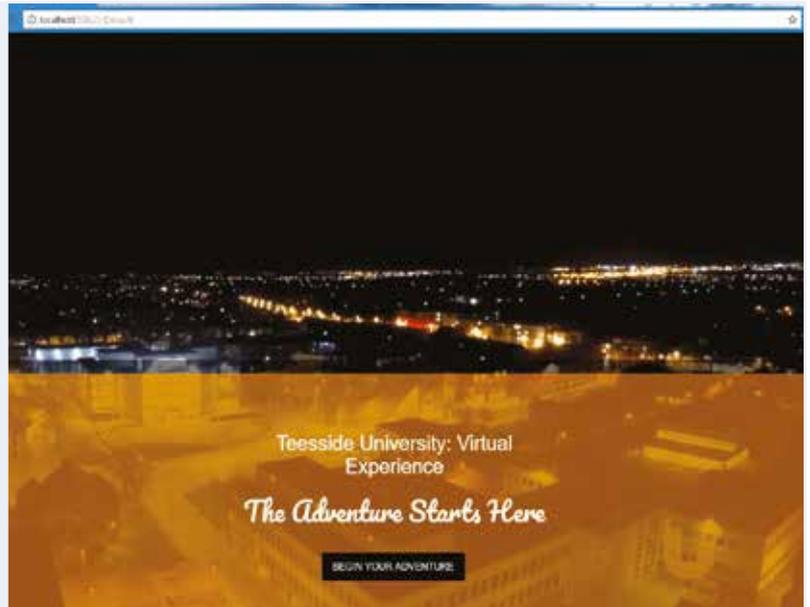
BSc (Hons) Information Technology



Mohammed Al Azman

Interactive Virtual Reality (VR) tour of Teesside University

A website has been developed to provide a virtual tour of parts of Teesside University Middlesbrough campus to show off its facilities and buildings, including The Curve, Library and Gym. A series of 360 degree virtual tours were created using Kolor Panatour Pro, HTML5, CSS3, SQL, JavaScript, jQuery, Content Management System (CMS), Adobe Photoshop CC 2018, Adobe Premiere Pro CC 2018, Fusion Studio, GoPro Fusion 360° camera, a Drone and VR Goggles.



Mozammel Hoq Sajib

Management system for a food chain

This project involved the development of an online management system for placing and tracking food orders, customer reservations and enquiries for a live client. It makes use of WordPress and Google Analytics.



Robert John Stephen Vaughan

A network with a comparison on the laws that affect its running

This project involved designing and modelling a network for a company with sites in three separate countries with differing laws. The proposed design was tested using Packet Tracer and Riverbed simulations. It includes a comparison of localised legal compliance and focuses on corporate, technical and operational alignment across all sites.





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your own

Looking for skilled web engineers?
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**Digital and Technology Solutions
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Degree apprenticeships are a government initiative enabling you, as an employer, to get significant funding towards the cost of an apprenticeship – to recruit new talent, or develop existing employees.

- > Subject to demand, we offer an initial 6 week boot camp
- > Day release, one day per week
- > Length of course: 3 years
- > Course start dates: September, May and January

Key areas covered by the programme include

The curriculum is developed in consultation with industry partners to ensure apprentices are prepared for the demands faced by businesses. The content of this programme includes:

- > web and mobile development algorithms and user interface, client and server programming and development in a range of languages, libraries, frame works, architectures and tools
- > full lifecycle consideration of data, information and storage from analysis though to governance
- > cloud, internet, infrastructure architecture and technology, including security
- > apprentices will undertake three substantial work-based web production projects.

How does it work?

Tuition fees are paid by a combination of employer and government investment.

Your apprentice should normally be employed at least 30 hours a week while studying part-time one day a week at Teesside University.

The course recognises the workplace as a centre of knowledge building and supports your apprentice by combining learning opportunities within the workplace and the learning environment of the University. It offers a range of modules to support their continuing personal and professional development.

This approach allows apprentices to meet their full potential whilst meeting the higher learning and skills required for both their, and your, success.

Successful completion of the course gives your apprentice an accredited honours degree.

How will you benefit?

You will build a long-term partnership with Teesside University which has a track record for delivering outstanding work-related education.

You can stay ahead of the game by recruiting talent before they enter the highly competitive graduate market place.

Develop your current workforce to motivate talented employees and to retain the skillset your business needs.

The course has been developed, and is being continually developed, in consultation with senior managers and employers to meet the education and training requirements of your sector.

See immediate improvements and developments within your organisation through work-based assessment and a professional project carried out by the apprentice.

Who is it for?

- > New joiners and school leavers aged 18+ wanting to pursue a career as a web engineer.
- > Employees who have progressed in the organisation with no or little formal qualifications.
- > High potential employees wanting to progress their career further.
- > Highly motivated young people looking for something over and above the traditional degree route.

Fees and funding

Degree apprenticeships are funded by employers and the government in one of two ways, depending on the size of the employer company:

- > apprenticeship levy-paying employers (those with pay bills over £3m) will pay for apprenticeship training from their online levy accounts via the government's new apprenticeship service. They will also receive a 10% government top-up to their online accounts.
- > non-levy payers will only pay 10% of the cost of apprenticeship training with the remaining 90% being paid by the government.

The fee is £27,000 for the full degree apprenticeship.

Your role

- > Support your apprentice to reach their full potential by ensuring they are undertaking real work which is productive and gives them the opportunity to develop in practice, and to evidence knowledge and skills gained.
- > Allow your apprentice to attend external off-the-job training and assessment as part of their paid working hours.
- > Provide a workplace mentor for your apprentice.
- > Consider contributing to the further development of the apprenticeship through consultation and liaison with the University.

Entry requirements

You set the general internal selection criteria but employees also need to meet University entry requirements.

Apprentices need at least two A levels (or equivalent), together with mathematics and English at GCSE, grade C or above (or equivalent).

The University would also welcome applications from mature students without conventional entry requirements, and we can take into account alternative qualifications and experience.

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Whatever your reasons for choosing postgraduate study, you need to be passionate, dedicated, motivated and determined to make it. The challenge will stimulate you – and your sense of achievement when you realise your goal will make it worthwhile.

GIVE YOURSELF AN ADVANTAGE - Stand out from other job applicants with your qualification and specialist knowledge.

DEVELOP YOUR CONFIDENCE - If you have something extra to offer employers, you will feel more confident when you're applying for a job.

RESEARCH AT THE HIGHEST LEVEL - Drive your own topic and help change society.

EXPLORE FURTHER - Continue with a subject that excites you. Challenge your brain and expand your knowledge - develop advanced skills and academic knowledge.

CHANGE TACK - With a postgraduate conversion course, it's not too late to embark on a different career.

EXPAND YOUR NETWORKS - You're more likely to succeed if you're in touch with a broad pool of contacts.

DEVELOP YOUR TRANSFERABLE SKILLS - Improve your project management, critical thinking, research skills, time management, presentation skills and teamwork.

We offer a broad range of MA's and MScs, including

MA Animation

MSc Technical Direction for Visual Effects

MA Comics and Graphic Novels*

MA Fine Art

MA Photography*

MA Producing for Film and Television

MA Multimedia Public Relations*

MSc Cybersecurity

MRes Computer Science*

MA 3D Games Art*

MA Games Design

MA Concept Art

MA Immersive Events*

MA Illustration*

MA Digital Media and Communications*

MSc Data Science

MSc Computing

MSc IT Project Management

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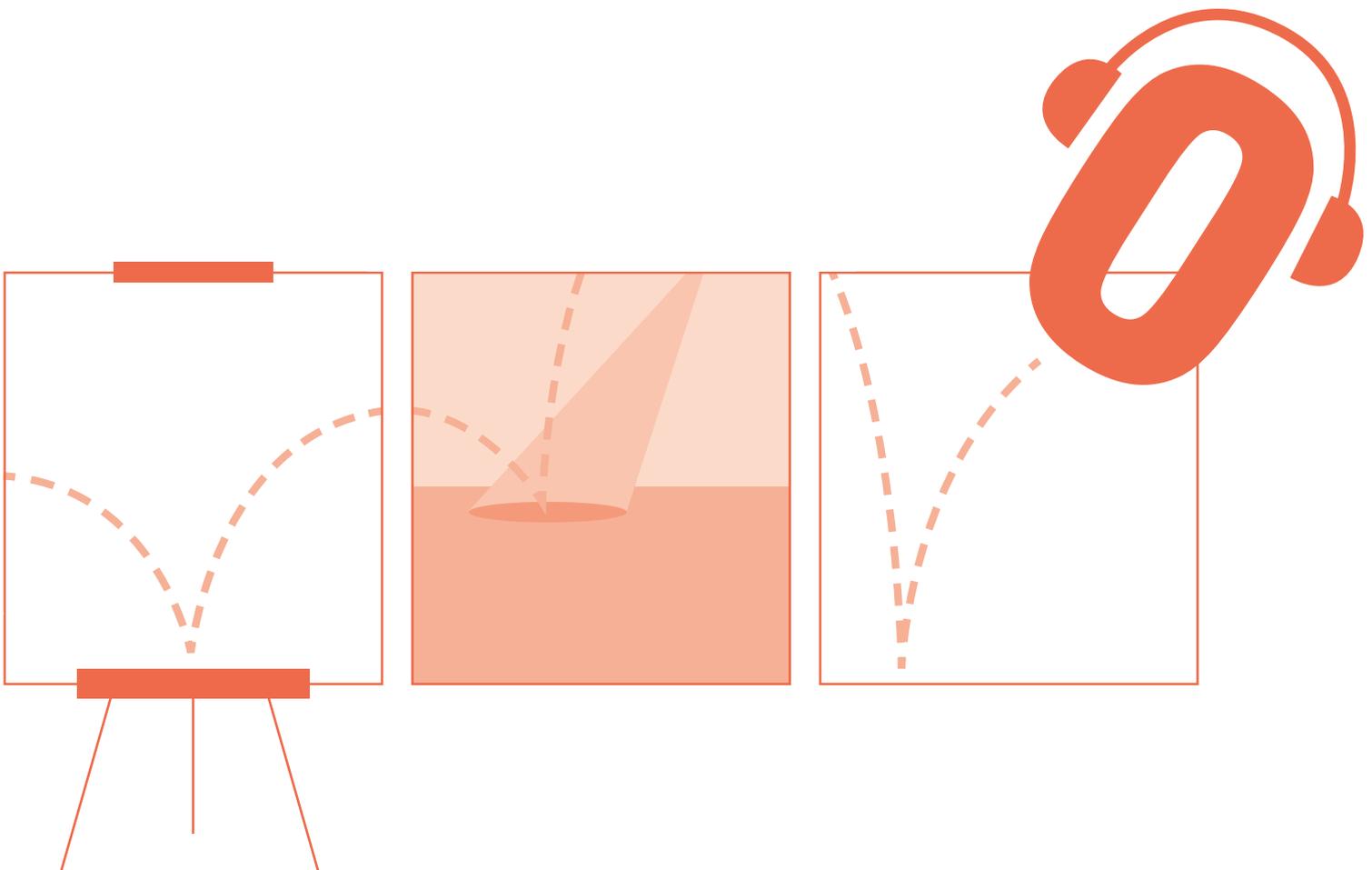
If you're interested in any of these courses or if you have any questions, please just get in touch:

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W: tees.ac.uk

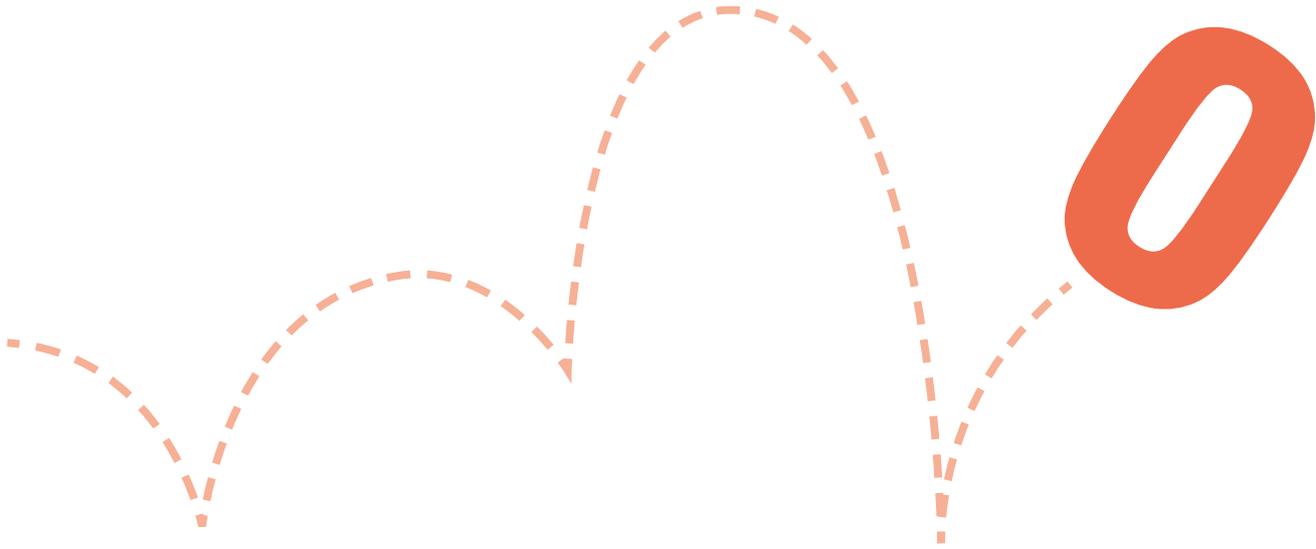
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Communications, Media & the Arts

Teesside University has invested heavily in the campus providing a range of specialist facilities to support teaching, training and research. The Curve, a flexible and innovative learning space at the heart of the campus was completed in the summer of 2015. The Campus Heart forms an iconic central focus to the campus and a vibrant, flexible and attractive environment for students, staff and the community.

The School of Computing, Media & the Arts is one of the best equipped computing schools in the country with cutting edge hardware and software providing a world-class learning environment, and has outstanding facilities available to both undergraduate and postgraduate students.



The School's communication, media and the arts department cover a wide range of courses from the following fields:

Media

Media industries are worth £3.9bn to the UK economy and drive changes in business, art and culture. Our degree courses are cutting edge and enable students to gain meaningful employment in the creative fields.

We offer a distinctive range of practice-based learning, which expands critical thinking and creativity. Here students become an active learner and explore new ideas, discover their greatest strengths and advance their expertise.

Comics

Through our comics, graphic novels and sequential art degree, we aim to produce a new breed of storytellers, each with their own individual, formidable voice. The course covers and caters to all styles of cartooning, from manga to journalism, adventure to Amerimanga, superhero to memoir.

Fine arts

Working with visiting artists, curators and writers who share their expertise during lectures and give direct tutorial support to student's individual research projects.

Our fine art graduates have been instrumental in setting up a broad range of artist-led studio groups and galleries in the Tees Valley including Platform-A Gallery.

Performing Arts

Our performing arts programme teaches acting, voice, movement and performance techniques for mediums including theatre, TV, dance, and live art. Students are at the heart of our degree as performers, creators and facilitators of new work, and our strong industry connections and professional level projects directly contribute to their development.

Undergraduate

-  BA (Hons) Broadcast Media Production
-  BA (Hons) Comics and Graphic Novels
-  BA (Hons) Film and Television Production
-  BA (Hons) Fine Art
-  BA (Hons) Journalism
-  BA (Hons) Media and Communications
-  BSc (Hons) Music Technology
-  BA (Hons) Performing Arts
-  BA (Hons) Public Relations and Digital Communications*
-  BA (Hons) Sport Journalism

Postgraduate

-  MA Comics and Graphic Novels*
-  MA Digital Media and Communications
-  MA Fine Art
-  MA Illustration*
-  MA Immersive Events*
-  MA Multimedia Public Relations
-  MA Photography*
-  MA Producing for Film and Television

*Subject to University approval

BA (Hons) Television and Film Production



Liam Peacock
Aidan Stevenson
James Foulis
Begin Media

Begin Media is a digital content creation company, providing quality, professional, industry-standard work using top of the range equipment, specialising in wedding videos, promotional content and music videos, as well as branching out into graphics and animations. We have a number of projects under our name and have already worked alongside reputable companies such as The NHS and Middlesbrough Council as well as disability groups and charities in the area. Our main goal is to establish ourselves as a reliable and trustworthy freelance company in the North East. What makes our company stand out is that as a freelance entity, it's often that there is only one team member, but with Begin Media, we have multiple personnel able to cover a range of different responsibilities and roles during the pre-production, production and post-production stages. Throughout our years of honing our skills, we have picked up many techniques along the way from practical and theoretical research in order to enhance our production and the final product.



Jamie Thomas Blake
Post-Production Portfolio

I will be exhibiting a showreel of my post-production roles throughout my final-year. Demonstrating my work as an editor and VFX artist. Showcasing my creation of a 3D modelled smoke monster and matte paintings amongst my various editing techniques.



Jingwen Chen
**The Light -
Born Pure, Be True**

In my final project, I filmed a documentary about the elderly people who lost their families in China. They are rehoused in nursing homes by the community. They do not have family care and companionship. Loneliness and death are what they face every day. One of the main problems that needs to be solved in China's society is to consider aging. A large proportion of old people's lives are not well protected, and life is very difficult. Despite the serious situation, the Chinese government did not give up this part of the elderly. Many party members tried hard to get support and help for these elderly people. Therefore, I chose to take an objective perspective to record the true status quo of these elderly people's lives. I hope that through my film, these elderly people who need help get the attention of the society and can really give voice to these old people. In the past two years, I have learnt a lot of practical shooting skills from the course, and also gained a lot of internship work experience. With such an ever-accumulating process, I was better able to complete my final project.





Hui Wang

Shadow Play – the wild rose of folk art

My work is about China's intangible cultural heritage, and China's shadow play is a documentary. As the director of this film, I want to express more about the history and culture of China. At the same time, I pay more attention to the lives and work of the inheritors of the shadow play and how they inherited the culture. This film I performed through the artist's performance, as well as the production process of the shadow puppets. It is hoped that through this film, more people will be able to understand the process of shadows, so that more people can carry forward and inherit.



Amy Pettler

Mum

After an impulsive decision forces a mother and daughter to reconnect, they soon discover the realities behind the phrase Like Mother Like Daughter.

Written and Directed by Amy Pettler, Mum is the result of three years' worth of hard work and development.



Trevor Jon Simon

Go Find Out and I Am

Go Find Out is an experimental spoken-word piece produced in the style of a music video with a simulation hypothesis theme throughout. I Am is an experimental short-film using a poetic monologue to express the mind of a suffering artist.

BA (Hons) Journalism, BA (Hons) Multimedia Journalism, BA (Hons) Journalism (Sports)



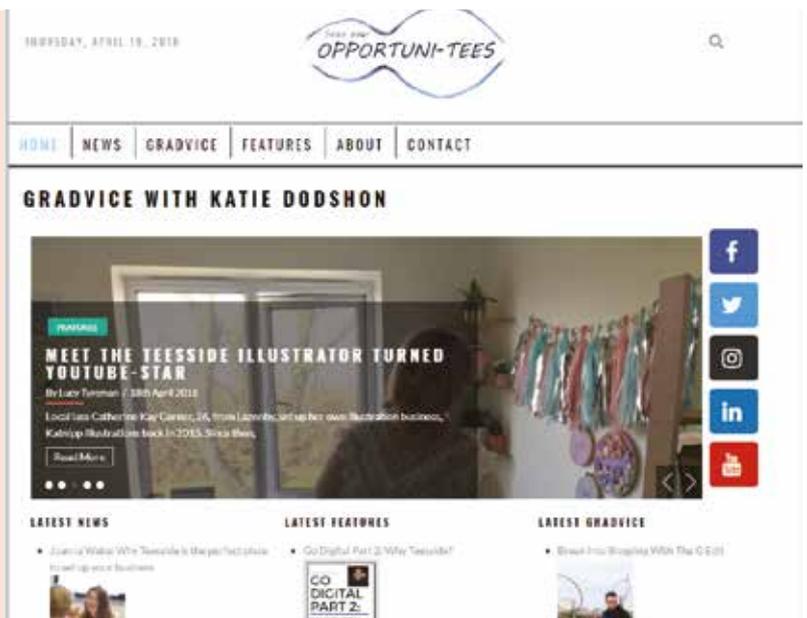
Jake Anthony Graham
Courtney McCarten
Lucy Tyreman

Rebekah Jodie Wright

Francesca Marianne Ahmed

Opportuni-Tees

Teesside suffers from a low graduate retention rate, meaning more workers with higher education qualifications leave Teesside to live and work elsewhere in the country. Our aim is to reduce the skilled-worker deficit by providing business-tailored news and guidance for graduates and young entrepreneurs and increasing productivity and collaboration in the local area. We have been meeting with a wide variety of local independent businesses in the area from beauty and blogging to bespoke furniture and graphic design. We aim to find out why they chose to set up here in Teesside and to prove that it has been worth it. Our Gradvice section is aimed at budding entrepreneurs and graduates who are looking for some guidance in their next career steps. It provides top tips from business owners and previous graduates who are now working in industry. So far we have grown a steady following on our social media platforms and have major plans to collaborate with other projects, the Evening Gazette and Teesside University Business School.



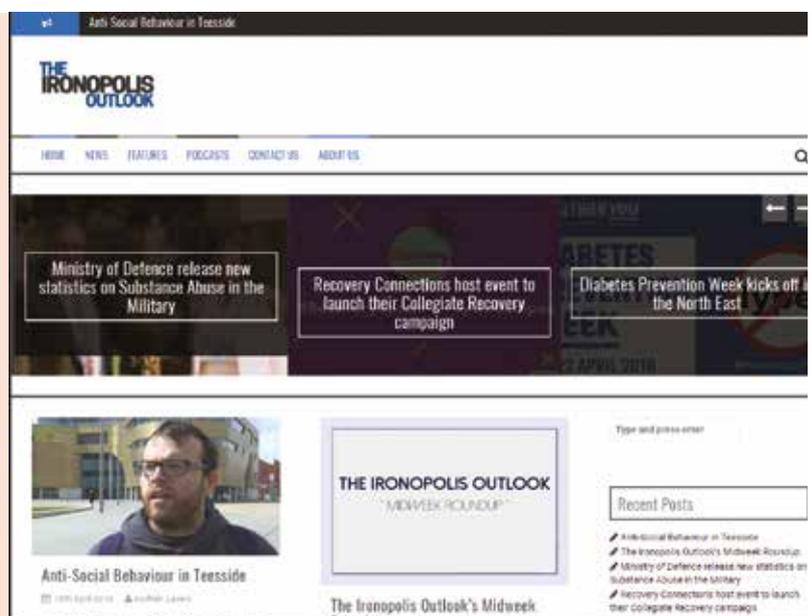
Ryan Dack
Jordan McBeth Gray
Daniella Ryan
Jack Waldron
Get Student Fit

Get Student Fit provides stories and news in relation to keeping fit and healthy as a university student. Mental and physical health is a massive part of the site. Sport and nutritional information are also a part of the content to be sourced for the site. Get Student Fit wants to make student life as healthy, stress free and simple as possible – focusing on the mind, body and lifestyle. All content is to be sourced from fully qualified professionals to give our viewers the best content we can provide – this content will be provided through the medium of written pieces, photo, film and audio. Get Student Fit aims to have a strong social media presence to take full advantage of the student demographic and encourage involvement using the hashtag - #getstudentfit



James Havelock
Aodhan Lavery
Connor Thompson
Hayley Andrea Jayne Ferguson
Ironopolis Outlook

The Ironopolis Outlook is a hyperlocal news website focused on producing content for, and about, the residents of Teesside. The website produces news, features, and podcasts based around community news and event coverage within the Teesside area. This includes covering news and events based around mental health, recovery from addiction, animal rights activism, homelessness, musical events and interesting individuals within the Teesside area. Our team gives us a diverse spin on hyperlocal news in general, as Connor and James are Teesside natives while Hayley and Aodhán are from Northern Ireland. This allows us to give the views of those very familiar with the Teesside area as well as the views of relative newcomers, providing diverse perspectives for our content. This perspective of our relative newcomers is displayed in our podcast, New to Tees, where Hayley and Aodhán discuss their experiences of being within the Teesside area, and speak to Teesside relevant guests about Teesside relevant topics and news.



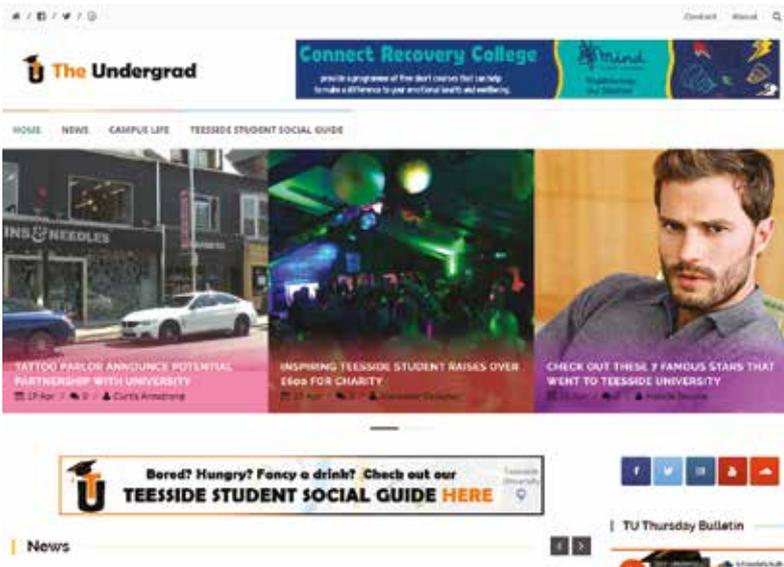


Paul Fogarty
Joshua Frankland
George Harrison

Josh Alexander Heslehurst
Kieran Homer

Sport on Tees

Sport on Tees is a multimedia website covering the fortunes of all local sports stars in the Teesside area – which we have defined similar to the BBC Tees audience of North Yorkshire, Teesside and County Durham. We are aiming to promote sports stars who are not usually in the limelight away from the mainstream of Middlesbrough Football Club, the only really prominent figure in our local media. We have so far built a fantastic audience on social media and received over 20,000 clicks to our website which shows there is a real need for our niche content, but also quality of content we are providing. In Teesside there is only really the Evening Gazette and Tees covering anything sport related in our local media – there is nothing covering sports with video content – this is something that is very important in 2018 and we believe we have nailed this with quality video footage alongside our excellent editing skills. We have built an audience of over 3000 followers on Instagram, Twitter and Facebook. While we have also made partnerships with huge local sporting organisations such as the North Riding FA, MFC Foundation and Tees Valley sport. This is something that we have already considered continuing following university on the back of recent success.



Curtis Armstrong
Alexander Backshall
Natalie Bourne
Liam Kelly

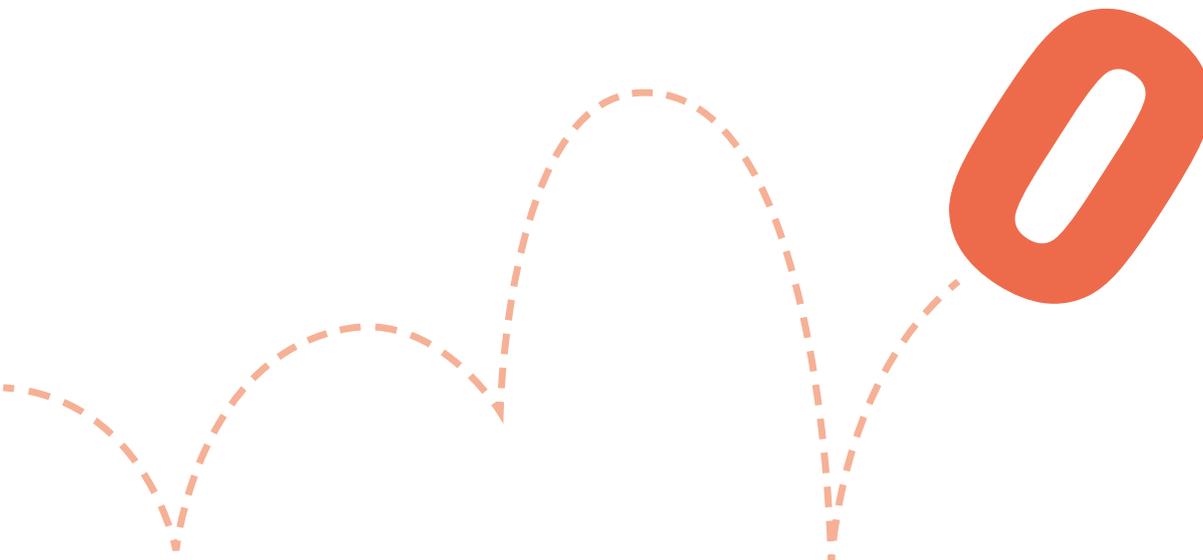
The Undergrad

The Undergrad is a one stop shop for all student news at Teesside University. We felt there was gap in the market for an online platform where Teesside students could find all their information in one place. The sites offers an interactive map, live blogs, event coverage and the latest news. Through research we have evidence there is a demand for a product like The Undergrad, as 66% of students in our survey claimed that they would be interested.

We cover:

- campus news – including celebrating an achievement of a group of students or live coverage of the Teesside University Students' Union elections
- events – we notify students of upcoming events and provide live blog/broadcasts
- lifestyle – we have coded our own interactive map of Teesside campus and the surrounding areas, and pinned our favourite student hang outs.

We also have a campaign called Students in Mind, where we have partnered with the local mental health charity Mind to connect students to mental health services they provide. We are hosting on campus events, placing relevant advertising on our site and creating multimedia content. On our social media – Facebook and Twitter – we have utilised the large online audience of the Students' Union by constantly tagging them in posts and working with them to create content. We are using Facebook adverts and giveaways in partnership with the final fling event held at the Students' Union to reach a wider audience.





Izak Boyes-Jackson Creative Me: Bobzilla

A short documentary on North East street artist Bobzilla. Step inside the life of Bobzilla, a street artist and illustrator that broke the mould, abandoning the family tradition of steel working for birds, trainers and a spray can. As he paints a mural for a coffee shop in Middlesbrough, we find out why he reinvented himself as a street artist. During this project, I developed skills in cinematography, sound design, colour grading and editing. I also improved my skills in researching documentary stories.



BA (Hons) Comics, Graphic Novels and Sequential Art



Marcus Miller Lockheart

Lockheart is about a young man trying to overcome adversity in the face of people who do not believe in or believe that he can achieve his goal to become a wizard. The story takes place in a fictional world where magic is the norm and people go to take the wizards exam where they will be given the chance to learn and become wizards. Arthur Lockheart takes his exam along with his friend Linda, but unlike everyone else he fails, everyone sees him as a failure and this is what causes him to lack any belief in himself. It's not until he gets put into a dangerous situation with his friend that he believes in himself and performs magic and with that the story ends with Arthur being offered a chance to become a wizard. My influence for the story and the style artwork came from Shonen-style manga such as *One Piece* and *Naruto* where the concept of believing in yourself when no one else does is a key point in the story. This story is just the first issue, so it introduces the characters and gives us the rules of the world. The colour is grey scale except in the case of magic, I wanted only the magic to be in colour as a way to emphasise its power and the visuals for the story. My final major project is a 40-page comic which does not only contain the story, but a few of the designs that went into it, so the readers will see the creative process that went into creating the comic. This comic has allowed me to develop my skills in artwork by allowing to make a more storyboard driven adventure.



Tyler Horn This Hell of Mine

Meet Jane Doe; a sassy, no nonsense Necromancer who hosts a paranormal investigation show on YouTube. Along with her will be her co-host and best friend Gai (Gay Satan) who is the brother to Satan, ruler of Hell. Jane and Gai live a pseudo-celebrity lifestyle in Los Angeles surrounded by the rich and famous and not to forget the sexy! The overall story arc will involve heaven and hell, the supernatural versus the mortal, and positive representations of LGBTQ+ relationships. The story will involve a heavy number of adult themes such as sex, drugs, alcohol and death. I intend to use the comic to bring real LGBTQ+ relationships into the mainstream comics industry pulling them away from being for the most part solely online webcomics. This project has helped me to improve my digital drawing and editing skills. It was also an invaluable project for incorporating real life ethical issues, and personal concerns of mine, into my work.





Scott Brandon

Code

My 24-page comic was influenced by science fiction and horror. I was inspired by the high concept, futuristic worlds of *Blade Runner* and *Ghost in the Shell* and whilst also being inspired by disturbing body horror of classic movies like *Videodrome* and *The Thing*. The story takes place in a futuristic world almost abandoned by humans. All business is taken on the street and bounty hunting isn't considered a dirty line of work. The boss of a long shut-down synthetic human producing corporation hires bounty hunters to find and capture our main character, August. The main antagonist is a lump of human gore attached to a retro TV set and our main character August is a totally believable synthetic human seeking an identity, so that she can feel like she belongs in this messed up world. The comic treads the line between new age and traditional subjects – and the effects of technology on humanity. This will help teach me to meet a professional deadline, with professional quality work. It will also improve my skills with many different forms of media, not just traditional work but digital work as well so I can become a well-rounded artist.



Rebecca Claire

Stephenson

Emerald Hollow

Emerald Hollow originated from a module in my second year where we had to create a comic and pitch it. The idea was seriously underdeveloped but I was constantly drawing the two characters I'd created for it. Emerald Hollow is set in the fictional town of the same name where two friends try to protect the last of the monsters from the menacing plague doctors who feed off of the monsters' magic. The comic is bright and whimsical while staying very grounded and relatable. This project has helped me meet deadlines while working to a high standard. My digital artwork and Photoshop skills have improved because of this.



Charlotte Dean Barnes

True Crime Batches and More!

Calling all true crime fans or even history buffs. Come join Charlotte, Lauren and Nic as they investigate cases as true crime batches. This comic is on a Podcast that myself (Charlotte) and my friends Lauren Pitt and Nicola Scott decided to do at Click Teesside here on campus as volunteers for the student radio. We investigated several cases and I will be showcasing a few shorts of the podcasts as comics including; The Last Tsars of Russia and The Attempted Murder of Andy Warhol. I also hope to make my expo interactive with case file boxes so people can delve on in with the investigations. So don't be shy and please stop by. I will also be including some work from my Contemporary Debates in Drawing module of some caricatures, and small prints I made including the image above. This is to exhibit my colouring, inking and digital art skills. I will also be including scripts of the comics from the true crime batches that didn't make the final cut. Hoping to also show off my script writing skills. Check out my Instagram to stay up to date: @cosmicalphonse.



BA (Hons) Dance



Samantha Joanne Gray

How to adapt stage choreography for site-specific Screendance

This project is a site-specific screendance, filmed at the Central Library in Middlesbrough. I am currently in the final stages of the filming and editing process. I have gained a substantial amount of experience that is of great value for my career as a future screendance artist. This project has allowed for a development in my camera and editing skills that will be of great use for future creative projects.



Kayleigh Elizabeth O'Connor

Chloe Robson

Inclusive Dance Creative Workshops

This final-year creative project consists of leading a number of inclusive dance creative workshops to groups with both physical and learning disabilities. The main objective is to see them progress in their technical ability but also in their creative thinking and be able to create movement to suit their own bodies. This process will hopefully lead to them being able to perform the finished choreography to an audience. The stimulus used to create the choreography will be props. The participants will each be able to create their own props/costume based on a specific theme of our choosing. This will hopefully help them in their creative process of making choreography.



BA (Hons) Performance for Live and Recorded Media



Ashley Frances Jayne

Butterfly

This is a live theatre piece, which focuses and explores on the theme of domestic abuse in interpersonal relationships. I've been focusing on writing and directing in this piece. I have developed my confidence and projection through demonstrations of my work through my PowerPoint proposal – this was necessary to my work, as my work required a lot of talking and direction during the rehearsal process.





Caprice-Simone Ord

One Day

One Day follows the inner journey of a group of students who find themselves forever changed when a terrorist attack hits their school. The images that the term terrorism creates vary from person to person. As a concept terrorism is one of the hardest phenomena to define. During my research for my final project, I became intrigued by what we class as terrorism and how we react to these kinds of issues. The focus for my final-year creative project is to show through theatre how terrorism can change the lives of the people involved. Throughout my stages of planning I have developed keen researching skills and have had my own thoughts on the issue turned upside down by reading journals from criminologists to defence attorneys. Terrorism has become almost an everyday issue lately and whilst my final-year creative project is about the act of a terrorist attack, it is also about the people who rise up to become heroes.



Annie May Osborne

Actress

As I approach completion of my degree, I wish to showcase my skills as an actress. Over the last three years at Teesside University I have stretched and developed my skills and, I believe, I am now working at a level ready for the professional stage. Learning to embody character has allowed me to deliver unique and true performances. I have had the opportunity to study a wide range of media and genre, from TV, presenting, comedic acting for a sketch show, and performing a multitude of characters on stage. Each skill base extending my versatility as an actress. Currently I am creating a live theatre play on the less stereotypical areas of domestic abuse. We will be emphasising the importance of gender equality within domestic abuse, alongside the common stereotype that it is heavily physical, rather than psychological. In the style of immersive theatre, we will be portraying the stories of two families. This play will show the effects on all participants of abuse and the mind opening result of this, in a bid to educate and engage. In this project I will be acting, as well as writing and producing.



Amy Karen Rokins

#HashDrag

This piece explores the lives of two friends who have hidden identities – their drag alter egos. Exploration of this piece enabled me to develop my skills in researching backgrounds as well as directing others and co-producing a pilot episode for this sitcom. Throughout the creation of this piece I have accessed other skills such as devising, directing and I also performed as one of the main characters who is a drag king. The opportunity to create this piece enabled me to manage my time more efficiently and encouraged a more organised work ethic and I look forward to creating and performing in more pieces throughout my future.



Declan Storey

Acting

For my final-year creative project I am involved in a number of projects. I am using my ability to act in a number of class mates projects ranging from stage to screen.



Caitlin Louise Stuart

Writing/Directing

For my final year creative project, I will be writing and directing a theatre piece set in a dystopian future. In my previous modules I have researched the genre of dystopia within film and literature, through this I found that there is a lack of dystopian plays, although the genre itself is popular. The play follows a girl who receives a summons letter for her role as death, a job profession which involves the assigned individual to remove people from society in order to balance the population numbers. We see her going about this job perfectly until she comes to the last name, the name of her ex-boyfriend. The piece then becomes a battle between human feelings and moral obligation. Although previously having written a radio play, this piece will be my first play written for the theatre. This piece will be performed during May.



BA (Hons) Fine Art



Callum Jordan Ager

Fine Art Degree Show

Working predominantly with digital video, the content of which provides a critical and satirical overview of the social, economic and political through complex narrative. Working with a combination of digital imagery and green screen technology, I explore how these every day factors have psychological and physical repercussions on our interactions with others and self-identity. I encourage discussion on issues laying at the forefront of modern civilisation and the negative effects of organised religion, mass immigration, language, sex and law. I explore the binding theme emitted through these works as a sense of existential horror; of not being comfortable with your own existence and why you should be around or have the right to exist. How much control do you have over yourself and how relevant your existence may be in an uncaring, complex and hostile universe. A particular thought process carried out throughout certain works is the effects of clashing cultures, the labels we place on others and our over reliance on machinery. As advances in technology continue to escalate, the great replacement of machine and man takes place. In totality, the collective works call into question the validity of over ambition as well as its futility.





Alison Burke
Fine Art Degree Show

My work mainly centres around various surrealist themes, explored through photomontage, using images gathered from various types of picture books. Although my work often has no set narrative, I have often found myself drawn back to themes of domesticity in space, focusing on other worldly environments and how we might live within them and travel between them. It's a theme that I'm interested in because of its naturally surrealist and absurdist nature, as well as the aesthetic contrasts of the colours seen in planets and solar systems, and the harsh aesthetics of space technology.



Emily Chapman
Fine Art Degree Show

I have been more interested in the human body and it is implied with identity. The human body is how we interpret identity such as ethnicity, gender, sexuality and race. Throughout time we have transformed ourselves and bodies, we have changed the way we look and dress to fit in and be accepted into social groups and to express individual identity. My work explores identity through the human body aiming towards the female gender. My work is about how we are all different from one another but when it comes down to it we are all made up of the same thing. We are all human. Working with sculpture I use an arrangement of materials such as plaster, chicken wire, found objects, resin, fiberglass and soft textile materials such as nylon tights re using them to create body parts. I am interested in the use of found objects and how they generate thought, how objects can depict memories.



Ashleigh Collins
Fine Art Degree Show

My artwork is trying to bring horror into sight. The eeriness of staring into the eyes of killer, the eeriness of seeing a doll with its head ripped in half while looking coldly into your soul. That feeling you get when you know you're not meant to be scared but still the empty feeling lingers with you. I have tried to bring that into my work, with the media of paint and slowing spreading into the world of stop motion animation. I want my work to make you feel engulfed by my own little world I have created. Being a massive fan of horror movies, with a slight fascination of the dark and dingy. The feeling I have after watching gore or psychological horror, the cold and empty of the what ifs that accrue, I wanted it to spread. With being mainly a painter I have tried to bring that into real life through my work. By using paint and my flirtation with stop motion animation, I have tried to bring my work to life.



Mary Louise Deane

Fine Art Degree Show

My works and ideas stem from the natural world, through the decayed and grotesque. Within this line of inquiry, I take on people's perceptions of what beauty is and explore perceptions on what people see it as. My works mock humanity's perceptions on the grotesque within nature, in the form of humorous gloopy, slimy, and sludgy messes.

I use paint, plaster, expanding foam and varnish to mimic said notions and explore this general aesthetic. When thinking of mould, decay, fungus or detritus, one would imagine a very unpleasant picture and feeling, which is exactly what I am endeavouring to mock. Through my eyes I see decay within the natural world beautiful and hypnotic. I use softer looking exteriors and glossy finishes to make the decayed setting alien and cutesy to express my aesthetic on the world surrounded by entropy. Creating an other-worldly and alien atmosphere to the notion of decay, the humorous side that I see it as in the natural world is brought out. I'd like my perceptions of decay to be conveyed, and my own aesthetic of beauty within entropy to be expressed, hoping to change people's perceptions on what is considered undesirable in the natural world.



Jennifer Anne Dixon

Fine Art Degree Show

Disgust is an emotion that is visceral, reactive, and uncomfortable. It is also purposively aroused by art in ways that contribute substantially to the meaning of a work. In such cases aesthetic disgust is a component of understanding and appreciation. Disgust comes in many varieties, including the humorous, the horrid, and the tragic. The responses it elicits can be strong or subtle, but few are actually pleasant. Therefore, aesthetic disgust raises an ancient question; how is it that emotions aroused in practical life become the focus of pleasure or enjoyment when they are aroused by art? In my artistic practice, I am interested in audience reactions towards my work. By reflecting on such themes as the abject theory and the aesthetics of disgust, I use performance and film to provoke emotions in the viewer. I am interested in pushing my body, either mentally or physically, to challenge both my own and the viewers' limitations. I have recently become more involved in film and performing in front of a camera as a way of documenting and exhibiting my work.



Molly Patterson

Fine Art Degree Show

Intimate. It's one of those loaded words that can imply everything from meaningless sex to a revealing, heartfelt conversation. It can sound warm and inviting, but it can also awaken unsettling fears of risk and vulnerability. The mouth is the most intimate part of the face. The most intimate part of our bodies that isn't covered. By using it and having it, we allow others to see into ourselves, emotionally and physically.





Thomas Hughes Fine Art Degree Show

Memory is the 4th dimension to any landscape. An installation of a child's memory showing that the mind of a child can exaggerate upsetting thoughts to a point that creates fear for the grownup self. Focusing more on the way a human beings body is like anything with working parts that can break, rust and glitch making reality seem a little absurd.



Stacey Kay Skilton Fine Art Degree Show

My art practice is concerned with raising awareness of substance abuse and the dangers that go alongside it, in order to promote positive changes within society. I am employed within the drug and alcohol sector and use this as a place where I draw my knowledge from.

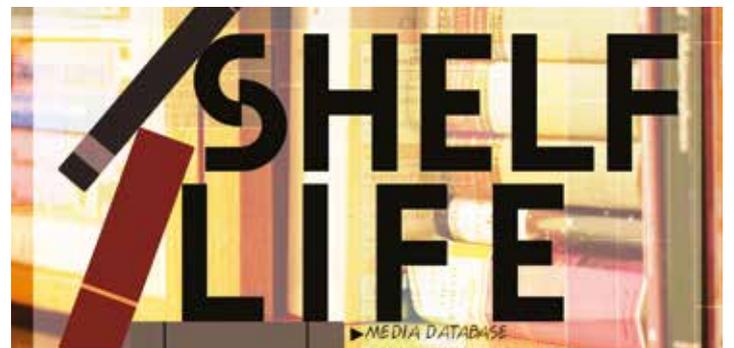
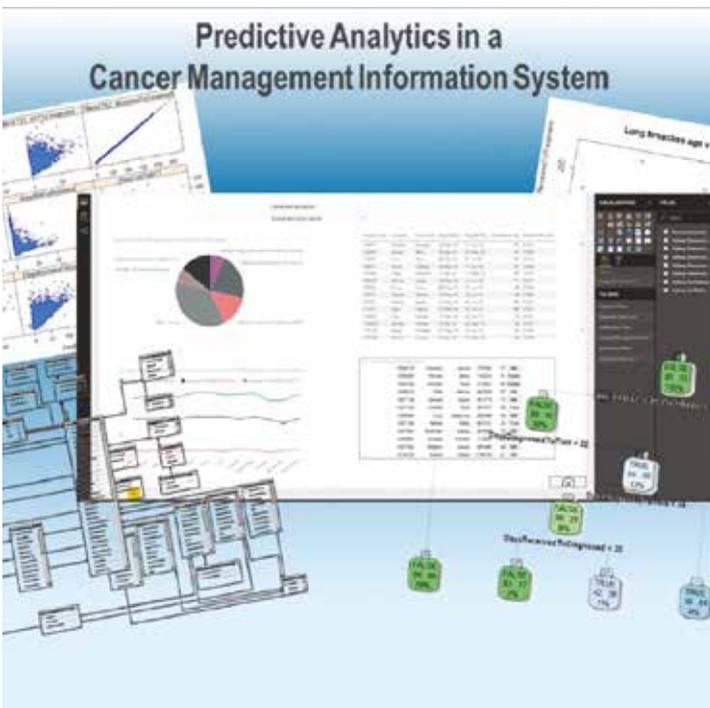
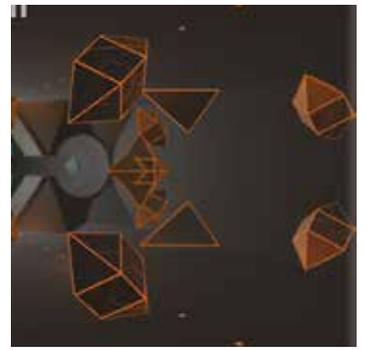
I see people struggling and keeping secrets, afraid of what others may say. This stigma needs addressing if people are going to admit their problems and make progress towards changing their ways. I am to create a presence within the room and for this reason I prefer to work sculpturally. When working two dimensional I create secrecy and incorporate statistics.

My work has hidden meanings and is made using concealed materials such as different types of alcohol, for example gin and ouzo. I am influenced by the pop art world and enjoy working with undiluted strong colours. To me, pop art inspired pieces stand out and are eye catching. I aim to intrigue the viewer so they study my work and begin to ask questions. Questions can be the start of conversations and conversations create change.



Paul Adam Grady Fine Art Degree Show

In my recent work I have been exploring the relationship between soldiers, sailors and airmen's experiences of active service and the effect this might have upon coming home. Drawing attention to the difficulties of leaving the front line behind and fitting back into society, asking the question is it possible to ever feel at home again? In making this work I have made use of projected film and artefacts to generate an experience. I am interested in creating a kind of flash back, combining found footage with my own shoots. Here I have merged footage of active service from contemporary conflicts with similar historical material gleaned from the Imperial War Museum's archive. Juxtaposed with this is footage of streets and landscapes that reference home, in an unsettling mix.





Acknowledgements

ExpoTees is the result of the hard work and dedication of many colleagues and supporters. The team would like to thank everyone who has contributed to the success of ExpoTees 2018 and past events. We would particularly like to give our heartfelt thanks to our event partner Amplience and our sponsors. We are very grateful for the support and dedication given by our School of Computing, Media & the Arts Senior Executive Team, Department of Academic Enterprise, the Department of Student Recruitment & Marketing, and the Careers Service for their help preparing the students for ExpoTees and beyond.

Every final year undergraduate student is guided through his or her project with the support of a project supervisor. We would like to express our gratitude to all the project supervisors who make ExpoTees possible, and the final year students who make the hard work worthwhile.

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Stay in touch – join us on our open LinkedIn ExpoTees group and meet academics, ExpoTees exhibitors past and present and all our supporters who have worked to make ExpoTees a success.



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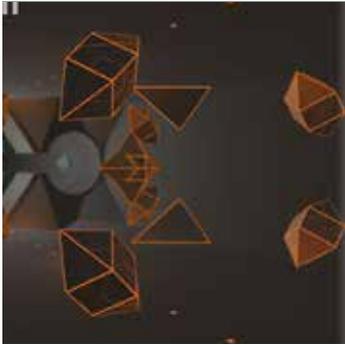
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