

ExpoTees 2019

Showcasing the next generation of digital expertise

School of Computing & Digital Technologies

tees.ac.uk/expotees

Welcome

to ExpoTees 2019



I am delighted that ExpoTees 2019 is our 14th annual exhibition of our students' work. Once again we are proud to showcase some truly excellent projects. Project topic areas this year include computer science, information systems, cyber-security, 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, comics, concept art and film on day one and computer science, information systems, journalism on day two.

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 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 Gordon Marshall

Acting Dean
School of Computing & Digital Technologies

Friends of ExpoTees

The success of our ExpoTees event is enhanced through the valuable support of our sponsors and visitors. It is great to see so many familiar

faces returning year-on-year and encouraging to welcome new friends as ExpoTees continues to grow from strength to strength.



We are delighted to welcome back Amplience as our headline sponsor and long-standing friend of ExpoTees.

If you are interested in being part of this fantastic event to support your recruitment in the future, we would love to hear from you. Please contact us on:

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Contents

Animation, Visual Effects & Comics

15

BA (Hons) Comics, Graphic Novels and Sequential Art 17

BA (Hons) Computer Animation and Visual Effects 20

BA (Hons) Computer Character Animation 24

Games & Concept Art

33

BA (Hons) Computer Games Animation 35

BA (Hons) Computer Games Art 37

BA (Hons) Computer Games Design 46

BA (Hons) Computer Games Art (with Foundation Year) 52

BA (Hons) Computer Games Design (with Foundation Year) 53

BA (Hons) Concept Art 55

BA (Hons) Indie Games Development 62

BSc (Hons) Technical Game Development 64

MComp (Hons) Computer Games Development 64

BSc (Hons) Computer Games Programming 67

MComp (Hons) Computer Games Programming 75

Computing & Web

77

BSc (Hons) Computer Science 79

BSc (Hons) Computer Science (with Foundation Year) 83

MComp (Hons) Computer Science 84

BSc (Hons) Computing 85

BSc (Hons) Computing (with Foundation Year) 88

BSc (Hons) Information Technology 88

BSc (Hons) Cybersecurity and Networks 90

BSc (Hons) Digital Media 92

BA (Hons) Web and Multimedia 92

BA (Hons) Web Production 92

Computing Erasmus/Exchange Students 95

Communications, Media & the Arts

101

BA (Hons) Performance for Live and Recorded Media 103

BA (Hons) Journalism, BA (Hons) Multimedia Journalism, BA (Hons) Journalism (Sports) 103

What is ExpoTees 2019?

ExpoTees is our 14th 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 & Digital Technologies – animation and visual effects, games design and programming, web and computer science, journalism, the media, 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 2019 before they embark on their careers.

Day one

Animation, visual effects, games, concept art, comics, and TV and film

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

Day two

Computing, web and digital media, and journalism

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 thought-provoking journalism delivered via TUEXtra 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.

The folklore of the moors exhibition



A unique two-part exhibition celebrated the artwork of talented Teesside students on the North York Moors. Entitled, Teesside University Inspired it featured the work of fine art and concept art students, inspired by the landscape and folklore of the North York Moors and Tees Valley including stories of mythical serpents, magical witch hares and the legendary Gytrash, a black dog said to haunt the Moors.

The exhibition, was also part of the Great Exhibition of the North's 'Inspired by' programme, in the gallery at the Moors National Park Centre in Danby, North Yorkshire.

Lewis Robinson, Senior Lecturer in Fine Art, said,

'The work shown embraces all kinds of practice in response to the theme of landscape and nature. The students have worked in a variety of media including film, installation, sculpture, painting, printmaking and photography. Themes

covered include entropy, ecology, intervention, topography, weather and politics, walking and mapping, reflecting a broad range of approaches to art making that we encourage at Teesside.'

Teesside graduate celebrates Oscar win

Working on a film about the legendary space mission which led to the first man on the moon has won a best visual effects Oscar for a Teesside University graduate.



Tristan Myles, who now lives in Canada, is DFX Supervisor with DNEG, which was awarded the 2019 Academy Award for Best Achievement in Visual Effects for *First Man*.

First Man, starring Ryan Gosling, looks at the life of astronaut Neil Armstrong and what was one of the most dangerous missions in the history of space travel.

Tristan went on stage to accept the Oscar for Best Visual Effects for outstanding in-camera FX work alongside DNEG's VFX Supervisor Paul Lambert, Miniature Effects Supervisor Ian Hunter and Special Effects Supervisor JD Schwalm. The team accepted their award from Hollywood stars Paul Rudd and Sarah Paulson.

Tristan, who also worked on *Blade Runner 2049* and *Interstellar*, graduated from Teesside University in 2000 with a BA (Hons) Creative Visualisation.

The award was DNEG's second consecutive VFX Oscar, with Tristan also part of the team which won an Academy Award last year for *Blade Runner 2049*. DNEG has now received the Best VFX OSCAR for four of the last five years.

Tristan, who works in Vancouver, said, 'Wow what a ride! Just under 20 years since graduating from Teesside University, I was recognised by the Academy for the visual effects work we did at DNEG on *First Man*.

'I knew from a fairly early age that I wanted to get in to visual effects in film, and the course at Teesside afforded me the knowledge and tools needed to take the first step into that field.

'From then on it was hard work, lots of hours, and a commitment to the craft that got me to where I am today.'

Justin Greetham, Senior Lecturer in Visualisation & Graphical Applications at Teesside said, 'It

is tremendous that so many of our graduates have gone on to achieve such great things, with another of our shining stars now illuminating the special effects industry. It shows the calibre of our students and teaching.'

DNEG hosted last year's ExpoTees London, Teesside University's annual industry-led exhibition of work from recent graduates, showcasing work in animation, games, concept art and visual effects demonstrating creativity, imagination and industry-standard skills. It provides an opportunity for recruiters and producers to meet the graduates and talk about their work.

This year's ExpoTees London event is due to be held in June at Bafta and Oscar-awarding winning creative studio Framestore.

Journalism students capital visit to learn from industry experts

Our journalism students had the chance to learn from industry experts when they visited the headquarters of Sky Sports and Bloomberg in London.

Journalism and sports journalism students discussed what Sky Sports and Sky News look for in a journalism graduate and what is needed to stand out from the crowd when they met Laurie Tucker of the Sky Journalism Training Team.

Sky Sports new presenters Tom White and Dharmesh Sheth talked about their career pathway and how work experience and patience was key to them securing jobs at Sky Sports.

A visit to Bloomberg, was also part of the two-day

trip, and students learned about the career path Seb Salek took as a TV presenter following his law degree. Bloomberg delivers business and markets news, data, analysis and video to the world.

Students got an insight in to business journalism from Zimri Smith, part of Bloomberg's News Training Team, and London Bureau Chief Neil Callanan spoke to them about what is needed to succeed in the industry and to put yourself forward for any opportunity.

Paul Bailey, Senior Lecturer in Journalism, at Teesside said, 'This was an excellent opportunity for students to find out what it takes to get a job at two of the most prestigious media businesses in the UK. It certainly made them think about their career opportunities and what is possible.'

Third year journalism student Helen Cartwright said, 'I really enjoyed the trip to London, it helped inform us about the industry and talk to professionals about their experience in journalism and how we can start our own careers.'

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Digital skills help to map wildlife trust memories

Talented computing students have created an innovative tool to help Tees Valley Wildlife Trust map and preserve childhood memories of local wildlife.



Francesca and Matthew with Kate Bartram and Jeremy Garside

Matthew Charlton and Francesca Zealley, final year computing students, took on the project as part of a second-year course module.

Tees Valley Wildlife Trust sought to produce a digital history of the distribution of wildlife across East Cleveland, working from the memories of local people while they were growing up. However, they lacked the technical knowledge and resource in-house, so Kate Bartram, from the Trust, approached the School for help.

Kate said, 'The link with the University was so important in getting us the product we needed.'

The project gave students a real life client

experience, with Kate and her colleague delivering a project brief to the class. Students had to pitch their ideas to the client, and Matthew and Francesca's proposal of an interactive map was the chosen brief.

'Matthew and Francesca delivered a fantastic pitch – it was sleek, professional and confident,' said Kate.

Matthew said, 'It was great for us to gain experience working with real clients.'

Francesca agreed, 'It was very useful to learn how to take the client's requirements and turn it into a finished product. The experience was

invaluable and helped prepare me for my placement year working in industry.'

Jeremy Garside, Chief Executive Officer of the Tees Valley Wildlife Trust, said: 'This was quite an unusual project for us, so we really benefitted from the expertise at Teesside University.'

Dr Myriam Mallet, Senior Lecturer in Digital Media and the Web, said, 'The time that the Wildlife Trust willingly spent with the students has been paramount in both the project success and students' learning. It is fantastic when students get to work on live projects as part of their course – it prepares them well for what is to come in their future careers.'

Media students share vision for the future of education

Media students shared their vision for the future of education in a challenge to create a 60-second documentary in The Adobe Education competition, held as part of the BETT 2019 educational and technology in London.



A video had to be filmed on a mobile device and edited on the day of the competition. Students were given a documentary title, The Future of Education, and were encouraged to think about the role of technology, automation, problem solving, creativity and digital literacy.

A group of students and two members of staff from the University's School of Computing & Digital Technologies were invited to take part.

The students; Adam Burton, Daniel Askew, Hannah Conway, Adam Royal-Failes, Ed Ayab Balouch, Joe Walker, Ryan Keeley, Christine Candeland, Sam Taylor, Tori McCullagh, Natasha Jefferson, Catherine Roys and Rebecca Carroll, are studying film and television production, media production and journalism.

Student animators help bring book to life

An inspiring children's book about an albino hedgehog who overcomes prejudice has been brought to life thanks to the help of Teesside University's digital studio.

Animation graduates Stephanie Hodges and Johnny Stafford, worked with author Peter Barron and illustrator Jonathan Raiseborough to create a series of animations of Snowdrop the Spikeshuffler that will help spread the book's positive messages about not judging people because they are different.

The digital studio helps steer graduates into professional careers by working with external clients to collaborate on live projects and gain workplace experience.

It also led to Jonathan Raiseborough, a BA (Hons) Graphic Design and Illustration student, appearing on ITV's 'This Time Next Year', having succeeded in becoming an illustrator of a successful children's book. The programme features people who pledge to achieve something by 'this time next year', and Jonathan's challenge was to become a professional illustrator.

Jonathan's ambition was turned into reality with the publication of the book, he said, 'Having the opportunity to illustrate the book and see all the exciting developments that have come with it has been such a life-changing experience.'

The book was supported by the North-East Autism Society (NEAS), which has adopted Snowdrop as its mascot. Jonathan, who has Asperger's Syndrome, has also been made an educational ambassador for the charity.

NEAS chief executive John Phillipson said: 'Jonathan is proof that people with autism and other neurodiverse conditions have talents and abilities that should never be underestimated. The book is selling well and proving invaluable in raising awareness of the charity.'

Peter said, 'Teesside University has a fantastic reputation for animation so it made sense to go there for assistance. The results have been brilliant and the animations have really caught the spirit of the book – they really bring the story to life when we speak to children about it.'



Stephanie Hodges, Peter Barron, Jonathan Raiseborough and Johnny Stafford

Major contract win for Big Nasty

A tech start-up founded by Teesside University graduates has signed a major contract to develop an innovative digital sales platform for a multinational chemicals company.

Big Nasty Studios successfully pitched to win a contract to work with paint and performance coatings manufacturer AkzoNobel NV to design an app to showcase the company's specialty chemicals used to prevent fouling on boats and marine structures.

The company was set up by Teesside graduates Josh Bamforth, Adam Davies and Jack Fletcher, and was formed with the help of a DigitalCity Fellowship and is based in Teesside Launchpad, the University's start-up incubator.

Using games technology it has developed Project Viz, a visualisation app used as a sales tool which can demonstrate products to customers as they would be operated in real life. The app allows users to zoom, pan and rotate the products and swipe between different product skins to showcase different colours and materials. Big

Nasty are adapting this technology to develop the app for AkzoNobel and showcase technical information in an easy-to-access visual format.

Creative Director Josh said, 'Our apps work to make it easier for sales people to explain difficult concepts and showcase different types of products more easily. We tailor them to the specifications of the client so each business gets something that is exactly what they need.'

'It's great to think that a company with such a high reputation as AkzoNobel was suitably impressed with our work. We're delighted to have won this contract with them.'

AkzoNobel produces speciality chemicals for industry and consumers worldwide. It is based in the Netherlands with factories around the world, including Gateshead. Mo Chowdhury, a technologist in AkzoNobel's transformative

research team, said, 'Big Nasty have managed to take our complex requirements and provide a bespoke solution whilst understanding our needs and what benefits they can carry to our customers.'

DigitalCity Fellowships, which are funded by the European Regional Development Fund (ERDF) and the University, offer entrepreneurs with innovative businesses up to £5,000 to support their business expenses during the initial development stage.

Big Nasty also received help from Teesside University's Launchpad FUEL, an eight-week development programme open to Teesside University students and graduates who are in the early stages of developing a business idea. It offers up to £19,000 of grant funding to help them develop their concept.



Josh Bamforth, Adam Davies and Jack Fletcher

A vibrant, stylized illustration of a futuristic cityscape with a red and purple color palette. In the foreground, two characters in dark, tactical gear with helmets are seen from behind, looking out over the city. The city features tall buildings, glowing windows, and a large, bright red sun or moon in the sky. The overall aesthetic is cyberpunk and cinematic.

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ExpoTees London 2018



A host of successful Teesside University graduates who have gone on to work for some of the leading games and animation studios have passed on their insight and expertise to the current crop of students at the annual event in the country's capital.

ExpoTees London gives final year students the opportunity to network and showcase their work to a range of influential employers.

The 2018 event was held at multi-award-winning animation and visual effects studio DNEG, who have received Academy Awards for their work on titles including *Inception*, *Interstellar*, *Ex Machina* and, most recently, *Blade Runner 2049*. Among the companies who attended ExpoTees London were Industrial Light and Magic, who have recently worked on *Jurassic World 2*, Sony Playstation Europe and Moving Picture Company. Other attendees included representatives from Framestore, The Mill and Splash Damage Games.

The majority of companies at the event have Teesside University graduates working for them and they attended in a bid to recruit the next generation of talent.

Josh Docherty graduated from Teesside in 2015 and now works as a 3D Model Artist for Industrial Light and Magic. He said, 'If you are driven enough and pushing yourself to do your own work then that is fantastic and it is always useful to get feedback from people already in the industry. These kinds of events are really important for students. It is good to give back when you can and hopefully help some of these guys get into the industry.'

Fellow Teesside University graduate Ciaran Daly is a senior artist at Sony and says that his degree provided him with the opportunity to work with a lot of like-minded people. 'You get to learn together and you get to learn from each other,' he added, 'ExpoTees London is a fantastic opportunity for students as they are able to come along and meet people who are already working in the industry.'

Around 30 final year students from the School of Computing & Digital Technologies attended ExpoTees London, from a range of programmes, including Concept Art, Animation and Visual Effects and Games Design. As well as showcasing their portfolios and networking with potential employers, the students were also given the opportunity to tour a range of influential studios in the capital.

Justin Greetham, Senior Lecturer in Visualisation and Graphical Applications at Teesside said, '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 also provides an opportunity for them to witness first-hand, the processes and procedures required to make a feature film, television commercial, new media, transmedia or games title.'

'Teesside University graduates have gone on to work at some of the leading companies and studios and it is great that they are always so enthusiastic about engaging with current students and helping them to break into the industry.'

ExpoTees is a long-running annual event at Teesside University which allows final year students to showcase their work to employers and industry experts. The London event was launched to give companies who aren't able to travel to Teesside the opportunity to engage with the students, and also provide students with an alternative experience when demonstrating their portfolios.

This year ExpoTees London is kindly hosted by Framestore.



Student feedback

There was a great variety of studios there and I received a good amount of feedback on my reel and made some connections.

It was great to talk to past alumni from the University. Through the alumni I was introduced to new studios and potential work opportunities.

You nailed the casual networking, and student showcase. Thank you so much! I found the event very inspiring, and it was a great honour to have been invited to present my work!

The whole event made me realise that professionals in the industry are really willing to help out people who are just starting out, that includes giving feedback online as well.

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






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The background is a dark, deep blue space filled with intricate, glowing white and yellow lines that form a complex network, resembling a molecular structure or a digital web. Scattered throughout are numerous small, bright white dots, some of which are part of larger, faint constellations. In the lower half of the image, there are several large, translucent, multi-colored spheres (blue, orange, green) that appear to be part of a larger, complex structure, possibly a stylized globe or a futuristic cityscape. The overall effect is one of high-tech, digital artistry.

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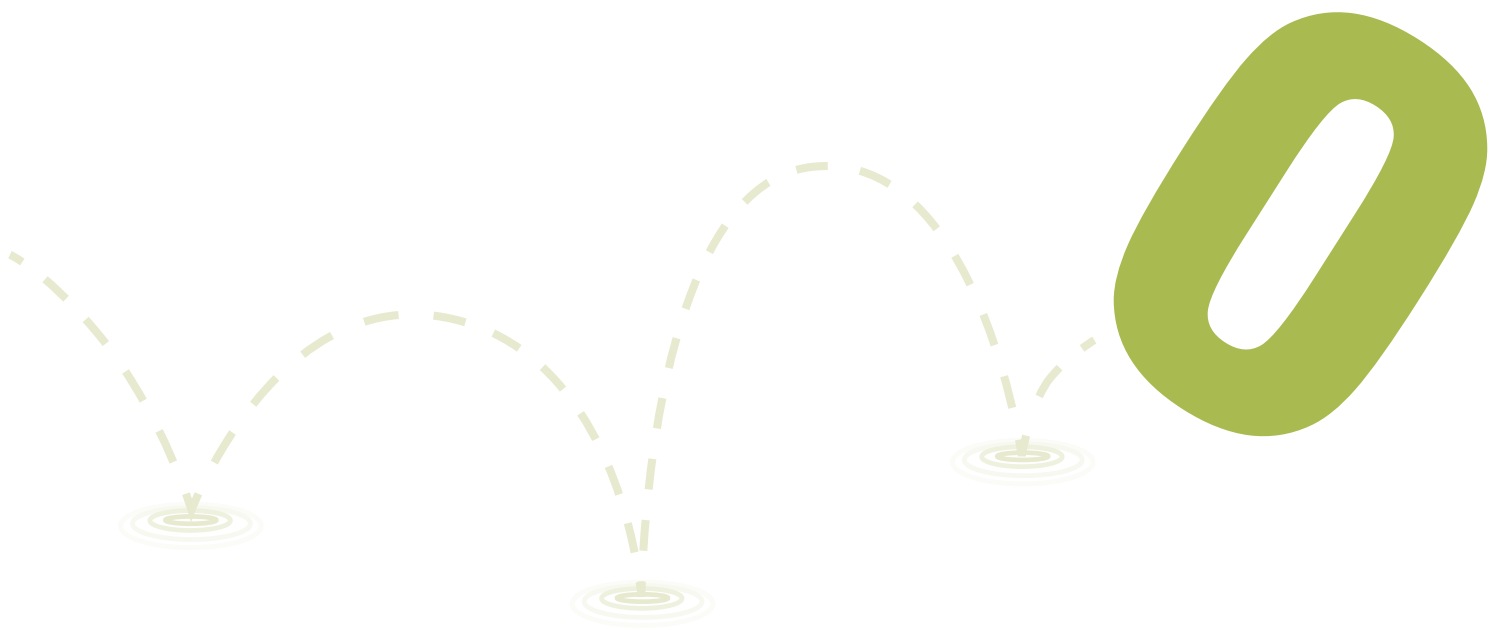
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Animation, Visual Effects & Comics







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 and Stop Motion
-  BA (Hons) Computer Animation
-  BA (Hons) Computer Character Animation
-  BSc (Hons) VFX Technology
-  BA (Hons) Visual Effects
-  MComp (Hons) Visual Effects

Postgraduate

-  MA 2D and Stop Motion*
-  MA Animation
-  MA Visual Effects
-  MSc VFX Technology

*Subject to University approval

BA (Hons) Comics, Graphic Novels and Sequential Art



Rebecca Ashton

Time Waits For No-one

My project is based around the character Death. The story is presented as an illustrated book, meaning one drawing per page. It focuses on Death always being on their own because Death co-exists between worlds, meaning they cannot enter either of them. It features a little girl who has passed but refuses to move on and begin her trials to the next world. Death has to make her move on, but over the meeting Death's cold heart begins to melt for the little girl letting her in a little bit. However, Death knows that she must move on even if Death does not want it. The skills that I have developed is learning how to draw more loosely and how to set out a comic more like a story book.



Philippa Jayne Blenkey

Another Moon

My project is the first issue of Another Moon; an episodic comic series following an alien creature who travels through one of the numerous dimension portals on his exotic and beautiful home world into a world inhabited by anthropomorphic animals. Although this was a desperate bid to escape from his coming of age ceremony he eventually matures thanks to his new group of friends and, with their help, tries to return home. My comic is a teen drama focusing on growing up and the friendships between the unlikely group of alternative young adults. This project has helped me to work to deadlines and how to manage full control over all aspects of writing and illustrating a comic.



James Brady

Jordan's Sickness

My 34-page graphic novel is about an already strained mother-son relationship which is pushed to its limits after the son contracts chronic fatigue syndrome. I have developed my skills as an inker and as a penciller while improving areas such as visual storytelling, perspective and anatomy while working on this project.





Chantelle Carney

Cats of Salem

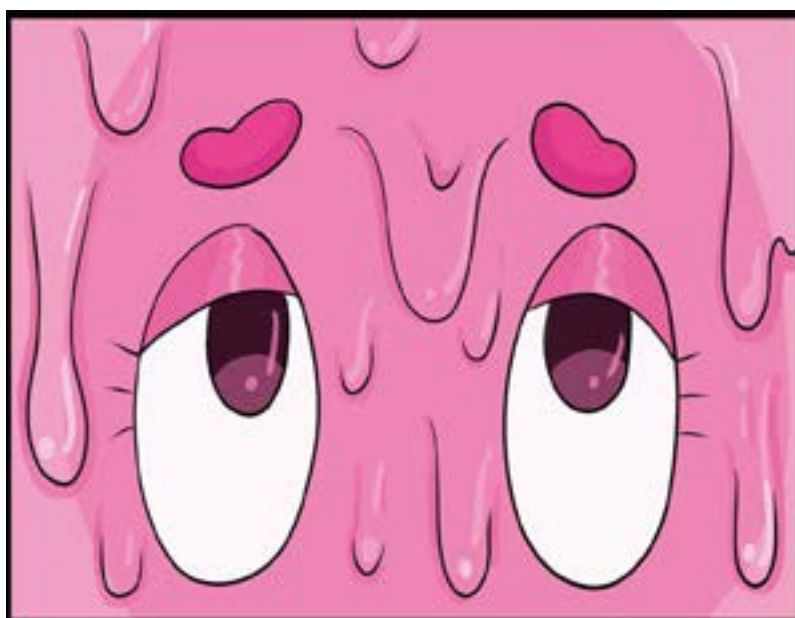
I will be exhibiting my 36-page comic *Cats of Salem*. It's about a clowder of cats that live during the Salem Witch Trials. The story focuses on the main character Loki and his journey to become a better person and friend to his fellow cat friends Coco, Mr Sugar and Eli. One day Loki's owner Ann is captured by the townspeople and put on trial. In a last attempt Loki begs his friends to help retrieve her in this heart-warming tale of redemption. I have learned a lot of useful information about the production and distribution of comics. I have improved my drawing skills tremendously finding efficient ways to draw each page in exceptional time, which also helped me with my time management while juggling my University commitments and my freelance work.



Kristan Evans

Soft to be Strong

My black and white graphic novel explores the relationship between two young women who possess magical powers, but more deeply, the way they are criticised by the society around them at different points in their lives. The concept was inspired by 60s shoujo manga (*Oniisamae...*, *Glask Mask*), Anna Biller's *The Love Witch*, Macoto Takahashi, classic Hollywood (*The Red Shoes*, *Black Narcissus*), and Jacques Demy films (*The Umbrellas of Cherbourg*, *Peau D'ane*). Outside of Japan, I find there is a real lack of stories and industry that have a focus on visual pleasure for young girls and women. I've always been attracted to the way shoujo manga and classic Hollywood indulge in baroque and glamour. Women and men characters, stages and sets, and lighting are allowed to be beautifully striking while also maintaining a strong core of psychology that keeps the story captivating and relevant to human experience. I have learned how to incorporate a wide range of angles that help drive the story in interesting ways, along with understanding how backgrounds can function as characters.



Elinor Hennessy

Pink

I am exhibiting my comic, *Pink*, alongside merchandise I have created to go with it. *Pink* is a comic about overcoming anxious feelings about your appearance and body and coming into your own as a person. It focuses on Goop, a slime girl with a lot of worries and a sweating problem, and her friends who try to aid her in her journey to becoming an individual. This project really helped develop my background drawing skills and pushed me to create a much more interesting and believable world for my characters to live in. It also allowed me to experiment with colouring and even the program I was using to draw. It helped me develop my style and was really useful for letting me create a full, complete comic from start to finish.



Daniel Kulcsar

Clueless

Clueless is a comic I have made as a way to open up about the current worries and fears I have, as I thought it might make me feel better. From having no aspirations to the fear of dying alone, Clueless was my attempt at being insightful about my problems, but also making fun of them. I wanted to speak from the heart, but make something entertaining. To do this, I kept my drawings simple and used spot colour as to not overwhelm my workload. I've had some issues with time management in the past, but by keeping things simple, I was able to keep on top of it. Also, by writing about myself, I had more than enough content to work from, so if something didn't really work, I could just swap it out for something else. Although I may feel unsure about myself or my future, creating Clueless has lifted some of the worries I had and made me realise the positives in the work I create. Well, some of them anyway.

CLUELESS



Timothy Oladoja

Voidlurker

Voidlurker is a science-fiction cosmic horror comic book which follows a team of astronauts investigating a mining colony that has sent out a distress signal. Upon exploration of the colony the astronauts discover a horror that will destroy their minds. Voidlurker is a story about the devastating impact of things beyond our control. Through making Voidlurker I have learned a lot about storytelling, that through gaining a better understanding of myself I can shape a narrative that can reflect my feelings.



Faye Randall

The Mouse Witch

Arttie is an isolated young witch, living in a small wooden cottage in the middle of a forest. Her home is surrounded by magic and is protected by a mushroom fairy circle. Her simple life is disrupted when humans cross into her circle asking for help. My comic is a dark fantasy with influences from English fairy tales and folklore. To help with research, I've looked into both Wicca and Pagan traditions. I have also taken inspiration from graphic novels such as Hillbilly and Monstress for both the themes and artwork. I have developed many skills while working on this project such as my environmental background artwork, character expressions, storying telling, effective use of colours and improving my time management skills.





Karolina Vaisvilaite

Dax and Skylar

This animation draws upon all of my key skills as a comic book artist. I animated and experimented with the visuals and made a video of the story I have created. My story is about two vigilantes named Dax and Skylar, a human and his alien companion and the troubles they face being such self-made heroes. Throughout this project, I have learned how to use new software (ToonBoom) and editing skills, alongside how to make character references, backgrounds, cinematography, sequential art and storytelling.

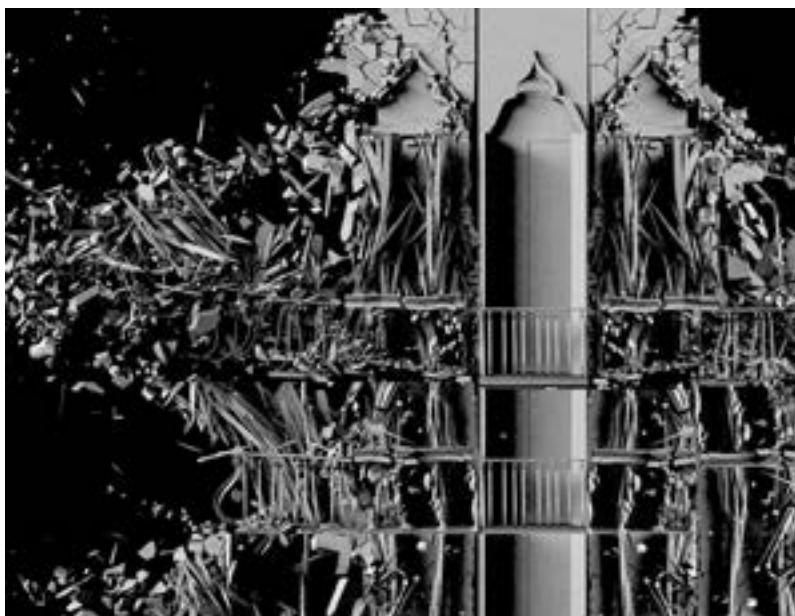
BA (Hons) Computer Animation and Visual Effects



Mohammed Algarmouzi

Vault

I have modelled and textured a basement vault that has been broken into. The vault has been opened, the insides ransacked, and in the hallway is the aftermath of what happened as they tried to escape. To strengthen my portfolio, I wanted to challenge myself and create a full 3D environment that included many high detailed props and hero assets; putting to practice everything I have learnt until now. I also wanted the scene to have a narrative; a compelling story that also adds to the visuals. This project has helped me take my modelling and shading skills to the next level, with a deeper understanding of creating textures and PBR materials, and the confidence to complete a project from concept through to final production.



Razvan Teodor Cristea

Architectural Destruction of Venice

My project was an homage to the final act of M Campbell's 2006 spy film Casino Royale, which was achieved by reconstructing the Fall of a House in Venice sequence fully in 3D. At its core, the project was a photorealistic recreation of the scene with the use of a procedural modelling algorithm that generated buildings with a Venetian Gothic architectural style. The algorithm generated simulation-ready assets and also took into account the properties of real world materials (such as wood, concrete, glass). The digital asset created offers a wide range of flexibility for generating buildings with any type of architecture, as long as the elements that define that architectural style (such as specific windows or doors) are procedurally modelled. The project was completed almost entirely with the use of SideFX's Houdini, with additional help from Autodesk's Maya and the Substance Suite.



Keiran Joseph Froom

Exploration into Digital Dynamics

The project's aim was to investigate various methodologies used within the creation of dynamic simulations using Houdini for Animation/VFX. The first piece is attempting to learn computer generated Pyrotechnics through the visualisation of the space shuttle launch. I have also developed a python tool to aid artists in the workflow between Speed Tree and Houdini, to help users integrate wire properties onto Trees/plant-life meshes with an organised hierarchical structure. I focused on understanding multiple ways in which simulations can be created inside of Houdini and how the python programming language can expand a strong tool set to aid specific tasks. I have established a strong foundation of knowledge, and explored ways in which I could achieve the most detail possible with slightly limited resources. I believe that this method of working has enabled me to better understand the way in which specific solvers work within Houdini and how to tweak them to gain speed/quality.



Alise Goldwater

The Human Touch

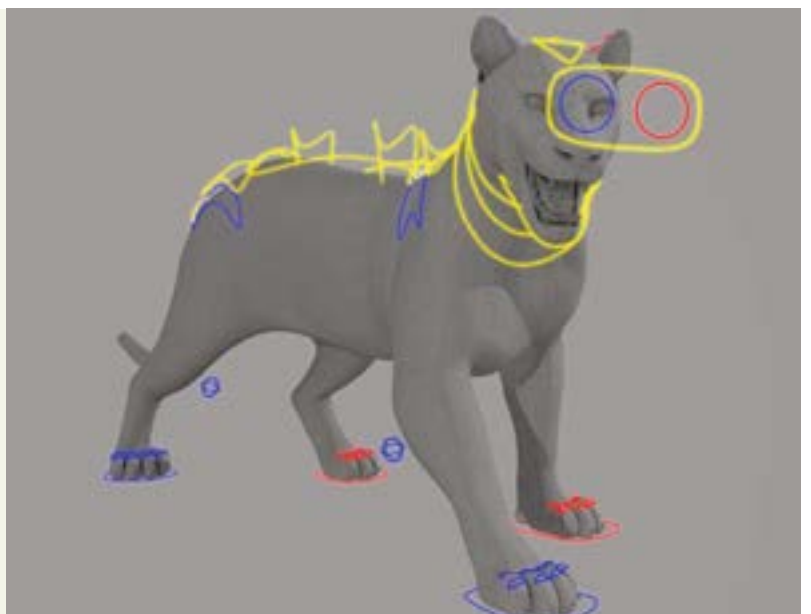
I have created a series of three sculptures that depict three different wild animals all struggling through the affects that have been caused by humans. I am passionate about wildlife conservation and raising awareness of humans destroying their habitats, along with being an aspiring sculptor and groom artist. Touching on a controversial issue was challenging but a great opportunity to demonstrate my sculpting and narrative skills. I sculpted this project in ZBrush, groom with Xgen Maya, rendered with Arnold in Maya and edited in Adobe Photoshop and Premiere.



Jedd Goodchild

Quadruped Rigging

I have showcased my rigging skills. Working in Maya I have created a realistic and intuitive jaguar rig which could be used for TV and film along with a small set of custom rigging tools created with Python scripting. I was inspired to delve further into rigging after watching breakdowns of The Jungle Book (2016), seeing how they brought the characters to life fascinated me and got me into learning more advanced rigging techniques. I have developed a variety of understanding and skills for the rigging process which include Maya's rigging toolset, Python scripting within Maya and the rigging pipeline. The model I used for this rig was sourced from PROMax3D and rigged using Autodesk Maya.





U Hei Lei

The Fox's Wedding 狐の嫁入り

My project is about the Japanese folktale 狐の嫁入り (The Fox's Wedding), the directly translated meaning of the title is that the fox girl is marrying out from her family. I build up the fox girl with the traditional Japanese wedding dresses and accessories, which brings out the beauty and mythological mysterious atmosphere of traditional Japanese culture. I hope to present these to my audiences through my work. Zbrush will be used as my main tool in my modelling and sculpting process. Maya can be used creating hair, lighting, assist in uv mapping, modelling (hard surface), and used to integrate and transfer files from different 3d software. Marvelous Designer will be used to create and simulate the clothing (then export the cloth to Zbrush to complete the future detail sculpting) RizonUV will be used in uv mapping, 3D-Coat can be used in retopo and assist in uv mapping, map baking and texture painting. Substance Designer and Substance Painter will be used in creating texture, map baking and texture painting.



Daniel Lucas

American Diner – Storytelling Through Environments

My project is an explorable environment with an emphasis on storytelling and atmosphere. My favourite aspect is weaving in bite-size narratives which provides a subconscious richness and undoubtedly adds to the overall experience. The American Diner is set in a universe inspired by The Last of Us. The world has been left ravaged, existing in an eerie stillness where nature has been allowed to re-take the land, swallowing up any sign of man-made structure and resulting in a blend of urban decay and organic elements. I'm a VFX student and hope to be an attractive prospect for the film and games industries. My project gave me insight into the games pipeline, and expanded my transferable modelling, texturing, and world building skills. Core software used include Maya, Substance, and UE4.



Christopher Palin

An Outlaw's End

My project is based on the game Red Dead Redemption Two. I have created a fully CG environment of an outlaw camp in the rocky mountain of North America. The camp is inhabited by creates, a camp fire, tents and guns. The whole project was created and rendered in Houdini. My knowledge of this programme has increased massively and I now feel comfortable working within the software. My project work included simulation, modelling, texturing, and lighting. Because of this my skills in those areas have increased tenfold, and my confidence and skills using different software packages such as Maya, Substance Painter, and Houdini. By making a cut scene my cinematograph has also improved by researching different techniques.



Thomas Paterson

The Shrine

My main passion is in character sculpting which is what primarily influenced me when designing this project. The Shrine entails two characters and one creature sculpts that are placed within a fantasy cave environment. I created each character from scratch in Zbrush and developed a pipeline to ensure that they were created efficiently with good topology and UVs using Maya, so that they could be used in a professional environment. I wanted to create these fantastical characters that are still grounded in realism which is why I researched and tested realistic skin, hair and material rendering using Renderman. To create a believable and compelling scene through the lighting, rendering and compositing I used Nuke.



Luke Swaine

Compositing Camelot

I have produced a ten-second shot of a medieval castle by tracking live footage and compositing 3D assets into the footage. I was inspired by the film King Arthur: legend of the sword to make my own version of Camelot. I have used existing castles such as Warwick Castle as reference. Working on this project has increased my knowledge and understanding of the many different ways and techniques an environment can be put together.

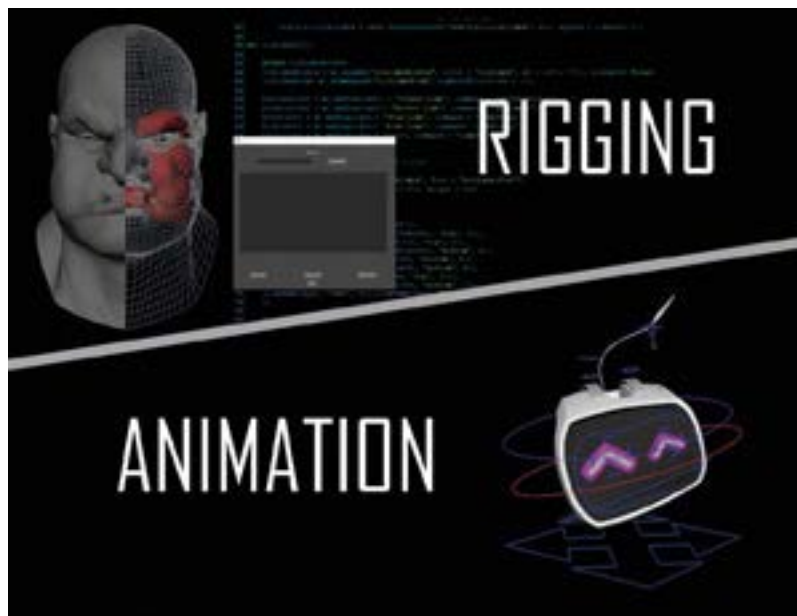


Chadatip Wintringham

Character-Driven VFX

My project is an artistic character-driven visual effects sequence using SideFX Houdini. I used animated geometry of a horse galloping and jumping to drive simulation of liquid, creating liquid splashing out from the horse, but making sure the outline mesh of the animated character be readable as possible for the audience. Key techniques I learned included choreography and enabling artistic controls around flip simulations in a modular way, making sure it works on a range of animated characters, and tackling how the liquid would look to evoke a fantasy feeling. This project helped me to expand my technical skills in Houdini, simulation lighting rendering and combining this with my artistic sensibilities to evoke mood.





Asya Al Kooheji

Rigging and Animation

Displaying my abilities as both a rigger and an animator, I am showcasing a mixture of work. I am exhibiting a few rigs I have built myself, including a FACS based facial set-up, and a full body rig including a muscle system, with skin sliding dynamics and corrective blendshapes. My animator reel demonstrates my character and creature animation pieces, which features a gorilla climbing onto a log, demonstrating creature behaviour and characteristics. I have animated a more stylised and acting-based performance of a young girl accidentally zapping her pet robot with a ray, leading to series of physical transformations done by integrating an array of customised deformers. I have also developed a Python script tool to help the animator isolate limbs during the spline/polish refinement phase which helped my own animation workflow. Software I have used include Maya, ZBrush, and Arnold.



Kinga Biernacka

On the Spot

I have created a series of intricate animations focusing on strong body language and facial expressions. This includes a two-person dialogue lip sync, as well as single character silent pieces, in which they are interacting with the surrounding environment. I have researched a variety of acting techniques and was inspired by the Meisner Technique which gave me a greater understanding of how to achieve a more natural approach to acting. I have worked on the scene layout as well as modelling the accompanying assets to add to the overall appeal.



Anne Chee

Animation Demo Reel 2019

I'm exhibiting a demo reel of all the animations I have produced while at Teesside. They include a dialogue pieces, including a 30-second dialogue from the film Good Will Hunting, heavily based on acting, facial animation and body language. For this project, I did some thumbnails and storyboards using Adobe Photoshop. The animation was done in Maya 2018. I started off with blocking the animations in stepped mode and then slowly refine it before putting it into spline. I have included some breakdown shots as part of the demo reel.



Daniel Glass

Character and Creature Animation Demo Reel

I produced a demo reel that showcases my animations which is made up of various small shots that I produced during my time at university. They show the creature/characters intentions and personality in styles ranging from realistic to cartoony actions. I have gained skills in animation principles and techniques to help produce believable motion and personality, reinforced by the study of acting theory that I undertook. I also understand the importance getting the correct weight and timing for any realistic locomotion to help produce a believable motion by studying creature and human anatomy. I have gained the skills on how to achieve a cartoony feel to an animation by not being afraid push and exaggerate poses and movements to further emphasise line of action.



Jonah Benjamin Huggon

Neon Planet 9000

I have produced a TV show pilot I invented to develop my creative and production capabilities. It's the story of a woman as she struggles to survive the harsh, dangerous environment of a post-human colonisation universe. The planet's entertainment consists mainly of racing around in improvised hover-vehicles, which is our protagonist's line of work and drives the majority of the plot. I developed an animated short with some high-quality animated sequences. Neon Planet 9000 has become more of a passion project, one that I hope to develop further in the future. I greatly enjoy working within the creative process and hope that my work provides a gateway for me to access the 2D animation industry. I have developed several different skills within the 2D field including scripting, storyboarding and 2D animation.



Yasmin Madan

Animated to Life

Alongside my contribution in the group work for our short film Midnight, I'm also showcasing three different pieces of animation, with the base motivation having been the desire to work on something more realistic rather than stylised.

First, a flight animation due to my love for birds, and to increase my range and abilities in animating creatures. Second, a realistic facial animation since acting has always been an interest of mine, and thirdly a dance sequence to gain a more solid understanding on body mechanics, weight and pacing. I've mainly used Maya, Shotgun, Premiere Pro, Photoshop, Substance Painter and 3D Coat so far.

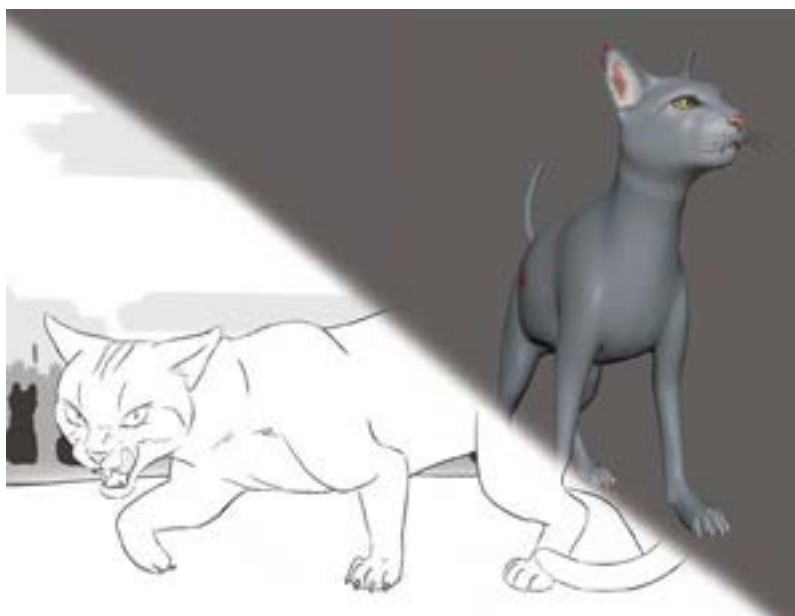




Arjun Nijjar

Many Moves

I created various short animation pieces including humans and creatures, and a hail merry throw animation. I put on the suit and acted it out in the Mo-Cap lab. Then I took the data, cleaned it and put it on the character. I made a cheetah run animation, because their run is unique so it gave my animation a special look to it. I also animated a tiger jumping. I think animators who can work with quadrupeds are highly sought after so I animated an eagle flying. I created an animation piece where a man is on the phone happy then hears bad news. The character had a very clear emotional change, which made for a strong animation. I filmed my own reference footage for the animation.



Lauren Ross

The Trial

I am exhibiting a 2D storyboard and 3D pre-vis appropriate for cinematic presentation. I chose to adapt an excerpt from the audiobook *Warriors: The Darkest Hour* as the material had not already been effectively visualised, providing a stronger foundation for original storytelling. My overall aims were to demonstrate narrative ability, provide creative solutions to layout problems and establish genre through visual style. I also sought to maintain the graphic tone of the novel in my sequence without sacrificing general audience appeal.



Balkar Singh

Character Animation

I have selected to show some of my animations that I have worked on at Teesside University and in my personal time. I have pushed myself to create industry-standard animation and tried to work on different aspects of animation such as acting, action, creature and realistic to develop my animation skills.



Rachel Stephen

Blossom

Blossom is a 2D hand-drawn animated short film made in Toon Boom Harmony. It is a character focused piece set in nature and follows a small plant – who through dance – temporarily breaks free from her roots tying her down both physically and metaphorically. The film covers the themes of loneliness, hesitation, acceptance and the concept of our roots. I am also presenting a pre-production bible and my developmental sketchbooks. By experimenting with movement through ballet and contemporary styles I aimed to create unique visual language that conveyed subtle emotions and internal conflict. I refined my ability to animate more dynamic sequences whilst still keeping the same level of detail as my more facial focused works.



Leon Eliot Thomas

Character and Creature Acting for Animation

I created different animations to showcase my animation skills. These include two creature animations and an acting piece. Creature animation and the ability to work with dialogue is an important skill to have as an animator, due to their abundance in media – dialogue/lip sync is universal in storytelling media and animals and creatures pop up frequently, from everyday wildlife to the wild and wonderful cast of creatures from Fantastic Beasts. I have produced a realistic animation of a tiger, replicating reference as closely as possible; a dialogue animation and, a more nuanced creature animation where I animated a mythical creature, giving it the mannerisms of an existing animal.



ANIMATION SHOWCASE

Animation by Leon Thomas

LeethomStudios@gmail.com

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



Amy Jones

Character Design and Modelling

I have sculpted, retopologised and textured two characters in 3D. The first character was a concept designed by another artist. The second one is sculpted from a concept designed from another artist. I did this to showcase both my skill for character design and working off exterior concept. As well as to develop ability in design, modelling, topology and texturing. I have used a vast amount of different 3D software, including Maya, Zbrush, Arnold, Photoshop and Substance Painter. Over the course of my degree, character modelling has become a passion for me. I have showcased this passion in my models and as a result, show off eye-catching and high quality sculpts that demonstrate my capabilities in this area.





Sam Mares

Stylised Sculpting: Captain Sharkskin

I created a small scene to develop and showcase my modelling and texturing skills which consists of two characters, assets and an environment. I chose a stylistic art style as I felt like I could push the final pose and expression of emotion further. I gathered as much research and reference before moving onto creating a finalised concept in Photoshop. During the sculpting process I predominantly used Maya and Zbrush for the characters and asset creation and moved onto Substance Painter for the texturing. This project has helped me grow my understanding of the pipeline within 3D modelling as well gain skills which are desired within the industry such as spatial awareness, a deeper understanding of anatomy, the importance of research and reference and managing my tasks on time to hit a deadline.



Andreea Rosu

Cosmic Current

Embarking on an astral journey through the universe to meet their intergalactic fans, the infamous Gorillaz band members are preparing to launch into hyperspace. As the journey is just about to begin, they seem to encounter a problem which overloads their engines and sends them off course. Where will they find themselves and what adventures await them can be nothing but challenging for the imagination. My project is a Pre-Production Art Bible, constructing a narrative, storyboarding, character and environment design. I have learned about the process of taking an idea and turning it into a reality. It has also been the perfect medium to delve into different areas within the Pre-Production Pipeline of an animated project.



Anthony Sharpe

3D Animator

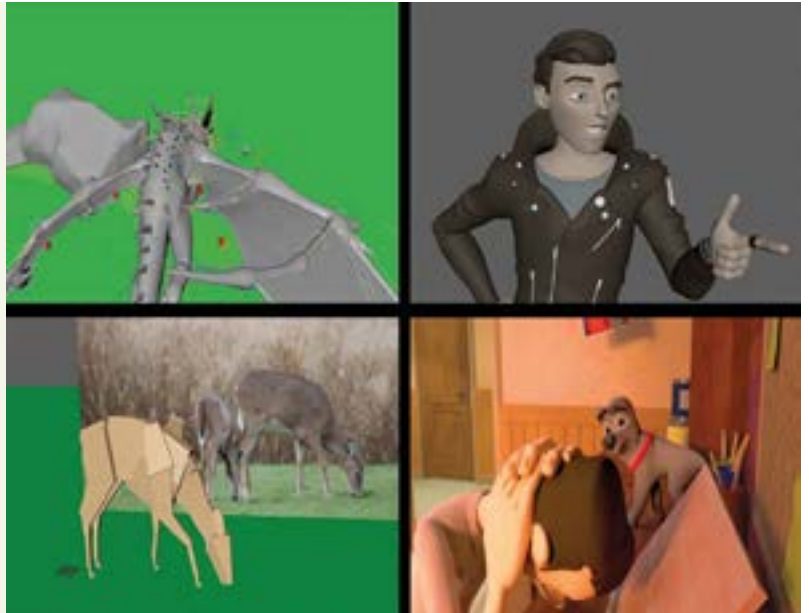
My work demonstrates my passion for 3D animation both showing the key frame work I have done and my mo-cap clean-up work. During my studies I have gained techniques crucial for industry practice such as rendering, modelling and editing. My main aim is to become a 3D animator, but I also put time into the development of a story.



Benjamin Lee Smith

Realistic and Stylised 3D Animation

My two projects involved creating a character and creature animation for group work and my final year project. I created a realistic style of animation of a dragon hunting a deer, which helped me improve my observational skills for animation when using references. My second piece is a stylised animation piece of a man acting cool and cocky, getting scared and hiding behind a low wall. This piece helped me improve my acting skills for animation. The point of doing two different styles of animation is to show off my range of skills I have acquired to demonstrate my capabilities. The software I used was Autodesk Maya for animation, Adobe Premiere Pro for video editing and Shotgun for production management.



Jake Spencer

3D Character Animation Showreel

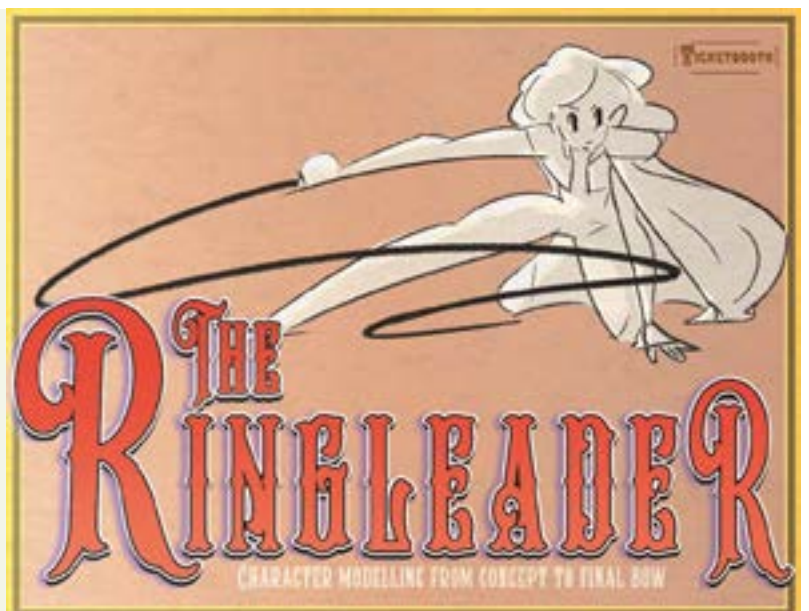
I will be showing three animations. The first demonstrates creature animation (a dragon) and body mechanics of a biped rig to show my ability to research multiple sources and apply the research to a mythical creature. The second is an acting animation with lip-sync to demonstrate understanding of emotional change and extreme exaggerated poses. The final piece is a demonstration of motion-capture technology. The first two animations are completed in Autodesk Maya while the motion capture is completed in multiple software such as Vicon's Shogun and imported into a game engine. I have chosen to complete very different animations to broaden my skill set in overall animation quality. I am also showcasing my contributions to the final year group work - Magnum O'pup - where I was chosen to be lead 3D animator.



Tamanya Thorpe-Slater

The Ringleader

My project follows the creation of the stars of the greatest show on earth. Focusing on the 3D character model and development portfolio of The Ringleader character my project shines the spotlight on the skills I've developed. I took influence from stylised animated feature films, such as Moana, to create appealing designs that convey personality and diversity. To successfully bring my character to industry-standard, I developed a strong and captivating story and character design, utilised Maya and Zbrush for sculpting and Maya and XGen for show-stopping hair. Pushing my skillset and developing an in-depth knowledge of the asset creation pipeline with newer software, I have grown into a confident animator, with both 2D and 3D projects.



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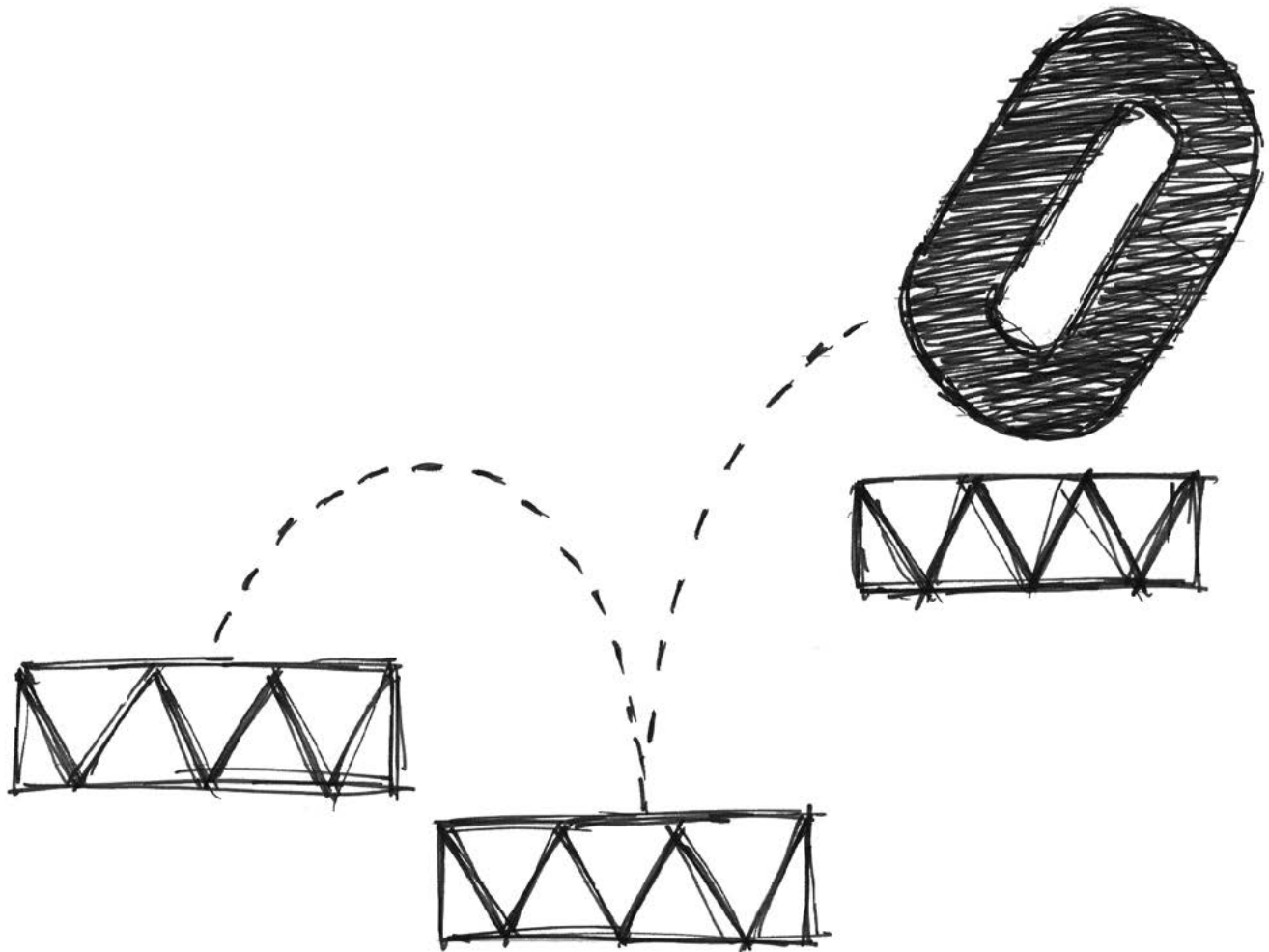
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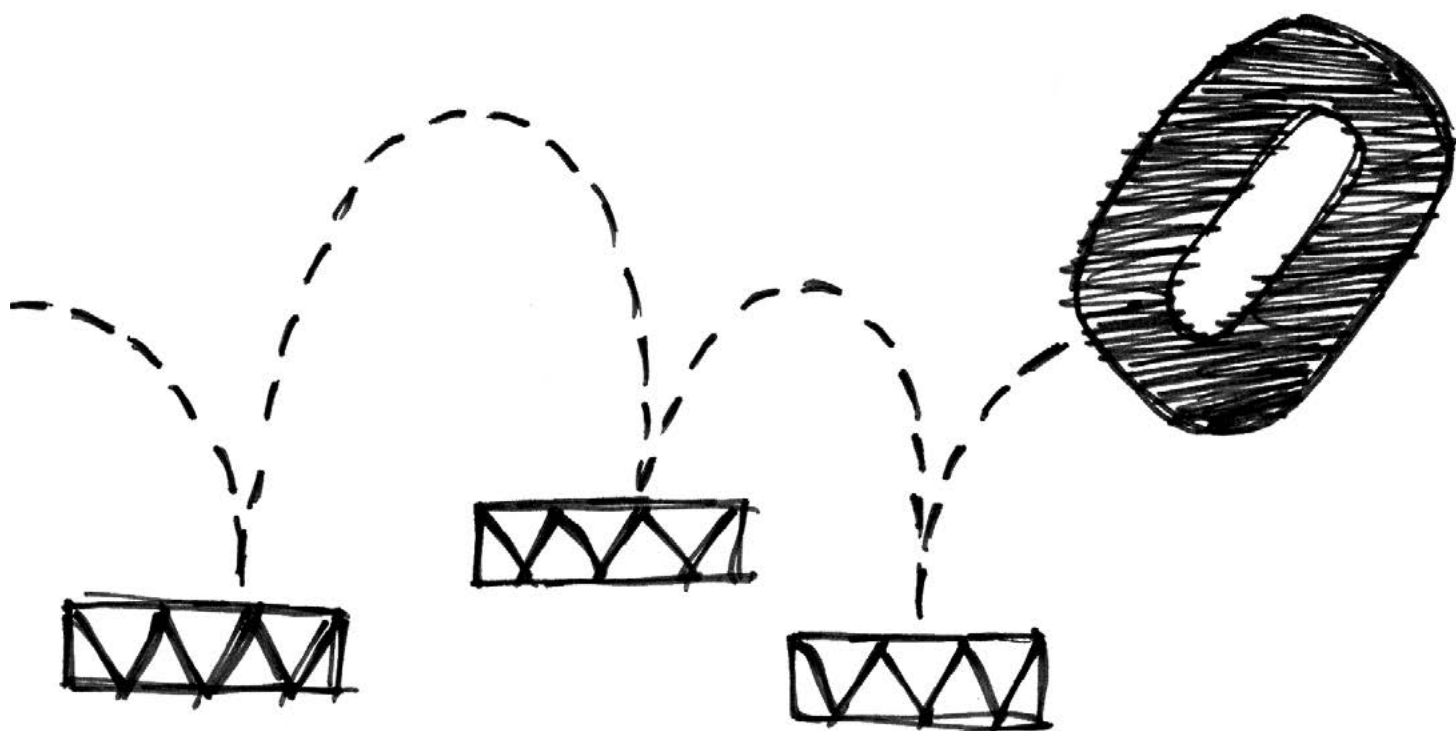
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Games & Concept Art

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.



Our students have access to seven dedicated games studios and games programming studios, all providing a fantastic learning experience using state-of-the-art facilities. Students also gain real-world experience of the game development process by working in teams to produce playable game demos within a studio environment.

Undergraduate

- 0 BA (Hons) 2D and 3D Games Art*
- 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) Indie Games Development
- 0 BA (Hons) Table Top Games Design*
- 0 BSc (Hons) Technical Game Development

Postgraduate

- 0 MA 3D Games Art
- 0 MA Games Design
- 0 MA Table Top Games Design*

*Subject to University approval

BA (Hons) Computer Games Animation



David Harry Baker

Boogie Knights

I have chosen to display a range of game animations suited for a third person hack-and-slash game. The game features dancing knights in a medieval dance club, who all end up fighting. There is a small intro cut scene, a reasonable selection of movement and attack animations, and several stylish quicktime event animations, which are set up to work with another character model seamlessly. The format is a mock trailer rendered in UE4. I have developed my animation skills even further with this project, and I now feel a lot more confident animating longer sequences other than just looping game animations.



Lauren Aithwaite

Ratcher: Creating a Playable Character Using Motion Capture

My career goal is to be a motion capture animator. Ratcher is a robot and a playable character within Unreal Engine, created using motion capture. I have created distinct animations for characters other than a human character. An actor from performing arts took part in my project. My project has enabled me to further develop my skills as a motion capture animator and gain more experience with implementing animations and creating animation blueprints within Unreal Engine. I have used 3ds Max to simulate more of the distinct robotic motion whilst keeping the characters built personality. Vicon Shogun Live, Vicon Shogun Post, Autodesk MotionBuilder, Autodesk 3ds Max, Unreal Engine, Adobe Premiere Pro, Adobe Photoshop were also used.



Rebecca Davis

Interactive Chase Scene

The piece is a playable chase scene implementing quick-time events for a branching pathway that differs with player inputs. I have focused on personalities coming through in the interactions between the two characters, as well as composing action shots that feel intuitive to the gameplay elements. During production I have edited and created rigs, skinned and animated the characters, modelled the environment and setup lighting and cameras in 3dsMax. Then moving into Unreal I have sequenced the shots and implemented gameplay with blueprints.





Liam Denham

Down Shift - Cinematic Vehicle Based Animation

A high speed, high octane cinematic car race featuring two high performance cars racing around a dockyard, where every twist reveals hazards and every turn has the cars throwing themselves all around. There is a large emphasis on the cinematic aspect of the animation. I used 3ds Max throughout to create the animation, using multiple techniques and skills to create a realistic vehicle body roll and suspension travel, along with cloth modifiers and morph channels to simulate vehicle body deformation, in addition to advanced lighting and environment design, vehicle and character animation rigging, skinning and animation. The project has me thinking outside the box at every turn to help achieve the best possible results for my cinematography and camera work.



Lukas Lenniger

MOBA Character Moveset

My project was to create a playable character in the style of a MOBA-like League of Legends or Heroes of the Storm which have a snappy stylised animation style.

For the animations I used Maya and a rig by Kiel Figgins, to smear frames and get more familiar with the graph editor. All the animations are implemented in UE4 and supported by stylised VFX that I have created as well as a blocked-out environment where I used a paid asset pack. The player controller was provided by Christian Maund, but I set up the animation blueprint in Unreal. The project helped me further develop my skills in stylised hand-keyed animation, apply common animation practices and got me more familiar with the games production pipeline. The animations shown include: idle, walk, three abilities, ultimate ability, hit as well as run and recall.



Maximilian Shipley

Battlerush

Battlerush is a hack and slash themed animation project in Unreal Engine 4.

I have created a playable hack and slash character in UE4 that has been hand-key animated in 3ds Max. The playable character uses implementation of foot placement IK, aim offsets and Blendspaces to create a stylised believable game character. Using the biped skeleton, I was able to rig and skin my character for importing into Unreal. The biped allowed the use of features such as the TCB key editor and the different form of keys such as the planted or sliding keys to improve my character animations. I have furthered my knowledge in blueprinting in Unreal and the pipeline in applying my characters' animations to different states.



Jamie Smart

Instrumental Cinematic

My final year project is a rendered 3D cinematic featuring a duet playing a short excerpt of a piece of music. This will include a self-rigged bass guitar, and the focus of the scene will be the dexterity and precision of the guitar playing within the animation



BA (Hons) Computer Games Art



Mala Nymphaea Christina Bhuiya

Valetudo Space Station - Containment Chamber

Visit the space station orbiting Jupiter's moon, Valetudo. In the containment chamber, scientists are conducting an examination of a piece of alien space matter as a 3D interior environment of the space station, Valetudo. It was developed and created in Unreal Engine 4 designed with the software tools - 3ds Max, Substance Painter and Designer, Zbrush and Photoshop.

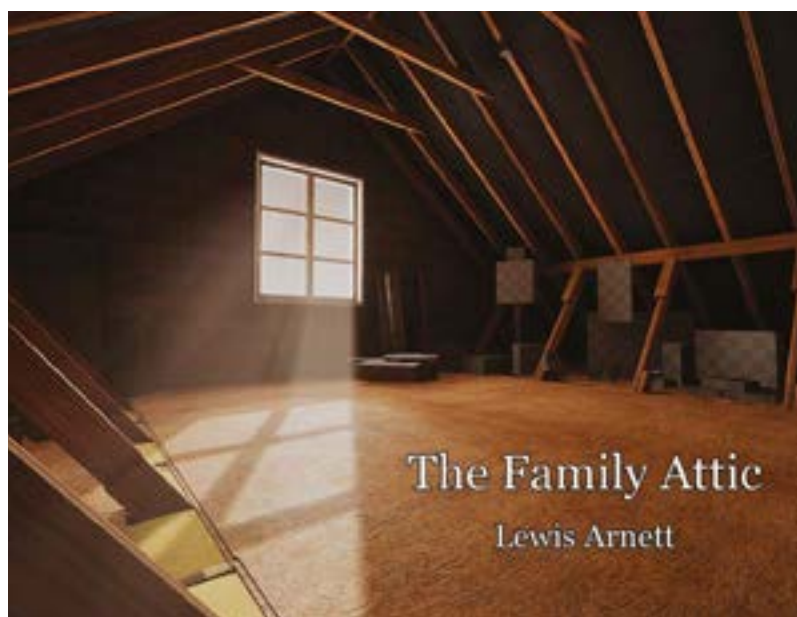


David Turner Arnett

MG Metro 6R4

The work that I am showing is the 1980's rally legend that is the MG Metro 6R4. Modelled in 3ds Max, textured in Substance Painter and presented in Unreal Engine 4.





Lewis William Arnett
The Family Attic

I have created a 3D environment of a modern UK family's attic and a showreel to go along with it. I took great care and focused on the narrative I was trying to create with the scene; the family's accumulation of items spanning over their lifetime. The main skills needed to create the attic were 3D modelling, texturing and engine implementation as well as lighting, post-processing and video editing. The software I used throughout was 3ds Max, Mudbox, Substance Designer and Painter, Unreal Engine 4, Photoshop, OBS Studio and Premier Pro.



Tara Atkinson
The Manipulation of Evadine

This is an original concept by myself showcasing my passion for character design and storytelling through characters. The project consists of original concept art which has been taken on and realised as fully rendered 3D characters. One of my passions being medieval fashion and mythology, I wanted to create a project that would represent my tastes and showcase my skills. The pipeline started as concept sketches within Photoshop, then I built character meshes within Maya, sculpted within Mudbox to give the characters a stylised look, then used a combination of Mudbox and Substance Painter to texture the characters. I took inspiration from medieval painters and sculptors to emulate the feel of authentic medieval characters realised in a modern 3D way. Capturing the melancholy feel of a Gothic painting in form 3D was my ultimate goal and being able to marry video game characters to this style is something I am glad I achieved.



Ellenor Grace Barker
**Lady Shan'lazal,
Highborne Sorceress**

My project is focused around a Heroes of the Storm concept character. Lady Shan'lazal is based upon one of my own characters from World of Warcraft, one of the games which links to The Nexus. World of Warcraft has been a big part of my creative development as I have taken much inspiration from the world as I have grown up alongside the game's own development. My exhibition includes a 3D character model which is animation-ready, a small plinth to represent the world the character exists within and a collection of concept art which helped to inform my hero's design.



Luke Bourner

Wake Up

Wake Up is a 3D environment presented in Unreal Engine that demonstrates the use of two different technical approaches to creating 3D assets; the high to low workflow and the mid poly workflow, the advantages of both, and the potential for them to work together. My scene is part of a futuristic spaceship on its way to a new world, the elements in the scene are my own designs that take inspiration from some well-known games and films. The main reason for experimenting with these two techniques is to see where it is best to use them for efficiency. I have gained a better understanding of producing highly detailed assets that also perform well in real time scenes.



Ashley Luke Brocklesby

China Town Environment

I am exhibiting a stylised China town environment based on an existing piece of concept created by Alexander Shatohin which I found on Artstation. The environment has some hard surface modelling and some organic modelling. For the texturing style I applied a stylised texturing style in substance painter which has made my environment look different to the existing concept. The overall project has allowed me to continue practice using some software and increased my knowledge and use of 3ds max, substance painter, designer, ZBrush, unreal engine 4 and adobe Photoshop which will help me pursue my dream job as a games artist.

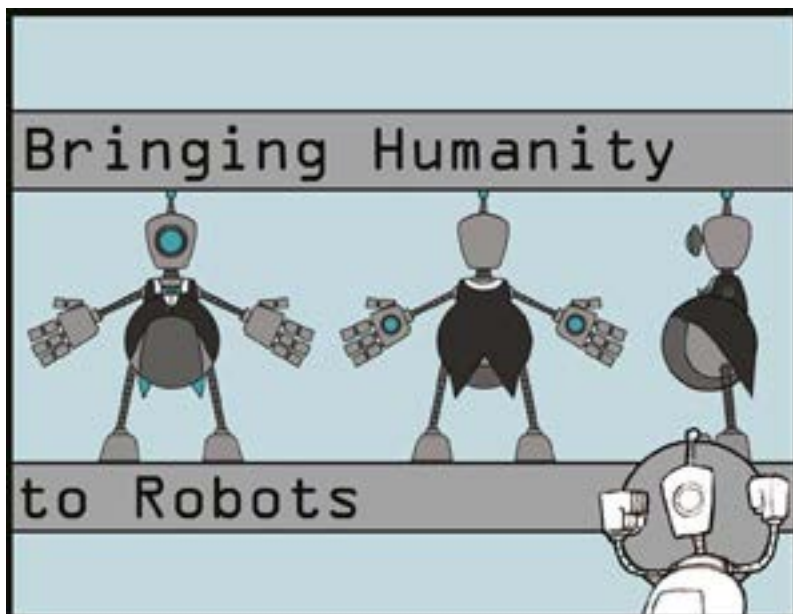


Connor Burns

Hell on Mars

My project is a game-ready art environment based around and inspired by the world of DOOM (2016) both aesthetically and thematically from concept art through to the finished product. It is designed around the idea of being a portion of a playable level which requires a consideration for player movement and combat dedicated to fighting hordes of enemies in varied spaces. The environment was created in Unreal Engine 4 in conjunction with a range of industry-standard software and practices such as 3DS Max, Substance Painter and Designer, and Photoshop.





James Castle

Bringing Humanity to Robots

I am showing a 3D model comprising a podium and several characters that I have rigged and posed using 3Dmax and textured using substance painter. I am also showing my original concept that I created traditionally and digitally with use of Adobe Photoshop and Autodesk Sketchbook while using my skills in shape language and composition to create a user friendly design and a relatable character. My work explores characterisation on a mechanical character and how it can be used to display emotions and portray moods. I chose this project due to my history of hard-surface modelling to bridge my skills into character production. I aimed to channel existing characters such as Kirby and Spyro and I am heavily influenced by the ratchet and clank series of games.



Harrison Guy Clark

Alter Ego

My final piece shows a real-time transformation of man to beast, in which the character's features deform and distort from human into an evil and malevolent creature. This piece was heavily inspired by the story of Dr Jekyll and Mr Hyde in which the protagonist creates a potion which transforms them into their evil alter ego. Throughout this project I learnt a great deal about cloth simulation in Marvellous Designer, hair creation in XGen and creating and implementing morph targets in Unreal Engine. Other inspirations include Dishonored, The Witcher series and Assassin's Creed Syndicate, which helped me to develop my character design and gave me a quality bar to aim for.



Jay Antony Cocksedge

Tau Volantis Research Facility

I have created an environment inspired by a piece of concept art for Dead Space 3. I have attempted to recreate the cold atmosphere and lonely feeling of the concept art within my project. Whilst developing my project I have investigated and implemented a mid-poly workflow which uses face weighted vertex normals to create nice edges on a lot of my hard surface assets. I have also created a couple of tiling snow and ice materials using Substance Designer and implemented them into Unreal Engine using vertex painting to blend between them.



Lewis Court

Late Night Fuel Stop

I have created a Fiat Punto Grande 2008 and a petrol station with high quality vehicles models and detailed and intriguing scenes. I have learned a lot about materials creation and photogrammetry. The environment also required me to create several Substance Designer materials and I have tried to take influence from dark and eerie scenes to create a very interesting aesthetic within the final renders. I have increased my knowledge and skills in the practice of the software I have been using during my course, such as 3ds Max, Substance Painter, Reality Scan, Agisoft, 3df Zephyr, ZBrush, Unreal Engine 4 and adobe photoshop.



Jay Cummings

Slaughterhouse – UE4 Environment

Slaughterhouse is a next generation game-ready environment piece largely inspired by concept art from Arnaud Valette, and Crytek's Hunt: Showdown. The environment is a large, dilapidated slaughterhouse structure situated within a Louisiana bayou, set in the late 1800s. My project showcases my abilities as an artist, incorporating organic and hard surface modelling, technical art, optimisation, photogrammetry, a strong understanding of lighting, composition and visual storytelling. A variety of master shaders were created and instanced to allow for a highly iterative and efficient look-dev process, alongside advanced functionality like heightblending via vertex painting, packed grunge masks, dynamic landscape blending and more. I used 3DS Max, Zbrush, Substance Suite, Marvelous Designer, Photoshop and more.



Lewis Alan Daws

The Cartographer's Alchemy Office

I have chosen to exhibit my 3D environment diorama based on a fantasy RPG setting. The piece is inspired by my own character in a tabletop RPG, and is where most of the basis for the office comes from. I have developed and improved numerous skills, such as getting more proficient in Substance tools, and Marmoset Toolbag, as well as learning how to digitise physical drawings and artwork, especially in old map creation.





Luke Ryan Dickson
Erevan 14

Erevan 14 is a science fiction archaeological dig site and research centre that has been recently abandoned due to a series of major disruptive events. Taking inspiration from Alien: Isolation and Star Citizen, Erevan 14 is a desolate environment that is on the brink of collapse. The artefact is shown in the form of high resolution renders and accompanied by a short cinematic video. This shows my 3D skill set, my abilities within engine with aspects such as composition, lighting and world building and my ability to produce a polished piece alongside creating a full cinematic video of the scene complete with audio work.



James Anthony Forrest
The Creator

The Creator is a character and environment project, running within UE4, based in a 1900s Chicago office with a cyberpunk twist and Dishonored influence. The Creator works on cybernetic humans designed to be almost completely human on the outside. My project goal was to develop and refine my process of creating a clean but detailed game ready character, furthering my anatomical skills and refining my PBR pipelines for a cleaner, more polished product. Based on a single primary concept allowed me to spend time refining my pipeline and assets to adapt and interpret unseen areas without a preset world or time period to shackle them. I used industry standard software including; Zbrush, 3ds Max, Substance Painter/Designer, UE4, Marvellous Designer, Topogun 2, with topology and textures fit for animation and current generation games.



Jack Hannah
Rune: The Half Jotunn

The inspiration for my final year project was based on Norse mythology and I have created a unique character inspired by some of the folklore. I used industry-standard software and pipeline to produce a game ready character that can be rigged and animated and ready for Game Engine and the small diorama inside Unreal engine 4. I rigged, animated and textured the character to further my knowledge and experience as a 3D character artist that I can use to take this project develop even further. I used Pixologic: Zbrush, Allegorithmic: Substance Painter, AutoDesk: 3Ds Max and Epic Games, game engine, and Unreal engine 4.



Jack Lewis Hewitt

Neo-Tokyo Noodle Bar Diorama

My project was inspired by photographers such as Masashi Waku. My environment includes all aspects of a fully operational noodle bar. I focused on light, composition, material creation and PBR pipeline development and created photo-realistic elements, and adapting pipelines of triple A studios into my own workflow. My project was completed within Unreal Engine 4. I have showcased my technical art skills by creating weather conditions for environments within the game engine, using shaders and optimised real-time visual effects. The main programmes used were Pixologic Zbrush for the high poly assets, with my own alphas created in Substance Designer for use within Zbrush. I used 3DS Max for low poly modelling and UV's. Texture assets were developed and baked in Substance Painter. Substance Designer and reality capture was used for the photogrammetry pipeline for tiling textures, and implemented in engine to create high resolution graphics.



Richard Lane

Division Inspired Environment

I developed and created a game environment, as would be seen in the game The Division. I have the strong narrative of character hiding away from the world, squatting in an abandoned construction site, working from a make-shift base of operations (a camper van) which is the focus of the environment. I used lighting and composition to achieve this. I want the scene to look lived in so it has evidence around the area that someone has moved in to this abandoned building and disturbed the years of still rubble and dust.



Darrin Ryan Longhorn

Reinventing the Classics: 1978 Ford Escort MK.II Hoonigan

A photo-realistic recreation of Ken Block's 1978 Ford Escort Mk.2 Hoonigan presented in real-time with the use of Unreal Engine 4, utilising the full physics based rendering pipeline, modelled in 3ds Max, textured in Substance Painter, and rendered in Unreal Engine 4 in a studio style environment. This car is one of the most iconic rally cars of all time, taken and reformed as a modern day drift car. Built specifically for Gymkhana, it sports a one-of-a-kind Rocket Bunny wide body kit, making it the only escort of its kind. I have recreated the Ford Escort while trying to push as much detail as possible, and keeping to the constraints of game ready vehicles. My project reflects the skills that I have developed at Teesside to decide upon becoming a vehicle specialist.





Holly Hazel Norton
Tails of Magica

I have created character concept art of several characters for a tabletop RPG-inspired video game. My project also includes a 3D sculpt of an asset for the game. I also produced an artbook containing the concept art for the characters and the promotional art for the game. This project helped me develop my modelling and texturing skills, as well as character design, drawing skills, and presenting my work professionally.



Alexander O'Neill
Bastion of the Noct

My exhibit is based on an environment heavily inspired by Simon Stalenhag's Electric State and Things From The Floo series. It contains a crashed Lancaster Bomber repurposed into a shelter by tribal machines which serves as the centrepiece asset. My stylised texture scheme that makes use of a self-made library of greyscale tileable textures that create oil-painterly styled textures. It focuses on meshing unique tribal designs into the plane, with wires and large electronic objects attached to the interior, while painting over with tribal symbols and graffiti. I have developed my ZBrush, DDO, 3ds Max and PS skillsets and produced a camera rig set-up to explore the environment as a video powered by Unreal Engine 4.



Rachel Robinson
Sousie and The Cure

I designed and sculpted two characters that would fit in the Jo Jo's Bizarre Adventure IP, a series that spans across manga, anime and games. I have taken them both from a full turnaround of their concept, to a final rendered, textured posed sculpt. My aim with this product was to develop both my sculpting and hand-painted texturing skills, and to have something as a part of my portfolio that shows off my best skills as a character artist, which is mainly concept and texturing.



Stephen John Sharples

Germinate – World Building Project

I challenged myself to create a concept art book that displays original environment and creature/character designs for a fictional game world, bringing new ideas to the stylised fantasy genre. I have also produced a 3D diorama based on one of the environment concepts. I used Photoshop for concept art, focusing on line art, value painting, and creative use of colour. For my 3D diorama I have used 3DS Max, ZBrush and TopoGun for modelling and retopology, and Photoshop and Substance Painter for texturing. The 3D diorama conveys what the final look of the models, textures and lighting would be in-game. This project has helped me further define my 2D and 3D workflows, and I have developed my ability in creating complex and visually interesting concepts to a professional quality.



Owen Slater

Earthbound 3D

I created several assets for a 3D sequel to Earthbound on the SNES. My focus was on the unique character designs in Earthbound. My project is a small room with a cartoon aesthetic with several props and characters modelled with an Earthbound quirk. The shader I created for the Unreal Engine scene draws a thick black line around the edges of the models and reduces the textures to just the base colour but uses the normal maps to create thin black lines along the details of the models. It also alters the shading in just a few bands of light and shadow to add to the cartoon aesthetic. I further developed my skillsets in concept art, modelling, rigging and skinning in 3ds Max, sculpting in Zbrush, texturing in Substance Painter and blueprinting in Unreal Engine 4.



Harrison Turner

Boat House

I developed my material creation and lighting skill through the use of a game-ready 3D environment. As a quality benchmark I chose a game with next-gen graphics – from Ghost of Tsushima by Sucker. It inspired me to do a Feudal Japan themed environment. I used Substance Designer and Substance Painter to recreate the intricate materials shown in the Ghost of Tsushima gameplay preview. I developed my material creation workflow tenfold to the extent that I am comfortable and capable of creating the materials that are required for my environment from scratch. My use of lighting in game engines (Unreal Engine 4) has also improved from just aiding the composition and telling a story to also taking gameplay factors into account, such as guiding the player through the environment.





Alexander James Wilman

The Shaky Sail

My project is an atmospheric tavern where outlaws and pirates seek respite from long journeys at sea. I created a high-quality, game-ready environment in Unreal Engine 4 to ensure efficiency regarding the impact of poly-count and the use of textures. Normal baking was an integral process in my workflow as it allowed detail to be applied to assets while retaining a low poly count. Current generation workflows were utilised throughout and PBR textures were created with the Substance suite of programmes, ensuring that assets looked accurate regardless of changes in lighting. Low-poly assets were created in 3ds MAX and exported into ZBrush where high-poly sculpts were crafted for the baking process. Unreal Engine 4 was used for realistic lighting and ability to utilise PBR textures.

BA (Hons) Computer Games Design



James Beaumont

Project Instinct

This is a first person survival game built in Unreal Engine 4. The player plays as a lone survivor within a solitary island and must endure all difficulties, from the unforgiving open world, freezing to death or simply falling off a cliff. The aim is for the player to survive for as many days as they can. Each day brings new challenges from different weather types, and new resources to collect where the player must build and develop on their base with new, warmer walls or better heat supplies. I have developed my in-engine skills such as visual scripting using Unreal Engine 4's blueprints. I have focused on more advanced level design systems generating height maps from real world locations. I have also been developing my art skills, creating a certain amount of my own assets using tools like 3DS Max and textures with the texture creation software, Quixel Mixer.



Joshua Knight

Digging Team

This is a single player top down, isometric action game with some basic RPG elements, taking place in a post-apocalyptic Mexico after an asteroid has hit the earth. The main character was part of an archaeological exhibition to study the fossil records of the asteroid that had killed the dinosaurs but before the exhibition could be completed disaster struck and the team takes shelter underground. You emerge many years later to a desolate world but you aren't alone, you have a dinosaur ghost to watch your back and help you face the threats of the new world.



Jamie Ogle

Desiderium

This is an interactive narrative game about the loneliness of a long distance friendship; designed to be played over a short period of time, while also being engaging and intuitive. Desiderium showcases my abilities as a narrative and gameplay mechanics designer. I experimented with how to make an experience flow well without the traditional pressures of gameplay (such as scoreboards, difficulty, timers). The experience was heavily influenced by Florence (Mountains, 2018) and Black Mirror: Bandersnatch (Netflix, 2018).



Leigh Armstrong

Golf Tees

My vibrant, low-poly mini golf game focuses on level design and the user interface and experience. Set on a colourful farm, the player has 18 holes and will be rewarded with in-game currency to customise their ball. Golf Tees is intuitive to play upon first loading, how enjoyable the experience is to achieve scores, and how fun the physics and gameplay is. My game showcases my talents in UI/UX, level design, gameplay, QA, and mobile development. Key features include 18 challenging holes with a different view of the vibrant landscape, themed on a farm, golf ball customisation, mobile support, fully-functional UI/UX, Balanced Physics. Skills I developed over the game's creation include becoming more proficient in Photoshop and Illustrator, Unreal Engine 4 world creation, lighting, level design, and mobile development.



Nathan Chandler-Gibson

Cross-Platform Combat App

Aiming to find ways to bring different types of players together, I've developed a cross-platform Combat Arena and Companion App that allows players to create Avatars and battle foes for team rewards. Developed in UE4, the project is designed with game-feel in mind and to explore ways to intrinsically motivate players to socialise and overcome challenges as a group, including using Mobiles as side-hardware (akin to Sony Playstation's PlayLink) to complement the psychological merits found in local gaming sessions.





James Cornforth
Helios One

I have created a first-person, single player level design. Helios One is a first person single player level design created with unreal engine 4. The level has exploration with different areas to explore along with multiple obstacles for the player to complete to progress through the level.



Ryan Corr
Fantasy Hub World

The work I have chosen reflects both level and mechanics design. Using Unreal 4, I created a hub-world where the player would take on quests and trade goods.

Working with both level and mechanics design was a good fit as the world was built around the mechanics making a better experience for the player.



Max James Dixon
Lute Fable

I particularly enjoy making self-contained technical systems, and quickly developed a passion for game, system, and level design – an area I plan to focus my career going forward. I developed a Roguelike, Bullet-hell style Dungeon-crawler, set within the high fantasy genre. This allowed me to explore loot and damage systems, elements of level design, and a variety of other skills allowing me to showcase myself as a strong, T-shaped individual. I have developed some of the core skills required for my career ambitions. Creating a game by myself has improved my confidence in my ability to independently problem solve and build a high-quality product. Software: UE4 for Development, Photoshop for image and icon editing, 3ds Max for model editing.



Edward Dobson

Light in a Souls World

A Dark Souls-inspired level design that gives the player a world to explore. I have tried implementing the Dark Souls levels into my levels design with the end goal of the level almost always being in sight of the player. The use of dynamic lighting makes the level look natural and volumetric lighting with the assistance of some atmospheric trigger boxes changes the overall feel of the level as the player explores it. Ambient lighting ties the scene together, making sure everything is visible in my darkened world. I have learnt a good amount in my research of level lighting and I feel it has only changed my level for the better. I have also researched the Unreal engine using Blueprints to get my level to a functional state. I have implemented back tracking shortcuts that will allow for the player to travel back through the level.



Harry Gibson

Project Bounty

This is a third-person, hack 'n' slash game, inspired by the Dark Souls games. You play as the Bounty Hunter tasked with taking out a powerful enemy who lies at the end of the stage, guarded by many other goons in the heart of an intricately designed level. I specialise in the development of player mechanics, so my focus has been on the combat system and providing a wealth of options for the player to mess around with. Artificial intelligence for enemies has been another focus of this project, providing a decent challenge while also being as fair to fight as possible. My project was developed with Unreal Engine 4.



Matthew Gill

Snow Bros Requel – Pitch & Presentation

After reaching out to the rights holders of Snow Bros I have developed a new instalment in the series, subtitled Requel. It rises to the Goldilocks challenge of remaking an established classic, with founded knowledge of what to keep, tweak and introduce, so that the series can make a strong resurgence and fulfil its current industry potential. The project demonstrates my abilities in design rationale, redrafting source material, game market analysis and negotiation of IP, exemplified through a slide presentation and a functional game demo. Software-wise, I've utilised GameMaker Studio 2 for the engine, Photoshop and PaintTool SAI for imaging, PowerPoint for slides, Excel for project and mechanical design, and After Effects for video editing.





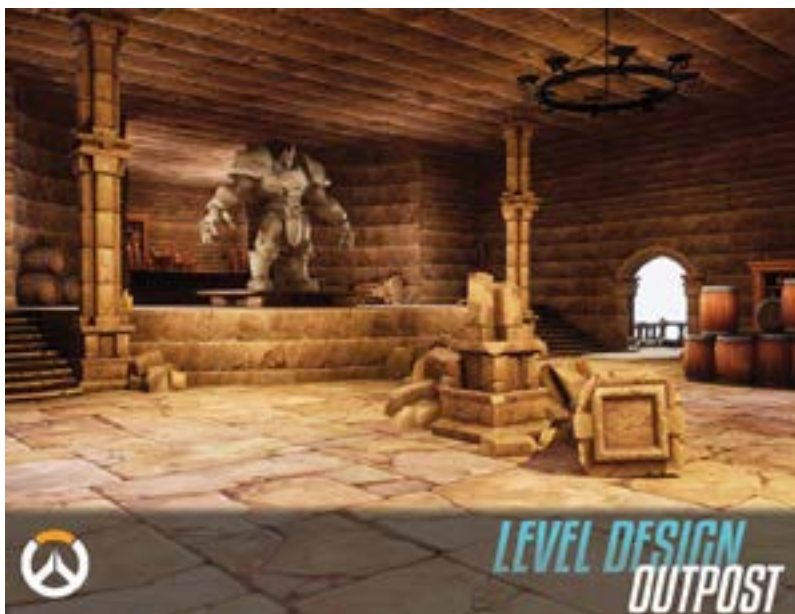
Karl Murray
ClusterTech

This first-person, sci-fi shooter game showcases all the skills I have developed over the years in game design. This includes game mechanics, level design, user interface and audio, to name a few. ClusterTech brings together elements from the action shooter genre to deliver a fast paced, action heavy shooter that is unique and fun to play, giving the player enjoyment from the first to the final second of gameplay. This single player experience transports the player to a space base on the moon. They have to destroy the enemy AI bots that have gone rogue and eradicated the crew members. The goal is to survive and escape.



Rahner Puno
Support Staff

My project is a platform action adventure game played from a third person perspective. The player can combat enemies, collect items, explore levels and solve puzzles. I have created a professional game which will showcase my Level Design, Mechanic Design and Interface Design skills. The levels combine all three aspects to create a great game-play experience. These design aspects will highlight my skills in software programmes such as Unreal Engine, Photoshop, Illustrator and 3DS Max.



Bethany Reed
Outpost Level Design

My project is an Overwatch (2016)-inspired level design created for the Control and Capture the Flag game modes. Outpost is set in Switzerland, tucked away from civilization and buried after team dispersal. Researching for normal multiplayer games wasn't enough, and I had to analyse character abilities and Overwatch levels specifically to ensure balance for all player types. The main considerations for this level design were Verticality, Routes, Battle areas, Risk VS Reward and Sightlines. The level was created in Unreal Engine 4.19. Using character speeds and heights from Overwatch allowed for the level to fit into the Overwatch world.



Calum Scott

Mae-Dae

My game is a 3D Puzzle Platformer which draws inspiration from games such as Super Mario 64 and Spyro the Dragon but introduces an interesting mechanic that puts a spin on the usual formula. Created in Unreal Engine 4, you play as Mae, who is a talking cat person that has crash landed on an alien planet. The player has to repair their ship and return home with the help of an ancient relic with the ability to transcend dimensions. The goal of this project is to teach the player mechanics through the use of level design making them gradually more difficult, then give the player a chance to prove their mastery over them to create an engaging yet rewarding experience.



Ryan Thompson

The Getaway

This is a top-down driving game, inspired by high-octane police chases. The player controls the getaway vehicle just after robbing a bank. Their goal is to survive for as long as possible driving through the city and the surrounding area, from the ever growing number of police vehicles. The player can travel around the whole map, and use their own creativity to come up with different ways of evading the police. When the player is caught the game will end. It's a single-player experience with a competitive edge, as the player can aim to get the longest time and the highest score. I used Unreal Engine 4 to create the game to improve what I could do within the engine.



Patrick Yarnold

Frontline

This is a 3D turn-based strategy game in which the player controls a squad of soldiers and must defeat the opposing squad and capture buildings. Movement and combat is achieved by possessing the soldier and controlling them in a 3rd person shooter. Your equipment and weapons may impact the battlefield as all buildings can be destroyed, trenches dug and barricades placed forcing players to adapt to an ever-changing battlefield. This project showcases my skills including level design, UI design, Unreal 4 implementation, game feel and modular development. I have made heavy use of modular systems to rapidly iterate maps, gameplay features, weapons, UI, enemies and enemy AI. The rapid iterations allowed me to playtest the game and ensure its quality and easily make changes if necessary.





Nathaniel Hughes

Aging Blacksmith Workshop

My project is a real-time interior focused game environment created using Unreal Engine 4 and current pipelines. I decided to use this project as a way to improve all the core environment art skills for photorealistic focused art, such as texturing, modelling, lighting, shaders and rendering. I have tried to create this level of quality by using the best current pipelines in environment game art and uses of software for PBR asset creation, Material creation Pipeline, lighting and shader creation using several software packages including 3DS Max, Zbrush, Unreal Engine 4, Substance Painter and Designer, Quixel Mixer and Photoshop.



Carl Maddison

The Hunters Hut

I am showcasing my latest Game Ready Real Time environment within Epic's Unreal Engine, based on concept art by Evgeniy Musienko. Industry standard techniques have been employed including the procedural PBR texture creation harnessing the power of Substance Painter and Designer. I took a modular approach to structural asset creation, used Marvelous Designer providing a middleware solution to cloth creation and simulation, for the fabrics predominant in the scene. Sculpting packages such as Zbrush and parameterised technical shaders within Unreal Engine work iteratively and with a high level of customisation in the editor. Lighting, composition, Postprocess, visual narrative, storytelling and presentation techniques, challenged me to create an interesting and engrossing space.



Connan Ong

Venice Canal

As an environment artist, I wanted to showcase my Venice Canal scene. This will include a fully textured Venice back ally canal, with a fully detailed water shader and multiple substance designer materials. The main focus will be a Venice inspired environment, depicting a back ally canal which I saw on my travels last year in Italy. This has allowed me to investigate and utilise advanced material work such as procedural texturing and materials, in conjunction with visual research helping to capture what I hope reflects an authentic realistic style.



Mohammad Waleed Khaled Qasim

Völundr: The Giant Blacksmith

My project is inspired by the God of War universe, based on Norse mythology.

The physical attributes of the character are influenced by his blacksmith profession, dealing with toxic and rare materials affecting his appearance. My main focus is to showcase storytelling through the state of the character's clothing and grotesque appearance in a realistic approach. Developed from concept to game-ready 3D model I produced the 3D character using Zbrush, 3DS MAX and Marvelous Designer. The texturing was mainly created in Substance Painter alongside Photoshop, rendered in Marmoset Toolbag.



Sasha Solomon

Forgotten Temple

My project is a stylised environment containing dilapidated ruins, inspired by the painted style of Ghibli films as well as recent games such as Zelda – Breath of the Wild and Spyro. I decided on this piece to further my skills with hand painted textures, as well as outdoor environments. I made sure my project was well optimised so it can run at 60 fps in real-time.



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



Neil Thomas David Beattie

Shop n' Chop

Shop n' Chop is a randomly generated dungeon crawler with shop sim elements developed in Unreal Engine 4. I have a passion for technical design, and knew my project would be developed in many different aspects, from enemy and economy balancing to the careful planning needed to create a dungeon using procedural generation. I developed a cave system that would randomly generate each floor as you got to it, allowing for endless dungeon crawling. I also developed a top down combat system to push the moment to moment gameplay while exploring these dungeons, and to gather resources that are later used in the shop to fuel the characters growth and create the drive of the gameplay loop.





Liam Burn
Project Red Queen

This is a third person over the shoulder horror game within Unreal engine 4. The project will be a level environment where the player will have to navigate to find keys, items and ammo in order to survive. The game is built with a slow pace in mind to allow players to explore and to also build a tense atmosphere.



Johnathon Christopher
RC-Machines

This is a 3D racing game in a toy-sized world based on modern top down racing games. Players control vehicles with the goal to cross the finish line faster than their opponents. My main focus was on the mechanics and gameplay especially the handling of the vehicles. I created a comprehensive AI that not just races from point to point but that can also make complex decisions. While racing the players will use weapon pickups to help them or hinder other racers. This project was used as an expansion of my technical knowledge within unreal engine 4. I have developed my skills in: Game Design, Game Development, AI logic and State Machines, Game Balancing, Systems Design and Game Testing.



Corey Smyth
The Journey Home

This is a 2.5D side scroller set during the Edo Period in Japan with a camera system that focuses on one side of the character while travelling on a spline. It is a single player game where the player will travel through different environments within the level, completing a selection of puzzles along the way. My understanding of level pacing and flow, using art assets to create and set dress levels and scripted events have improved throughout this project. I developed my skills of character creation in engine and the camera system associated with it.

BA (Hons) Concept Art



Ashley Charles Henley Coulson Murray

Warhammer 40k: The Shindao

I created a new race that would fit within the pre-existing universe of Warhammer 40k and its current outlets; primarily table-top models and computer games. I am showcasing my skills specialising in character, weapon and vehicle design and illustration, and including additional pages that feature vfx design. My project was primarily completed in Photoshop, using several brushes, photobashing techniques and style to create a cohesive and professional outcome. It was developed with the intention of becoming an art book which made it a very challenging brief, as did juggling ancient Chinese culture, Warhammer 40k culture and my existing Shindao culture when developing later designs!



Diogo Alexandre De Almeida Dolbeth Assunção

The Art of Sun Wukong

My project is concept art for a non-existent live action Journey to the West film. I drew some of the characters including the Monkey King and Zhu Ganglie, a big lustful humanoid pig. I forced myself to not deviate the designs from how the book detailed them, like colour, clothes and weapons. I still added my own spin to quite a lot of other areas that were left unspecified. My project is filled with characters and props, one of them being the monkey king staff and another the manfruit; a glistening fruit that looks like a new-born human. I organised all the designs into an electronic art book and printed it out, showcasing my skill with digital painting, photobashing and 3D modelling.



Kirsty-Louise Ferguson

Modern Mythology

I'm showing a cartoonist and comedic portrayal of mythological creatures in a modern setting. The work features heavily on character design and playing with proportions. I have developed a lot of skills over the course of this project, but I'm most proud of my steady line work as I used to prefer a painting approach. Most importantly I got to research lots of cultures and myths. The whole project outcome is featured in an art book that showcases consistency, colour, and culture. It has bold characters from around the world and gives us an answer to the question, 'if centaurs were real what would they be doing nowadays?' Well they would be grumpy jockeys of course.





Kiel Frampton

The Art of Riftblade: Fallen Skies

My project is a book showcasing the developmental artwork for a hypothetical third-person role-playing video game - science fiction versus fantasy. It details sci-fi and fantasy factions and tells the story of the player's struggle to protect their homeland, while showing the changes both cultures undertake during the war. The book explores the world of the game, its narrative and mechanics through fully rendered artwork and streamlined design pages, showing the full iterative process. It follows common art book conventions, with the intention of producing a professional final artefact. I have showcased competence in various fields of concept art and game production pipelines, creating the impression of a fully-realised game throughout the book, immersing the reader in a new and exciting intellectual property.



Fae Eleanor Catherine Hibbert

The Art of Renegade

I created an art book for a sci-fi adventure game, with concept art for characters, environments, props and key frames in a photo realistic style. I have developed my sense of design language by creating three unique factions (The Tribe, who are naturalistic; The Aliens, inspired by modern architecture; and The Company, inspired by Brutalist Architecture), with their own aesthetic, and my skills in storytelling through my artwork. I have progressed my skills in 2D painting and photo-bashing in Photoshop, as well as utilising 3D software, including modelling, texturing and rendering using Autodesk Maya and Keyshot. Throughout my project I heavily combined 2D and 3D techniques to create realistic looking artwork used in the industry.



Abigail Melissa Isaac

Life of the Forest

I have composed a storyboard sequence about a large noble stag, taking in and raising an abandoned fox cub. While originally I wanted a natural feel to the story, I couldn't help but add a fantasy element within it; this is shown with the environments and the characters that are involved. With the sequence I have added much of the development work to show how I got to where I am, and to highlight some of the directions I could have pursued. I have made unique characters, with interesting environments, with an engaging storyboard sequence.



Shona Elizabeth Jerome

Snow Elves

My art book is based around an expansion for the Game Elder Scrolls V: Skyrim by Bethesda. My project expands upon the game's race of Snow Elves and demonstrates a narrative and visual storytelling, but has put my skills to the test across different methods of creating concept art. I have presented a range of finished designs of the Snow Elf character, its rideable companion the Wyrn; the dungeon in which they live, a map of dungeon; potions, scrolls and other artefacts. I started all my pieces in sketches and Watercolour painting then progressed on to 3D software, creating 3D renderings of my environments and props to then take into Photoshop. My book presents finished digital pieces as well as developmental sketching, 3D rendered and traditionally painted work.



Ivelina Velinova Kostova

The Bestiary of I. V. Kostova: A Creature Artist's Field Journal

My art book showcases a scientific exploration of the ecosystem within a faraway planet. I have furthered my knowledge in the creation and design of functional creatures, enhancing my skills as a creature artist. Their features and habits such as mating, defence, and hunting mechanisms are adapted to their unique habitats. This also gave me the opportunity to further work on my environment design. For the structure and build of the creatures, I referenced a variety of anatomy books of animals, then I creatively modified them to create a completely new and unique specimen. Aside from all of the artistic skills I have achieved from this project, it also improved my time management skills.



Wern Szuen Lee

Leoniders

I'll be showing a range of concepts and illustrations for my fantasy based project, mostly 2D works. A lot of my work is usually cyberpunk and sci-fi, so I hope to bring some fresh fantasy concept art for my portfolio. I've also been playing with graphic design and 3D sculpting to assist my pipeline in creating concept art/ illustration. I'll be showing and reviewing my portfolio on Artstation which includes my earlier artworks as well as my latest projects.





Lauren Jade MacDougall

Building Characters From Personality Traits

I have created characters for a multiplayer role-playing game based on four people I know. I have designed a tank, two burst damage heroes and a healer. The development of the characters, their weapons and armour has been turned into an art book. I took their personality traits, likes and dislikes and physiques into account when designing their character. The book is filled with sketches, development and final rendered images of the characters. I have developed character design skills in concept art which includes sketching, colour theory, organic painting, portraiture skills, prop designs, portraiture and expressions as well as clothing and armour designs. I also developed my inking skills as well as grey scale rendering to develop lighting directions, low lights and highlights.



Karen Chong Jeng Mun

Dark Grey

I will be presenting a comic book from my project Dark Grey, along with another book containing illustrations and concept art of the comic. The book contains colour pages telling a story of friendship between two unlikely friends overcoming hardships and obstacles that will test their bond. It features idea generation including character design, storyboards and promotional artwork. This project helped me practice industry pipeline processes and meet deadline requirements. It developed my storytelling skills and digital techniques further. I also plan to kick-start this comic by creating a website where everyone can read Dark Greys story and possibly setting up an online store for hard copy sales.



Joshua Pascal

The Advance of Teras

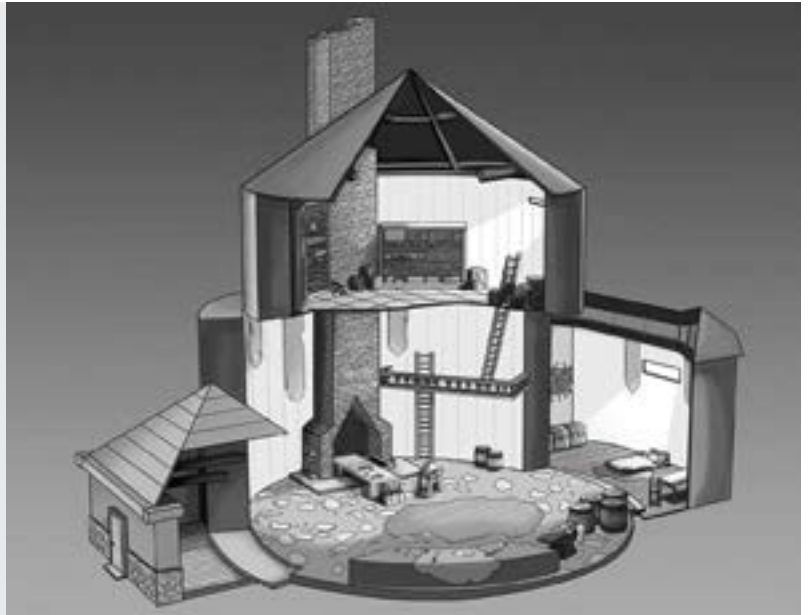
The discovery of several ancient data storage sites threatens the balance of power in the world. The intrepid Mercenary group Teras fight to claim powers lost to time. I have created a series of conceptual images for the introduction level of a new video game IP. These include character design sheets as well as turnarounds and gameplay concepts. It's a character focused action RPG set in a world of science and fantasy. My aims were to develop my ability to design engaging concepts and create usable design solutions. I created my artwork in a professional workflow, and ensured that my artwork is visually appealing and functional. I have also developed my ability to effectively use 3D software, 2D software and traditional media to create concept art.



Amber Elizabeth Payne

The Heart of Eaglefell

I am exhibiting a range of final pieces for an animation film. These designs include characters, environments and key moments. The animation is a fantasy adventure film set in the past of an alternative timeline where magic exists. The premise of the film is that magical creatures and people live in peace and harmony. After an attack on the crown by an evil underground organisation the Kingdom of Eaglefell is in ruin. With the King dead the only hope is the Princess as she journeys to find a mystical object in a distant land. Will she be able to gain the power she needs to overthrow the Villain and take back her Kingdom?



Brooke Peterson

St Clotilde's School for Disappointing Children

I created an artbook that contains a selection of pre-production and production work, characters, environments and in game assets. The theme of the artbook is the imagining of the catholic school experience wrapped up in the form of a game; inspired by Rockstar's game 'Bully'. The project follows a dark and humorous narrative that prods fun at the educational experience. Characters include a sample of students, a selection of teachers, and religious figures. Environments demonstrate the key religious themes and the combined school elements. The software I used included Adobe Photoshop, Maya and SketchUp.



Sophie Phipps

Journey To Kelsingra

My project is based on the collection entitled The Rain Wild Chronicles (Robin Hobb 2009-2013). It follows the journey of sea serpents up the Rain Wild river to their cocooning grounds where they transform into dragons, however things don't go as planned and they emerge sickly. With the help of their keepers, the dragons journey further up river to find Kelsingra, to live, heal and grow in a more suitable environment. My project shows the evolution that the creatures and characters undertake while on this journey and demonstrates concept art and finals of the major characters, creatures, props and environments. I have worked in Adobe Photoshop with support from multiple 3D software and traditional sketches.





Amy Risetto
Personal Project

I tasked myself with adding my own concepts to one of my favourite games Warframe. My favourite part was designing the creatures, as I created three different types by combining various animals together. I designed my own Warframe and weapon which I found equally fun and challenging to accomplish.



Ainars Strods
Bloodborne: Pthumeru Untold

I designed assets for new downloadable content of Bloodborne. My concept art work will be presented in an art book, including the production steps that led to final designs. The game is set in the Victorian era with Gothic and Steampunk influences. I improved my artistic style to match the style of the existing Bloodborne concept art, and reduced the amount of line art in favour of a more painterly approach to save time and match the style. I aimed for improved photobashing skill to achieve more realistic material looks.



Katie-Beth Tutt
Project Atelier

My concept art book depicts the creative process of my project, which includes sketchwork and the conceptualisation of ideas which lead up to the final characters of a young witch named Lavender, her pet lizard Prehnite and her workshop. The designs reflect a magical and fantasy setting with vivid and bold colouring. Using my painterly stylise, the project also contains both mundane and magical prop designs surrounding this character in her home and a key moment containing aspects of her day to day life. I am also including other independent recent pieces, not directly related to the project.



Hannah White

Final Year Project

My project includes characters, environments, creatures and key moments where I used methods like photobashing, 3D and digital painting. It is based around a story-driven wild west adventure game following a Native American shaman on her journey to find out what happened to her soulmate. My art book displays the development process, final pieces and information about the narrative, as well as my intentions when developing each chapter (for example, creating emotion and personality), and work from previous projects, including a sci-fi alien character paired with an interior environment design. My aim was to create original and convincing sci-fi themed concept art and working on new things such as interior designs and non-human characters.



Lauren Jamie Wilkinson

The Creative Science of Species' Adaptations

My art book showcases how I have evolved animals of our world. I have applied theoretical knowledge of the global shift to create interesting specimen and predictive concepts of the world in 250 million years. I had intended to make this project as believable as I could as though it was an encyclopaedia or science book. I have targeted my art-book towards the animation, games and scientific industries as it demonstrates a plethora of skills. I explored the use of 3D in my creature designs and looked for a way to integrate the method into my work but decided against it as it was out of place and looked awkward.



Louis Wright

Overwatch Hero Designs

I chose to design and develop concepts for several heroes for the video game Overwatch by Blizzard Entertainment. I took inspiration from the original heroes and fan-made characters who have a distinct theme and design. I tried to flesh them out with abilities and/or weapons and, for some, experimented with fitting them into pre-existing factions and groups to be visualised as part of the hero roster. My project has helped me to develop more interesting and thought-out concepts and consider in-game mechanics and designs. The concepts were almost solely done in photoshop. I created a skin design for a pre-existing character to test how well my designs would fit the game and I sculpted the head of one of the heroes in clay.





Stuart Burnage

Mental Conditioning: The Path To Recovery

This 2.5D Metroidvania style game is set inside the player's subconsciousness. The player must adventure through levels designed and based on different mental conditions, such as depression, anxiety, loneliness and addiction. The end goal is to defeat their inner demons, by vanquishing them in game with thoughtful and unforgiving level design to encourage the player not to give up, no matter how hard it seems or how many times they may fail, they need to keep fighting and trying. The game could be used as a means of helping others with recovery through game play. This project focused mainly on Game/Level design and blueprinting and was developed in Unreal Engine 4.



Samuel Dicken

Sir Knight the Dungeon Slayer

This is a turn-based dungeon crawler, inspired by the Munchkin card game by Steve Jackson. Featuring rogue-like, strategy and procedural level generation aspects – you will never experience the same game twice. I wanted to challenge myself to design and implement highly technical game mechanics. My core deliverables were Procedural Level Generation, Grid Based Movement, and Turn Based Combat. I learned skills for designing and implementing data driven game mechanics using mathematics, algorithms, and data tables. I also learned methods for pathfinding on a grid and intent-based AI controllers.



Alexander William Mcstea

A Strange Apprentice

This is a VR game based on Marvel's Doctor Strange. The player becomes an Apprentice at Kamar-Taj, and learns the ways of the Mystic Arts, including how to cast spells, opening portals with the Sling Ring, conjuring a sword, using the Time Stone, and using gestures with the HTC Vive Motion Controllers against enemies.

I have enhanced my skills in development in Unreal Engine 4, and Virtual Reality. One of my goals was to simulate the feeling of being a sorcerer as closely as possible rather than just someone controlling one with a gamepad. The player uses as few button presses as possible, and the game also has very little UI in it, except for anything that could be considered as a diegetic interface, or part of the game world.



Craig Mohan

Urban Hollow

This fighting game introduces the mechanics of 3D titles, such as Dead or Alive's countering system, into a 2D environment using Unreal Engine 4. I gained in confidence with UE4's Blueprints visual scripting feature. The 1992 arcade title Mortal Kombat had a large influence on my game's art style. I'm a game designer and not an artist, but I upskilled myself by utilising the various camera and green screen facilities the University provides, and captured footage of real actors to then be rendered as in-game sprites. I used Blackmagic Design's DaVinci Resolve 15 video editing software package to key out the green screen, de-spill the image and remove any remaining noise.



Matthew Peers

Legendary Photos

The main goal of the game is to take photos of wildlife on Peace Island. Camera controls mean the player can take pictures that are ranked, saved and viewed later. I did the AI of the animals to either run away or chase the player when the player gets close. There is also a quest system with side quests and main quests. The player can look around snowy lowland and a forest to take pictures of the wildlife. The quests will focus on finding locations or take a picture of certain animals and give them back to one of the inhabitants of Peace Island roaming around the map. The player is able to triple jump to reach other locations or to avoid the King of Animal Planet who hates cameras and will patrol around the two levels. The player can track where they are going with the mini map to see where quests are in.

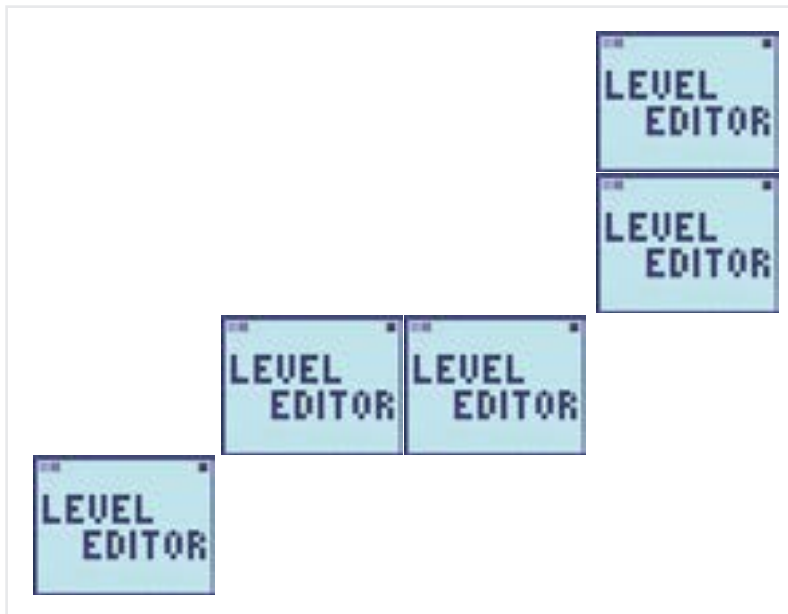


John Warrener

My Year at Jamerson High UI

This is a role-playing game set in a high school where you struggle as a new transfer student. My project consists of the UI that would have been implemented into the game. I used Adobe Photoshop and Illustrator to create the imagery along with After Effects for the motion graphics, basing the UI around items you would have at a high school.





Ethan Bell

Game Level Editor

I have made a level editor and online level browser for a 2D platform game using Unity. This project helped me develop my programming and networking skills in game development. I also created all sprites used in this project. The level editor allows players to select from many different game-play elements and test the levels themselves. They can then upload it to an online database for other players to download and play.



Elliott Hick

Accessibility Customisation in Games

I have chosen to improve how accessibility customisation is implemented in games. I am improving my own scripting and UI/UX development skills, and helping those who struggle with disabilities, and want to play games like anyone else. I am improving the implementation by creating calibration through optional in game tutorials, to customise and see the changes in real time. This was developed using Unreal Engine 4. My project creates a new UI interactive medium through which customisation options can be altered and saved. I delved down a couple of paths in terms of accessibility, having support for tweaking audio, UI and visual accessibility. I have improved my project management skills and gained a deep understanding of accessibility issues in games, and improved my level design skills.



Thomas Doy

Road Rage!

This is a vehicle-based, first person, arena fighting game. The player must build up their robot using weapons and tools found on the battlefield. Weapons include giant mallets and cannons and you can use tools like giant fans and rocket boosters to aid your own movement or to use against the enemy strategically. There is a weight-based penalty depending on the attachment. I am creating this game in the Unreal Engine and making all the assets myself using my skills in Blueprinting, Photoshop and 3ds Max. I am also showing some of my previous work including a wario-ware style mobile game and a classic retrogame/shoot-em up hybrid.



Daniel William Gibson

Chronicles

This is a single player, turn-based game inspired by the likes of X-COM, Warhammer 40k: Mechanicus and Final Fantasy. The project, created in Unreal Engine 4, uses a combination of rapid application development and iterative design-based on peer feedback. The player takes control of a party of four player-created adventurers and guides them through a series of random events leading to a climatic confrontation against a dragon. I have honed my skills within the Unreal Engine, particularly in the development and refinement of subsystems such as character class managers, action storage/execution and levelling/upgrade systems.



Natalie Johnson

Karma-based RPG

My game is linear, taking the choices you make into consideration. These will affect the player's experience, as well as the way they can interact with the world. The game will have classic turn-based combat that is affected by the karma system. The game is created in Unreal Engine 4 and I have created all the assets and animations using Clip Studio.



Christian Maund

Wildborn

This is a 2.5D side scrolling adventure game that takes place in a twilight landscape, upon an alien world. I explored world building, level design techniques, and real-world natural wonders, such as the many oceanic natural phenomenon and creatures, to craft a believable, yet imaginative world for players to explore and interact with. The experience is complete with hand-designed movement and traversal, as well as in depth puzzle mechanics. I have built upon my current skills; utilising industry-standard techniques such as iterative level design, and procedural PBR workflows to bring Wildborn to life.





Daniel Mokobia

The Legend Lives

I chose to do a cover-based shooter with destructible mesh environments. I am using the workflow of Uncharted 4, in particular how they did the chapter 13 when Nathan Drake was in the Amazon rainforest. Looking at composition, level flow, how they use their cover system and the third person camera system. The project is a campaign mode using narrative beats and acts by setting up an introduction and battle scenes to a climax. It tells a tale of a man that loses everything on extraterrestrial planet. The game starts ten years later on the planet trying to survive and find a way off it, along the way fighting alien life forms.



Jordan Liam Perry

Throttle

My project is an arcade style kart racer in the same style as other games such as Diddy Kong and Mario kart. I am using a physics-based vehicle to show off my skills as well as a well-developed player controller.



William Unwin

Ategnatos: An Action RPG Combat System

My project is inspired by the likes of From Software's Dark Souls, made in Unreal Engine 4's Blueprints. With high damage values, and actions that cannot be cancelled out of, Ategnatos demands strategy, skill and a keen eye from the player if they wish to overcome its trials, and achieve victory.

BSc (Hons) Computer Games Programming



Francisco Aguilar Martinez

Intuitive Fire Propagation Tool in UE4

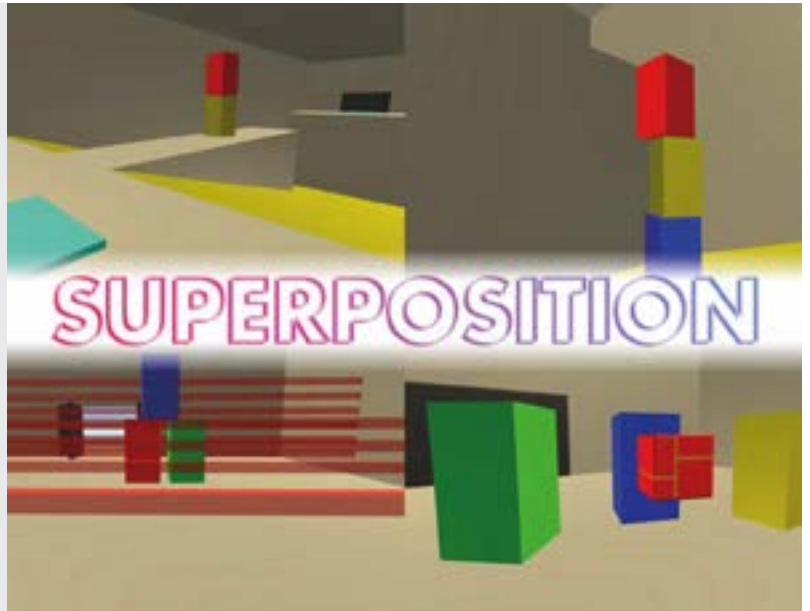
I have created a fire propagation system in Unreal Engine with the focus on a simple configuration for designers, maintaining a playable framerate without loss of realism of fire behaviour. It is fully developed in C++ for better performance making correct use of graphic and processing resources. Design has been very important to allow the tool to be used intuitively with Unreal blueprints. Some configurations available are: wind strength and direction, creation of custom materials of burnt with some prefabricated like wood or grass, selectable particle effect and shader for fire. My project demonstrates multiple skills including research, application of physical principles in video games, procedural generation, collisions, software visualisation and experience with Unreal Engine.



Fox Chaotica

Superposition

My project is based on the concept of Quantum Superposition, where a single electron can be in multiple possible positions at a single time, and even interact with itself. The mechanic upscales this concept to create a stealth puzzle game where the player can be in multiple places at once, and interact with themselves to solve puzzles that were previously impossible, but as soon as the player is observed, they collapse into one single place. The music, artwork and models have been built using Unity3D, FL studio and Sketchup. There have been many hurdles during the creation of this game, from issues with creating the character controller from scratch, to software and hardware problems but it has challenged my creative thinking, problem solving and programming skills.

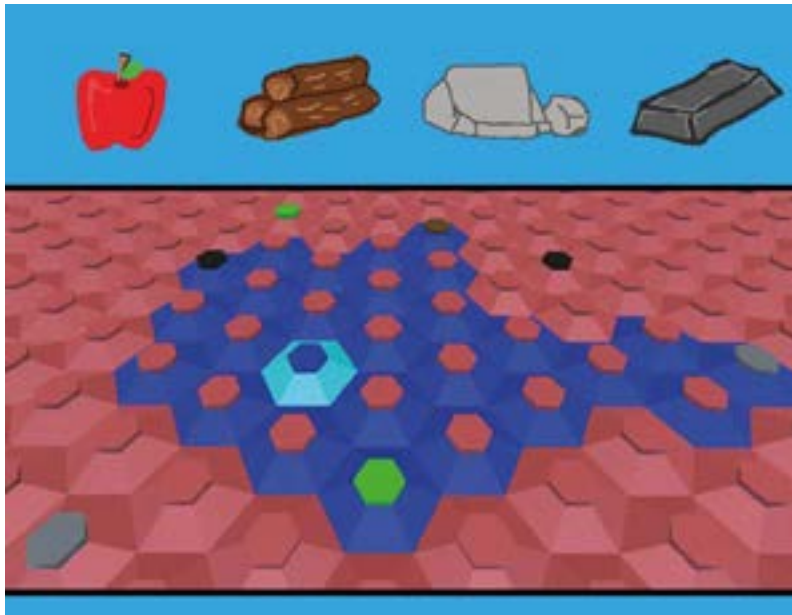


Oriol Marc Clariana Justes

Procedural Terrain Generation in UE4

The project is about terrain generation using procedural algorithms which involves two options; the first one to generate a terrain pre-baked where you can manually modify later, and a runtime option where the terrain generation can be infinite in-game (similar to Minecraft but in Unreal Engine 4 and more realistic). At the same time enough options are available to have an easy tool to customise and create the terrain to allocate different biomes like plains, mountains, sea and the environment decoration assets required for a terrain.





Joseph Samuel Davey

AI Civilisations in a 4X Game

After playing a range of 4X games I noticed that many of them have racial traits that allow a player to excel at a certain aspect of the game with a trade-off that they are weak at another, many of these games provide a biased starting position to benefit this too. I have created my civilisations to be at odds with this; they have no inherent benefits to any particular playstyle so they must adapt to their surroundings and the resources that it contains. The AI is able to expand its empire by using A* pathfinding as well as decision making to choose the best action for a given turn.



Ruben De La Fuente Guillen

Neural Networks C++ Library

My project is an implementation of a neural network library in C++ which contains the structure and all the facilities to implement new neural networks for any video game or other objective. Users can easily implement a neural network for a chess game, RTS game or any other tasks related to AI. The main problem solved is to try to offer developers the opportunity to develop better AI and make it easy to implement without relying on state machines or behaviour trees, and create a user friendly library with different ways to implement a neural network, as it can make use of learning without supervision, supervised learning or learning by reinforcement as the principal objective.



Jonathan George Fairlamb

Total Anarchy

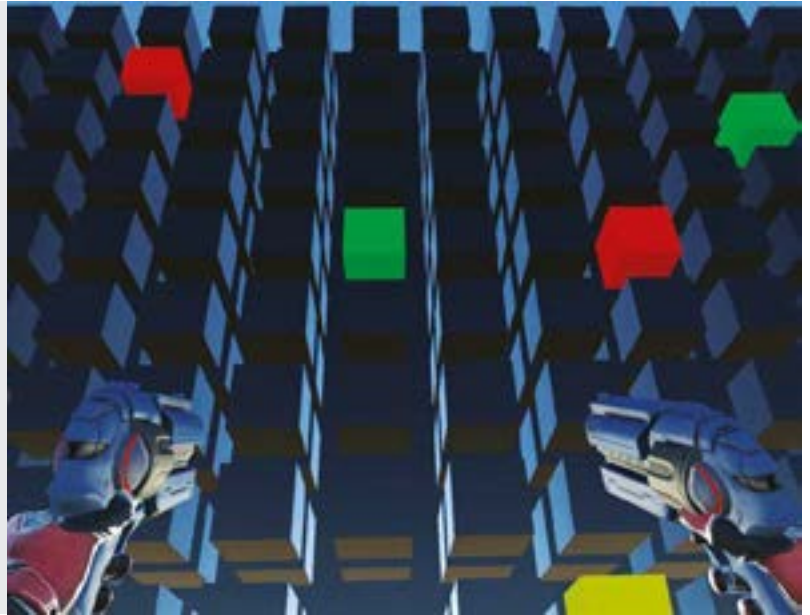
The objective of this project was to create a multiplayer first-person shooter that can hold the volume of players that is common in the current rising trend of battle royale games in the industry, and stay at a playable framerate with minimal lag. All the while still enjoying the ability to play on a game capable of 60 players per match. This game was created using Unity C# and the server was also created in a C# console.



Aitor Garcia De La Cruz

The Doomsday Clock – VR

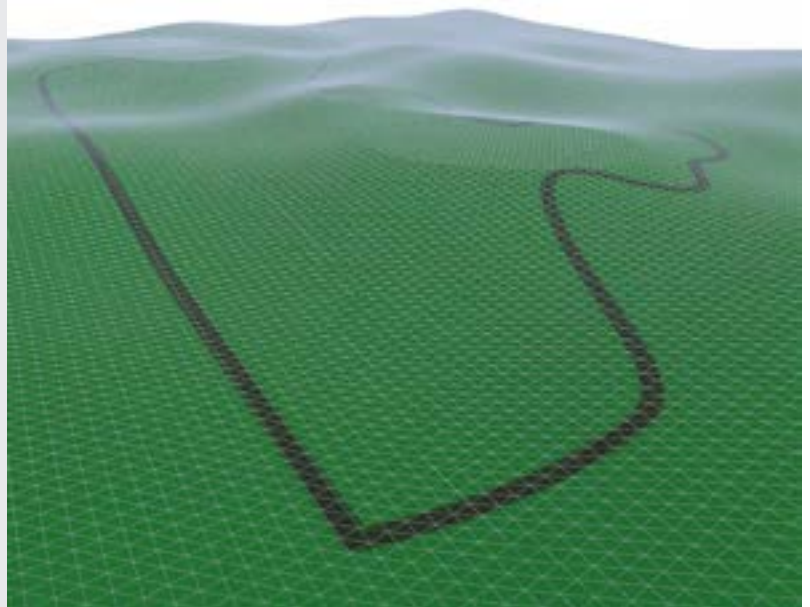
This experience is designed to show the capabilities of this new technology without the need for an elaborate or complex artistic section. I have focused on the VR-oriented design, since it has a lot of potential to develop new ideas. Some examples that I studied were the use of colours to focus the user's attention, the arrangement of the assets of the scene to create an experience as intuitive as possible and the use of music and sound effects to emphasise immersion. I recreated the demo without all these design principles. The idea is to let users test that flat project first and then try the full game, then assess the difference.



Luke William Gillard

Procedurally Generated Race Tracks

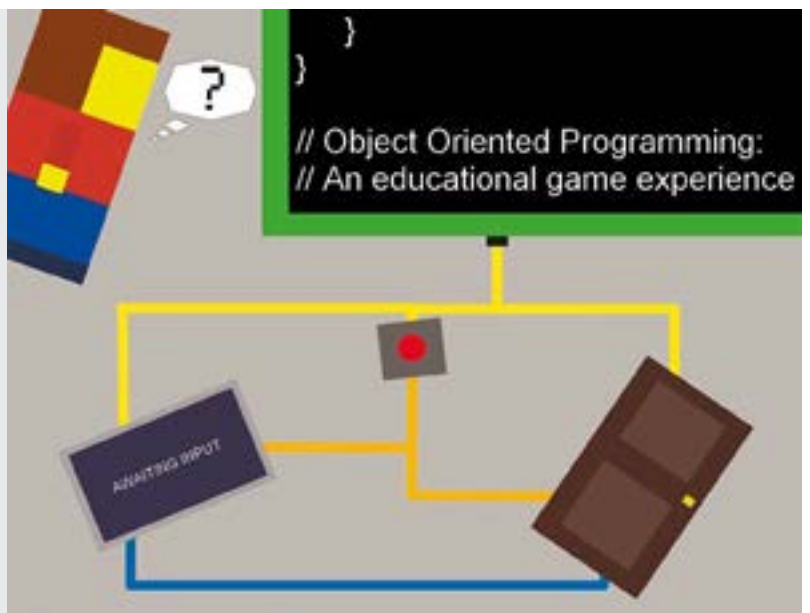
Procedurally generated content is featured in many modern games, but rarely been explored by racing simulation games specifically for race tracks themselves. My goal was to develop a method of procedurally generating race tracks, to a standard that would allow for prototype and formula racing series. This included mesh construction for the terrain, with use of techniques such as perlin noise to provide a dynamic landscape. Pathfinding algorithms were developed for the circuit layout, ensuring it stays to the correct standards for racing while also considering circuit safety. My project was developed in Unity with C#, Microsoft Visual Studio and Github.



Laurence Griffin

Educational Programming Game Prototype

My project is a prototype of a game that teaches the specifics of Object Oriented Programming to those familiar with the fundamentals of programming in C#. It is a prototype due to the art assets used. My goal was to create a game that could both be engaging, but still teach specific programming skills with actual code instead of just the broader concepts. By moving through various programming puzzles, players will build knowledge about Object Oriented Programming both conceptually and practically, and demonstrate this in a proper programming environment. My project demonstrates my ability to understand what a player would both want, and need, out of an educational programming game (the engagement of the game vs the actual learning potential).





Daniel Harvey Genetic Race AI

My project showcases a trained Genetic Algorithm controlling a car around a 2D race track. The car has multiple sensors on it but does not have any other awareness of the track. To achieve these results, I have extensively trained the algorithm on a practice track, then ran it on a totally new layout created in a similar style. The result is an AI that can successfully navigate any circuit, created in the correct way, quicker than an average human player. I have developed this project using C++ and the SFML library.



Ryan Christopher Jones Procedural Generation of Smart Cities

Procedural generation has had many uses within video games and outside in more research-intensive areas. The recent surge of Smart City research inspired combining procedural content generation with creating brand new Smart Cities from scratch, utilising stochastic population and geographic data. These cities would be geared towards being as efficient and productive with its layout as possible to aid in future planning of the build environment of the city itself. Areas such as intelligent road and motorway systems and integrated public transport systems would be used to further guide the Smart City procedural generator. This project was to create a Smart City generation tool that would be utilised both as a basic city generator for video games and as a city planner for future Smart City creation. My project has improved my Unity, Git and C# skills.



Jack Thomas Lamb Surprise!

My project is about establishing and subverting expectations in a computer game by taking control of the Windows desktop. Software on a computer is shown within the bounds of a window ie space allocated for graphical and interface elements. This project breaks these boundaries without the user's knowledge, inducing surprise in them by subverting expectations. First, a norm is established, via a small windowed arcade game. Unknown to the user is that the software is actually full-screen – monitoring the status of the windowed game, still granting full access to the desktop while controlling it. Via this hidden layer, special effects are created. For example, parts of the game can spring out of the window onto the desktop, interacting with file icons and the background. The whole desktop will melt like a Salvador Dalí painting when a game over occurs. This is a C# project, developed for Windows.



Petric Marcinkowski

Immersive Virtual Reality RGP Experience

My project features a virtual body that the user will own and a gesture system that uses the body and environment to create a wide range of interactions, such as, casting spells, different sword attacks, and bow attacks. With consumer head-mounted displays, there is limited amount of data available about the user's body position. I have implemented Inverse Kinematics systems to get the virtual body close to the user's real body position with the limited data. Data collected from the IK system is used to find the current problems of immersion and find solutions to improve it.



Jose Manuel Martinez Diaz

Destructible System C++ Library and Unity Tool

I have created a destructible objects systems C++ library with a graphics engine to create a demo, and after measuring the performance of the library and optimising the algorithms used I developed a Unity tool. Unity limits the memory control and can interfere in performance of the algorithms. My demo simulates a 3D environment similar to what the user will do and demonstrates the functionality and potential of the library. I wanted to facilitate the usage of destructible objects for developers that does not use engines with this feature and create a Unity tool that can compete with the current tools that have similar functionalities. I have acquired skills in software development, and had to investigate destructible algorithms that implied physics and mathematical techniques that modified geometry such as Voronoi tessellation.



Ryan McDonnell

Can the Kinects Sensors be Used to Improve Life in the IT Workplace?

My project is an application/mini game which uses the Kinect sensor to analyse the user's routine while using computers at work or at home over a period of time. The data is used to improve their lifestyle and health by displaying activity data; issuing fun small tasks to complete to gain points to achieve a pre-set award. It encourages awareness of health issues caused from working at a computer desk for long periods of time in a fun easy to used UI. I had to overcome some obstacles to do with the Kinect v2. I have learned a lot from the experience in all aspects of development from the start with planning, to the programming and the later development with ethics that needed to be addressed.





James Metcalfe

An OpenGL Modular Library for Procedural Water Generation

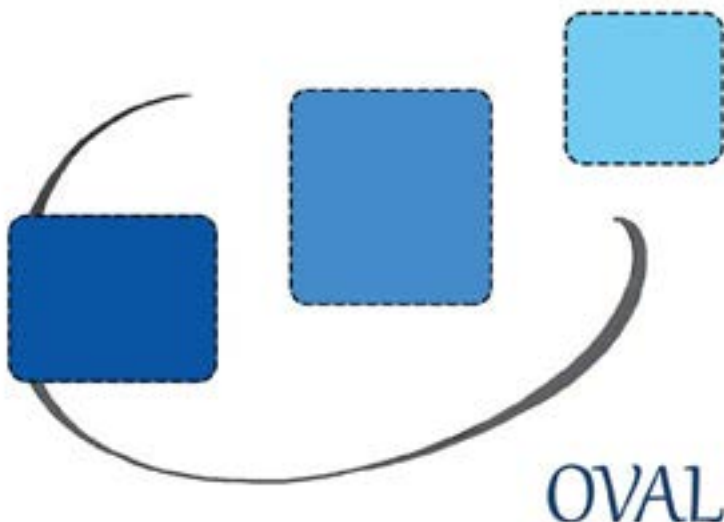
My project is an OpenGL modular library API that has the capability of procedural water generation. The API comprises two reusable libraries: one stores and renders geometry, the other handles the creation of shadows. The nature of my work was to allow for a package that is accessible, flexible and easy to integrate into third party C++ applications. Having no prior experience in library architecture creation, the project has enhanced my existing skills and knowledge which will be of great use when I begin to pursue a career as a computing professional.



Samuel Steven Neesam

Terrain Deformation Game Engine

My project is a custom game-engine, created from scratch using OpenGL and the bullet physics engine that includes support for physically realistic terrain deformation. Destructible environments are something that are not often seen in Indie video-games, largely because none of the most commonly used engines natively support this feature and it is an incredibly difficult feature to develop without extensive knowledge of graphics programming. I am displaying an interactive demo that showcases the features of my game engine and how they would look in a game. Rendering efficiency is taken into account and I continue to develop on ease-of-use to enable anyone with basic coding knowledge to easily use it.



Aleksandra Petkova

OVAL

OpenGL Visually Assistive Learning (OVAL) is a Visual Scripting Tool designed to help users learn and better understand OpenGL. This is done in a similar fashion to Unreal's Blueprints and Unity's Bolt. My aim is not to create a layer of abstraction for OpenGL but rather, allow users to quickly create OpenGL projects through Visual Scripting, with the ability to access and interact with the source code. The tools that I will be using for this project are Qt, C++, OpenGL 3.3 and GLFW. The system's architecture will consist of a Linked Node structure similar to Linked-Lists; an Interpreter for converting the Visual Nodes to OpenGL, GLSL and C++ code; A controller used to communicate between the model and the view. The controller will also run an error handling module to make sure the communication between model and view is appropriate.



Jose Alejandro Quesada Alvarez

2D Platformer Engine Tool

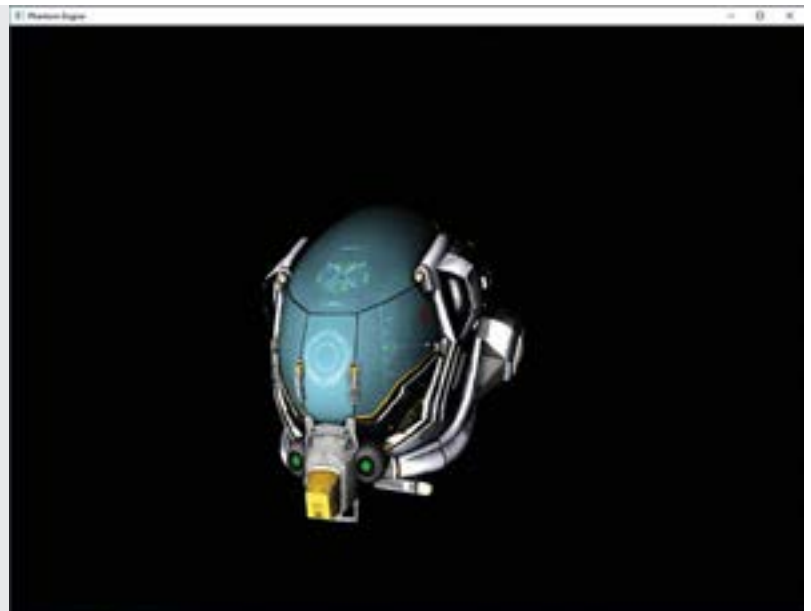
Platform games are a very popular genre, but when it comes to creating one, there are many features in common that developers have to create over and over again. I'm designing and implementing a tool for the game engine Unity that seeks to help in the creation of any platform game offering the most common and advanced features you need. Using this tool any user, as an artist or a game designer, can create a platform game with a lot of configurable functions and features such as different types of player controller and gameplay or different AI for enemies without the need of writing a single line of code.



Julio Rodrigo Magraner

Data Oriented Game Engine vs Class Oriented Game Engine

I am going to compare two engines I have developed, one of them have being written using OpenGL, but each of them with different code structures, one in DOD and the other in OOD. The idea of this project is to create a new render engine one using Vulkan as a GPU API making use of the DOD code structure and then compare its performance with the other.



Luis Javier Sánchez Sánchez

Digital Audio Compression

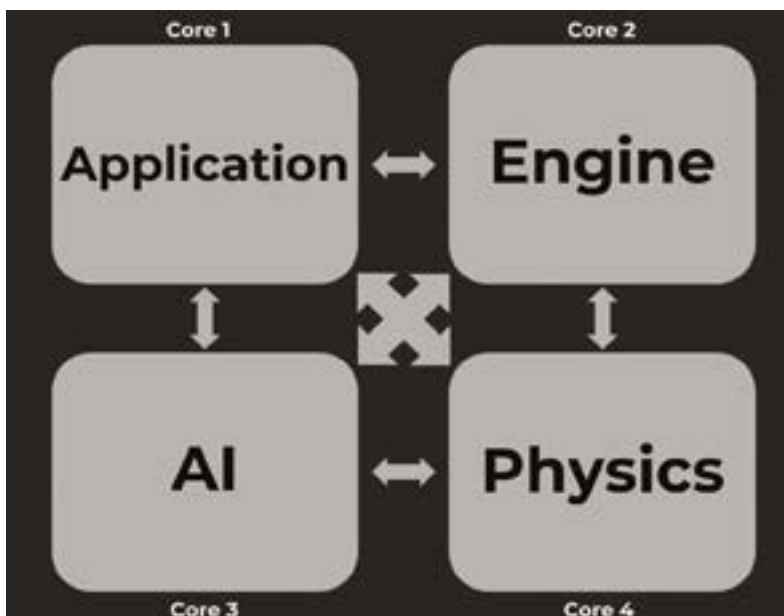
Digital audio compression enables efficient storage and transmission of audio data. This project implements two types of techniques of audio compression, lossy and lossless, designed for nonspeech audio signals. Using a simple UI, users can compress WAVE format soundfiles for computers based in Intel CPU series (littleendian) selecting the desired compression technique in advance. As a complement to the compressor, selecting a desired sampling rate, seconds and frequency the user can synthesize audio signals and store them. During the development I have acquired skills in project creation using GENie and Lua with unit-testing structures, gained knowledge in data compression and synthesis, worked on present decoders like dr_flac and followed an agile methodology ie SCRUM.





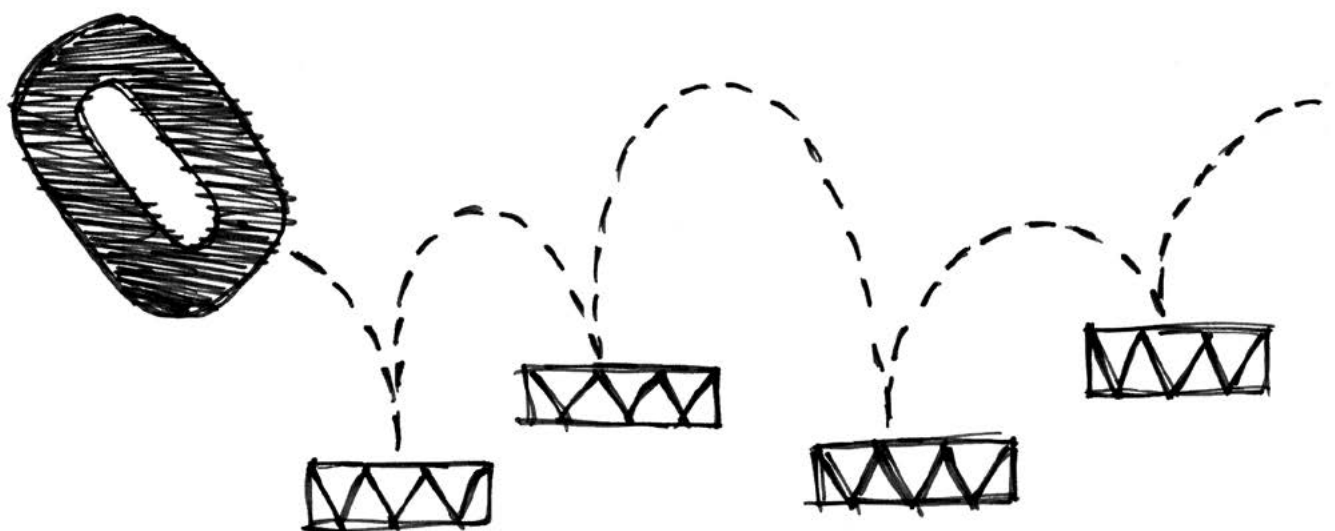
Benjamin Kenneth Shoesmith Unity 3D Asset to Allow Users with no Programming Experience to make a Game in Unity

This project will provide all the basic features a user will need to create a First Person RPG game in Unity 3D without coding. Notable features include allowing users to choose the type of NPC they want to add (enemy, Quest giver, ally etc.), provide stats, create their own dialog for quests, and edit a JSON items database to add and edit items which can be given to the player in the game. I'll be using C# in Unity to create this project.



Adrian Christiansen Tesdal Multithreading and Modularity in Game Engines

This project was built on the idea that current generation games do not take full advantage of the several physical processor cores available to them, so I built a simple engine structure that is completely modular and can operate over as many processor threads as is needed. It comprises two identical game simulations with one based on a traditional shared memory architecture and the other on the modular, thread-based engine. They run with the same parameters and performance data is logged to determine if this is a viable way of structuring an engine. To function on both Windows and Linux systems, all development is done with C++, with help from 3rd party cross-platform graphics libraries such as SFML and OpenGL. The modular design and 'black-box' concepts mean the engine should be able to handle adaptation to other libraries, and with minimal adjustment to the unaffected modules.



MComp (Hons) Computer Games Programming



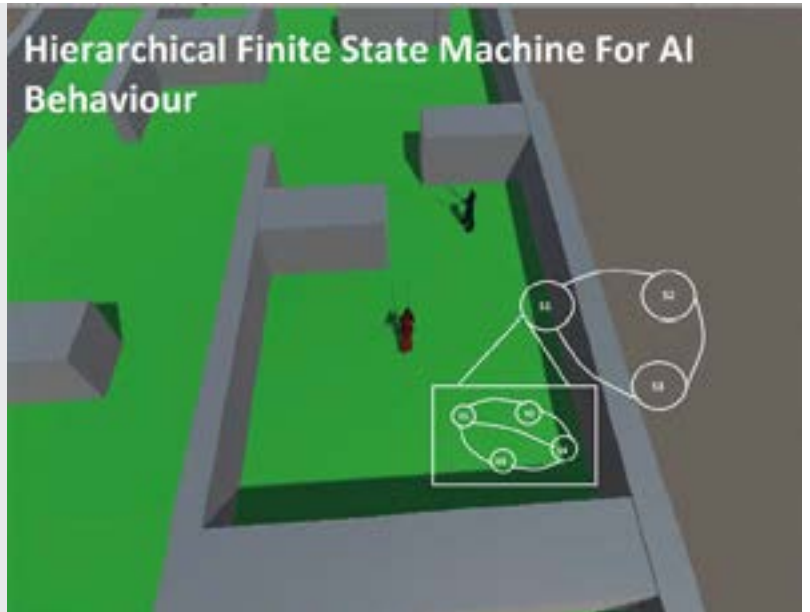
Joshua Ainley

Improving Game AI with a Hierarchical Finite State Machine

Using a hierarchical Finite State Machine to better model AI behaviour in games.

The project is aimed at comparing a simple finite state machine for AI behaviour with a hierarchical state machine. This is to see if the state machine model in general is still relevant in modern games AI to model complex and human-like behaviour.

Hierarchical Finite State Machine For AI Behaviour

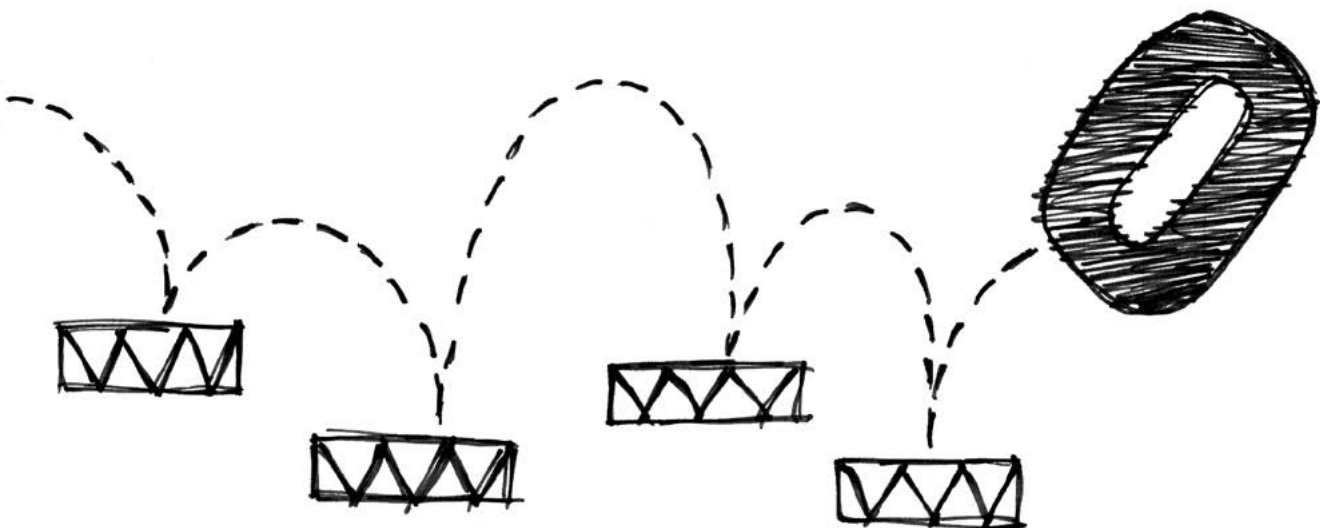
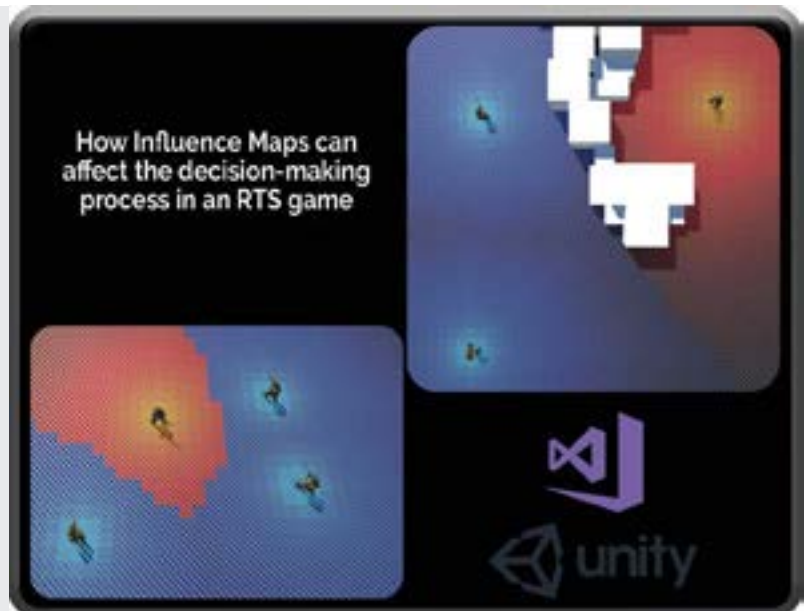


Dillon Tex Massey

How Influence Maps can Affect the Decision-making Process in an RTS Game

This project will be implementing the Influence Map (IM) algorithm that is used in many RTS games and looking how these impact decision-making for AI agents.

IM's will be combined with a Behaviour Tree and A* algorithm. This will be implemented within Unity game engine and coded in C#. The goal is to make a more intelligent AI that responds and reacts to the opposing player using the IM information.

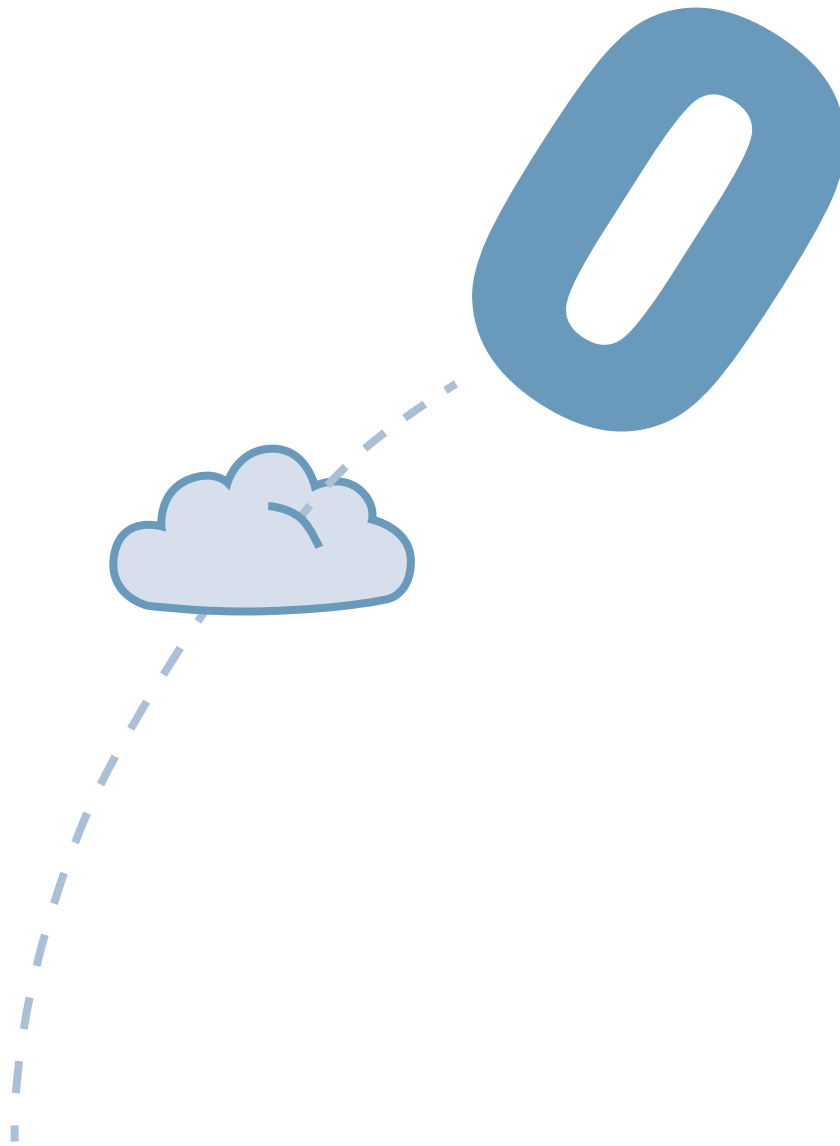




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Computing & Web

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) Computer Science with Artificial Intelligence*
-  BSc (Hons) Computing
-  BSc (Hons) Computing (Digital Consultancy)*
-  BSc (Hons) Cybersecurity and Networks
-  BSc (Hons) Information Technology (IT)
-  BSc (Hons) Web Production



Degree Apprenticeship

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

Postgraduate

-  MSc Artificial Intelligence with Data Science*
-  MSc Computer Science
-  MSc Computing
-  MSc Cybersecurity
-  MSc Cybersecurity (Online)*
-  MSc Data Science
-  MSc IT Project Management

Research

-  MRes Computer Science
-  PhD Computer Science

*Subject to University approval

BSc (Hons) Computer Science



Joshua Dunkley

Improving Efficiency in Haulage With Automation and ML

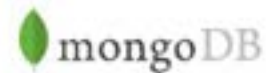
I worked with a local haulage company to help automate part of their current ordering system. I took their existing list of hauliers and allowing for filtering of these based on geographic location as well as previous information regarding orders. Additionally, the project provides cost prediction for hauliers by harnessing machine learning with Tensorflow to provide estimations of jobs. The application was developed as a microservice to fit within the existing company ecosystem. The technologies used to develop this were .Net core and Mondo DB.

Improving Haulage Efficiency

Utilizing data mining and machine learning



- .Net Core Web API
- Cross Platform
- Data Mining
- Machine learning
- Cost saving
- Live client



Adam Precious

Real Time Web-based Audio and Video Production

I built a real time broadcasting solution, capable of performing motion graphics compositing, audio mixing, and stream encoding, all powered by standard in-browser technologies. The front end web application uses the Canvas, WebAudio, and WebRTC APIs and is built with Node.js and Vue.js. The back end web server is written in Python Flask, using SQLite for media asset management, and FFmpeg for stream processing.

BroadCanvas

- Real time
- In browser
- Graphics compositor
- Sound mixer
- Video encoder
- Stream broadcaster
- Media asset store



Laura Elizabeth Chatham

Texture Synthesis and Manipulation

In image processing a digital image composed of repeating elements is called a texture. Texture synthesis can be used to create a large digital image from a smaller one by mimicking its structural components. It is often used in 3D computer graphics and the film industry. My project aims to create a GUI that allows users to upload their own image and increase the image size without distortion or to apply different effects to it. For example, using a slider to edit a photo to look as if it had been painted. The user would also be able to copy the key textures from their image and apply it to another.





Jack Collings

An Investigative Study of Blockchain and Digital Identity

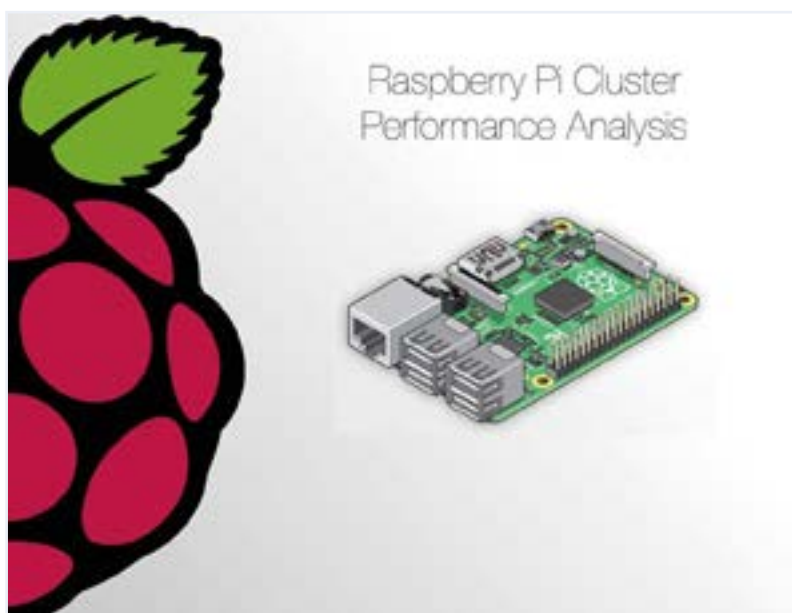
My project looks at storing a unified digital identity in a decentralised way and discussing the advantages and disadvantages of the concept. I have demonstrated advantages of both public and private solutions. I have explored the Ethereum Development Pipeline using Geth and Solidity to demonstrate how Ethereum Smart Contracts operate. I have demonstrated the advantages of private Blockchains using a C# WPF project to store certificate data. I have designed and built a hardware access token to communicate with the Ethereum Blockchain using Raspberry Pi and Node.js.



Jamie Stephen Evans

B-Management

B-Management is an Internal Business Management System that makes use of an Android Application and website and allows for the management of aspects such as vehicles, jobs and users. It's an easy way for your employees to check out a vehicle from your company, then B-Management can cater to that, and it can log the fuel they put in and track any expenses allowing for easier claiming. My intention for the project was to centralize the management of different assets within a company. Throughout the project I further developed my understanding of Android Development, C# .NetCore MVC and the use of NoSQL with Firebase.



Tristan Stuart Frayling

Performance Analysis of a Raspberry Pi Cluster

To explore computing clusters I used the inexpensive Raspberry Pi singleboard computer to demonstrate a working computing cluster with parallelisation. This allowed me to explore my interest in hardware and gain a greater knowledge of how to put together a distributed system. I configured and ran the industry standard High Performance Linpack benchmark on the cluster to provide a baseline for further analysis. This analysis involved developing my own benchmarks, written in Python and utilising various software libraries, to provide a comprehensive overview of the clusters performance.



Alex Luong

Artificial Intelligence for Puzzles

My project is an AI built in Clojure that will learn how to solve a puzzle, the AI would have attempted the puzzle multiple times, learnt which attempt was the closest to solving the puzzle, and the process is repeated until the puzzle is finally solved. The motivation behind the project is to view the routes the AI has taken to solve known puzzles, from this a new perspective on solution of known puzzles has been gained which could improve commonly used methods.



Demi Taylor Nimmo

Family Nova

This Android application, inclusive of children as young as 5 years old, teaches children how to respectfully use a social networking site while being its own social networking site. It's a playground for learn and chatting with friends and family. Parents can accept friends request, approve posts, add people to family group and edit child settings. The parents will still be able to use it like any other social network. There's a range of age groups up to OAP (60+) which means at each level they will be fewer restrictions, but each age group can't search for people beyond the age groups unless they're in the family group. In the database I was able to link the parent account to the child account so the parent can moderate for their own child.



Ryan Edward Price O'Donnell

Noise Monitoring

I decided to redesign a piece of software I discovered on my placement that was designed to detect a target noise within an audio stream and report it. This made use of complex algorithms to analyse the audio file and was prone to false positives. This new Noise Monitoring system makes use of machine learning to improve the how accurate the system is as well as removing the complex algorithms. To improve the understanding of the cause of these target noises a new viewer was created to help user understand what might be causing them.

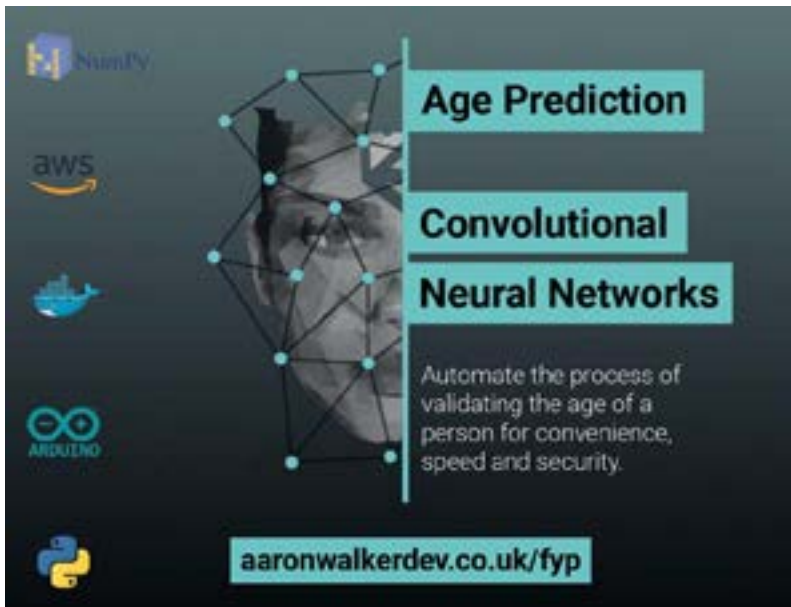
Noise Monitoring



Martin Shek

Providing Wireless Fibre Ethernet to a Metropolitan Area

Through working with Spot2Spot to provide wireless fibre in Peterlee, where the current average speed is 11mbps, I have a microwave point-to-point wireless fibre which circumvents the cost of digging up the roads and the cost installing. This provides and maintains fibre cable and improves internet speed in the area. The success of this project is a survey where we will look at consumer satisfaction and the total cost of the project to see if money is saved and the time taken to implement and install.



Aaron Walker

Automatic Age Prediction Using a Deep Convolutional Neural Network

I have designed and developed a deep convolutional neural network from scratch using only Python 3 and the NumPy library to predict a person's age in an image. I focused on using technology to limit access to age restricted activities such as purchasing alcohol at self-service machines; inappropriate content online and automated access to age restricted events and physical locations. The network was packaged in a Docker container and published to Amazon Web Services, made accessible via an API. I have also designed and developed a prototype IoT device to consume the API. The hardware is an Arduino microcontroller, a camera module and a WiFi chip. The IoT device will be attached to a self-service checkout machine to capture a user image to verify their age.



Adam Michael Young

Vocalia

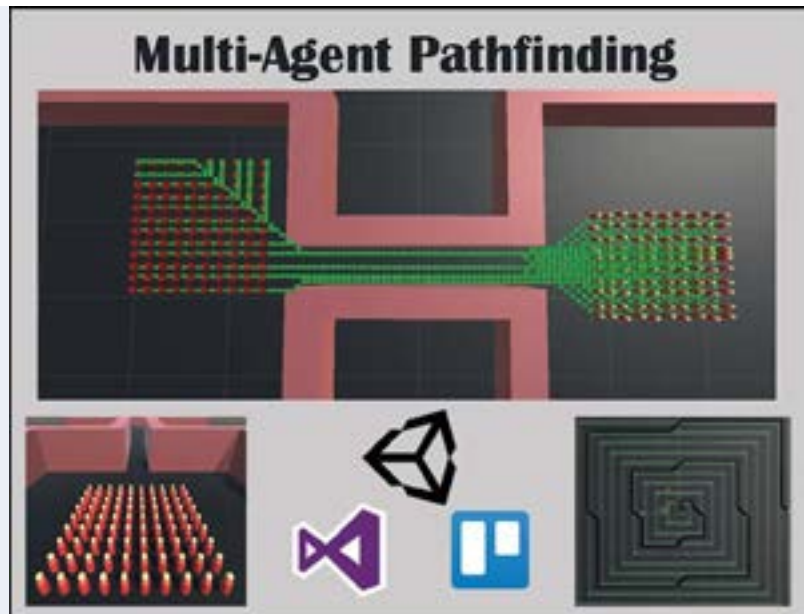
Vocalia is a podcast platform allowing users to listen to, record, and edit podcasts for distribution. The platform is developed within a micro-service architecture with .NET Core, with an SPA front-end developed within the JavaScript React framework. The skills I have developed involve security implementations, data ingest methods and reactive web design, as the platform is designed to target mobile and desktop use.



James Studd

Multi-Agent and Cooperative Pathfinding

My project focuses on two problems: Multi-Agent pathfinding - the process of single agents finding separate paths that are non-colliding and Co-operative pathfinding - a group of agents finding paths to a similar location whilst retaining the group formation and implements an optimized solution to each of them. The agents react to the environment by planning alterations to routes to avoid other agents/obstacles, the application allows you to give movement commands to agents as well as see performance metrics. I have improved my Unity and C# skills, it has also helped me learn more about optimisation and performance.



Sahir Bashir

HealthTrackr – Visualise Your Health

A mobile application which supports the healthcare system and well-being of individuals. The app would advise the user on things they need to keep track of based on the conditions or requirements logged, and also their location for conditions that require closer contacts to keep track of, eg Alzheimer's, type 1 diabetes, and late-stage cancers. The application was developed using technologies such as Android, utilising NHS APIs and NoSQL databases using MongoDB.



Naea Rose June

Tara Fairbrother

Android Neural Network Optical Character Recognition

I have utilised Android Studio SDK to create an Android App with data persistence that can capture an image of written text using the phones' camera, and using Handwriting Recognition from a Neural Network trained using the IAM database, convert the text to digital. You can edit the text manually, run a spellcheck of up to 26 different languages and utilise a restful, cloud-based Azure Text Analysis service, with options to determine the language of the input text from 120 different languages. All this information can be saved to cloud storage to be viewed again as required.





Daniel Harding Graduate Search

This web app was built to streamline the recruitment process for graduates with IT related degrees or upcoming graduates to register an online profile. The profile can be found and viewed with search engine like tools for businesses, who can then contact the graduate directly, to invite to interview or discuss a role. The app aids businesses with GDPR compliance. The skills and I have developed from the project as well as technologies used include: C# ASPNet Core programming skills, SQL database skills, Agile development methodology, and Azure cloud technologies.



Kyle Michael Nicol Point to Point Wireless Communications

Point to Point Wireless is a growing method of beaming super high internet speeds over a long distance without the needs for fiber optic cabling. My project details the potential benefits and constraints of this technology and a detailed guide of setting up a connection between 2 Ubiquiti devices and the planning to go with it. I worked closely with a Wireless Internet Service Provider who gave me with the opportunity to get hands on with this equipment as well as setting up a server using Windows Server2016. This project has allowed me to learn about a technology I had no knowledge about before, and get some real-world experience.

MComp (Hons) Computer Science



Ian Huyton NHS Performance Diagnostics

All NHS Trusts must provide statistics on patient waiting times for 15 key diagnostic tests. These are done by various departments and units who provide their statistics to a central unit for collation and statutory reporting, ie the data is in various formats. It is entered onto excel, returned to the originator for verification and correction, parsed and relevant data then extracted before being combined for reporting purposes. My project automates a complicated, error prone and time-consuming manual system of data verification and reporting into a master spreadsheet suitable for uploading. As this functionality is provided via data warehousing the stored data can be manipulated to provide meaningful reports to local managers on the performance of the units doing the tests, giving insight into any bottlenecks.



Alicia Jade Katherine Fisher **Plannerly – Novel Planning Mobile Application**

This mobile app allows users to access and create plans to aid the process of writing a novel. Users can fill out premade plans that range from story ideas to characters and settings, and collaborate with each other through sharing a project, which will include a forum for communication. I have improved my knowledge of Java, XML and software design, specifically mobile application design, and my experience with designing and creating a mobile app. I used the Android software development kit within the Android Studio IDE, which is connected to a Firebase Realtime Database.



Heidi Rebecca Portwine **Planr**

Planr is an Android mobile app that allows users to create story, script, play and research paper projects. Once a project is created, a user can create plans and documents to help them develop their project. Different plans are available depending on which project type is created. Collaboration is made possible by granting project access, so multiple users can be working on one project at the same time. I wanted to improve my software development skills as well as my Java and XML programming abilities. Android Studio was used to create the application along with Firebase Realtime Database for data storage.

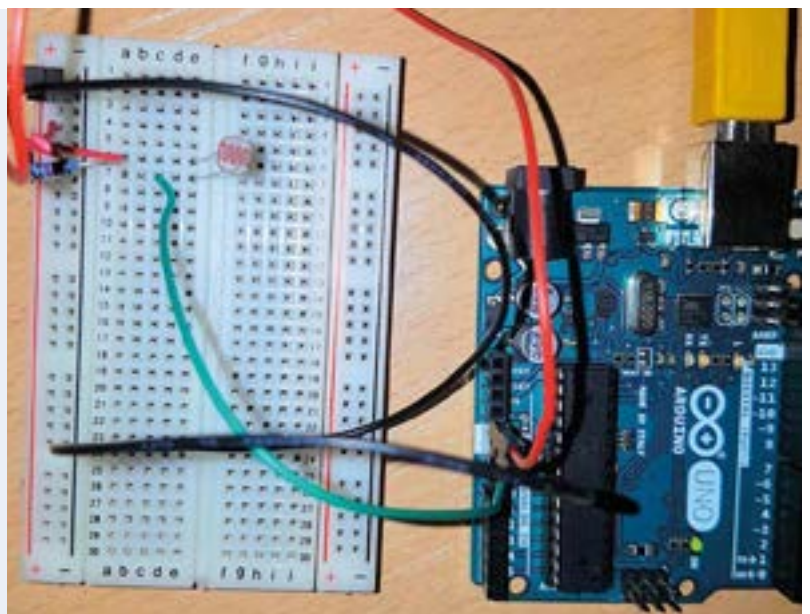


BSc (Hons) Computing



Andrew Stephen Richardson **Eyestrain Reduction Application**

The project is a Java application running on Linux that uses data from a light sensor on an Arduino board to dynamically control the brightness setting on monitors, with user set bias to reduce eye strain from using computer screens. Other settings such as gamma have used to alter colour temperature. In addition to using the app, other research in ergonomics has been explored to maintain healthy vision during using computers for work.





FRIENDLY BUNCH
SECURE SOCIAL

A social media platform for Kids. Where their dates integrity and safety comes first. Platform for people to social without any hassle or censure.

There are over 9.8million users just on Facebook who are aged from 13-17 (Apuzzo, 2014) and there might be more on Facebook itself or other social media. Age 13 is what most of the social media platforms allow it users with the exception of WhatsApp with 16 being the limit. This age of 13 is mostly down to (Children's Online Privacy Protection Act of 1998) which stats that no personal data can be stored for anyone younger then 13. I believe this age is to young and that they are not ready just yet.

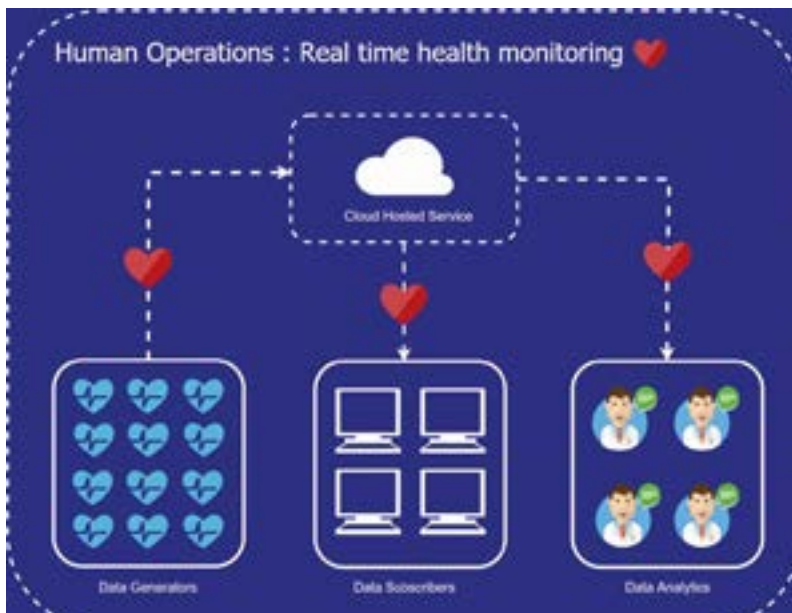
Visual Studio 2017 shall be used to do all the programming this includes C# for Web Services, API and JS for React. Microsoft SQL Server Management Studio 17 will be used for database. Azure with Git-hub for hosting, deployment and management.

name: Madan Thapa
StudNo: Q5050168
Email: modanthapa2000@outlook
SchoolEmail: Q5050168@live.tees.ac.uk
Phone: (+44) 07475091833
Website: dingsongmt.github.io



Madan Thapa Friendly Bunch

This is a social media platform for 13-18 year olds, where a verified adult will generate users. Kids log in with the username and password that the adult had created. There is a censorship system, which will learn words and delete/censor inappropriate words. There will also be a mentoring system, so the adults can supervise their members, and access their users account from their login. Visual Studio 2017 shall be used to do all the programming, this includes C# for Web Services, API and JS for React. Microsoft SQL Server Management Studio 17 will be used for database. I will use GIT hub to manage my project and host it.



Richard Bowman Can IoT Health Monitoring Devices Improve the Performance and Reduce Injury to Sports Competitors?

My project looks at how IoT health sensors could be used to monitor the health data of sporting competitors in real time. The project involves a simulated marathon race (Unity game engine) consisting of 100 participants, with each runner broadcasting its health data in real time to an Azure hosted API (.Net Core). This data is displayed in real time by an Azure hosted client-side application (React) and stored in a non-relational database (MongoDB) where it is analysed to see if any of the participants have any underlying health issues.



Matthew Charlton A Company Activity Management App

Built using React Native and Firebase's Authentication and NoSQL Database this iOS and Android app provides office-based companies with a solution for organising sporting, charity and social activities. The app's features included the ability to create, read, update and delete (CRUD), rate and accept/decline events with all event information in one place. Utilising Google Sign-In and numerous other RESTful APIs including live weather, this developed my skills especially when writing code using the JavaScript/ES6 syntax and contacting external APIs using fetch. Using React Native has improved my understanding of core React principles and I enjoyed developing using a component approach.



Michael Mcavoy

Sidekick – Personal Trainer Mobile Application

This cross platform mobile app is targeted at personal trainers/ gym instructors to simplify the traditional workflow of a trainer to easily manage, coach, and communicate with clients and available on both Android and iOS. React Native is the underlying framework enhanced by other Node/JavaScript libraries. Firebase has been used for data storage, keeping API calls fast and efficient. All tools and technologies align with what industry is currently using to develop similar applications. While JavaScript is my preferred language, I began this project with no prior React Native or app development experience. I hope this application demonstrates my ability and drive to learn new modern technologies.



Joe Naylor

CarNuts

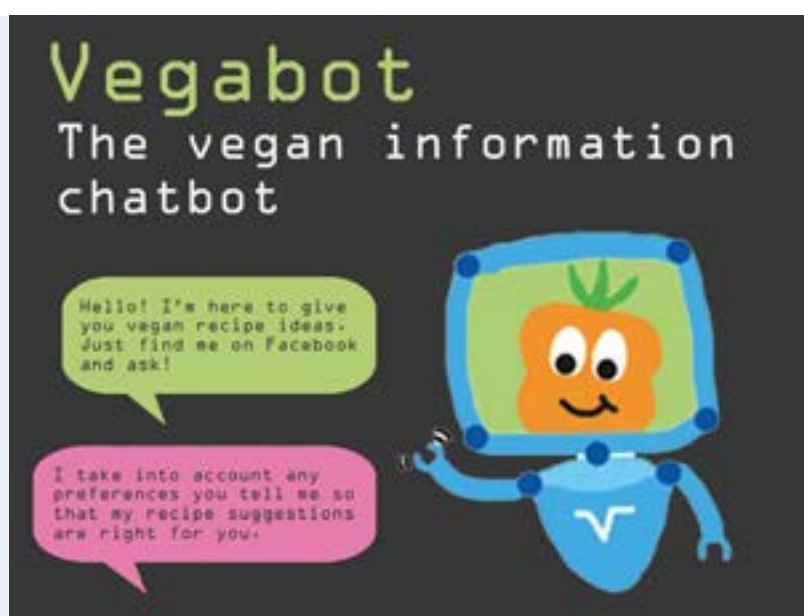
This is a database driven website, based on IoT where research has been carried out, and where users compare the specs between cars and keep a log of details on old cars. Users of the website can also talk to each other through the use of a forum. The site is built in C#.Net using MVC, with the use of bootstrap in order to make the site mobile friendly.



Francesca Jane Zealley

Vegabot – a Vegan Information Chatbot

My chatbot provides lots of vegan-related informati for new or long term vegans. It contains elements of natural language processing (NLP) and machine learning, which means it learns a bit about you each time you use it. With this knowledge, Vegabot's information and suggestions should be more suited to your tastes. Express a dislike for mushrooms, for example, and you'll find that Vegabot's recipe suggestions will almost never contain mushrooms as an ingredient. The bot was coded in Python, using the pymessenger2 library and Flask framework to enable it for use on Facebook Messenger. Find Vegabot on Facebook and try asking it a question today!





Daniel Raymond Collings

The Data Analysis of Social Deprivation and Student Attendance

This project is a data analysis focused, analysing huge datasets to find valuable trends and correlations. The datasets being analysed are the social deprivation index produced by the UK Government every five years. The other is an anonymised dataset of student attendance. I have a keen interest in big data and a fascination with writing scripts to gain valuable insights from vast amounts of data. I have learnt data analysis using scripts written in Python and R programming language. The infographics produced have been compiled and displayed on a Laravel developed web application.



Jordan Wright

Non-Visual Action Experience (N-VAE)

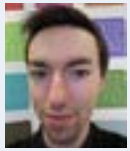
My project demonstrates the possibilities and challenges involved when creating a game without a graphical interface. Concept to testing will be documented and displayed, so that anyone curious about the genre may have a better understanding of what is possible within this particular medium. The game is a first person shooter staged in the dark corridors of the enemy base. As you go from floor to floor the enemies you encounter become more difficult as they increasingly become aware of your presence. The main skills I developed during this project were design, programming, recording, documentation and time management.



Jack Thomas Bowen

NPCAT Network Merge

My project was a live project given to me from my place of work. The Academy, NPCAT consists of 25 schools which need to be connected across one network providing easy accessibility and manageability, and data to be shared across sites. I designed a cost-effective solution matching all requirements to be implemented upon completion. It needed to demonstrate the security measures, backup and disaster recovery plans. The solution has been designed with an appropriate subnetting scheme which can be utilised across the Academy's new network. A simulation replicates the day to day running of the network and produces some test data helping identify issues and improving the network prior to implementation. I have developed some skills such as network design and simulation.



Jonathan Blair

Does Human Involvement Influence Chatbot Limitations?

My project look as whether human involvement influences known limitations on AI chatbots and suggests recommendations on overcoming these. It's a mix of practical testing (partnership with an external company has allowed me to build a testing area of both an IT Support Help-desk as well as a chatbot) and a corresponding report that defines all relevant areas concerning the artificial programs. I used Open-Source and have been able to view the background code in-depth and customise the software for the project. The primary factor in researching this area of AI was the failure to find any substantial research in this topic, not focusing on chatbot limitations without researching the human aspect of this.



Faisal Mughal

Employee Scheduling System for Care Staffing Agency

My project is a personnel-scheduling application for a healthcare recruitment service. As a company employee I see first-hand the issues with the scheduling methods. My app is an effective technical solution. It delivers complete visibility of shifts and rotas; can quickly create an entire week's schedule; and highlights staffing issues. It also allows clients, field workers and office staff to add shifts, specify availability and allocate staff to shifts. The app is built with PHP Laravel framework. I developed skills in project hosting and Cloud server deployment. My project addressed a real-world problem and made a positive difference to a business where employee scheduling is difficult to implement.



Kurt John Pritchard

Investigating Data Breaches, Privacy, and Network Attacks

My project focuses on cyber security and the daily threats to the public. Looking at a variety of different techniques available, as well as offering an insight on how these attacks are done, and what the average users can expect to happen with their data. I simulated a number of different breaches to gain a clearer understanding, and enable me to explain how these attacks can happen to the everyday person in a way that is clear to them. My aim is to educate users on how to protect themselves online, by using the Kali-Linux suite of software, and displaying a website I have created.





Yacouba Traore

Digital Interactive Handbook

My handbook helps students access and interact with a web-based app to use videos, question-and-answer options, discussion forums, timetables, learning resources, 24/7 live chat, locations, university maps, policies and guidelines. It also features the legal and contractual obligations of a student, and the university. I utilised a wide range of technology packages including, materialise, Bootstrap, Firebase, Visual Code, GitHub, JavaScript, HTML and CSS. I experienced the control of front-end frameworks and a greater understanding of technologies.

BSc (Hons) Cybersecurity and Networks

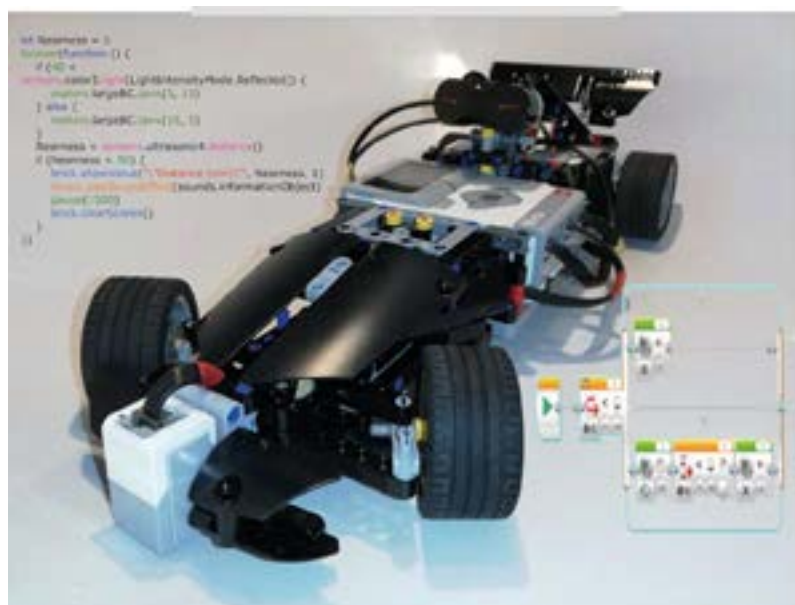
RURAL AUTOMATED PASSIVE INTRUSION DETECTION SYSTEM



Mark Agar

Rural Automated Passive Intrusion Detection System

My project examined the feasibility of using consumer-grade hardware in combination with open source software to create a smart Physical Intrusion Detection System (PIDS), intended to detect and localise the position of smartphones in large open areas. My goal was to produce a low-cost security system to fight the rise of rural crime in the UK. It was built using python and leveraged 802.11 Wi-Fi probe requests. Individual transmissions were captured by multiple sensors, calculating their distance from the transmission's origin. An automated alert sent via WhatsApp as a URL link to google maps indicates the origin of the transmission. I have gained valuable experience at using python, especially to automatically interact with remote databases.



James Crook

A Study into the Movement and Guidance of Autonomous Vehicles Using Various Sensors

Do autonomous vehicles remove the pleasure from driving? Driving on roads such as Hardknott Pass and Wrynose Pass in the Lake District, and the North Coast 500 would not be the same if you are not behind the wheel and in control of your vehicle. I focused on autonomous vehicles and societal benefits like reducing pollution, congestion, and accidents. The artefact was created using a Lego Mindstorms EV3 kit, and programming via EV3 scratch and JavaScript. It showcased a vehicle that could traverse a predefined course, park itself, detect obstacles and take the appropriate action. The vehicle was a rear wheel drive front wheel steering fitted with multiple sensors such as colour, touch, and an Infrared (IR) sensor. The main design was based upon the formula EV3 race car from O'reilly's Lego Mindstorms EV3 Discovery book.



Thomas Doughty

Hacking IP Cameras with Python

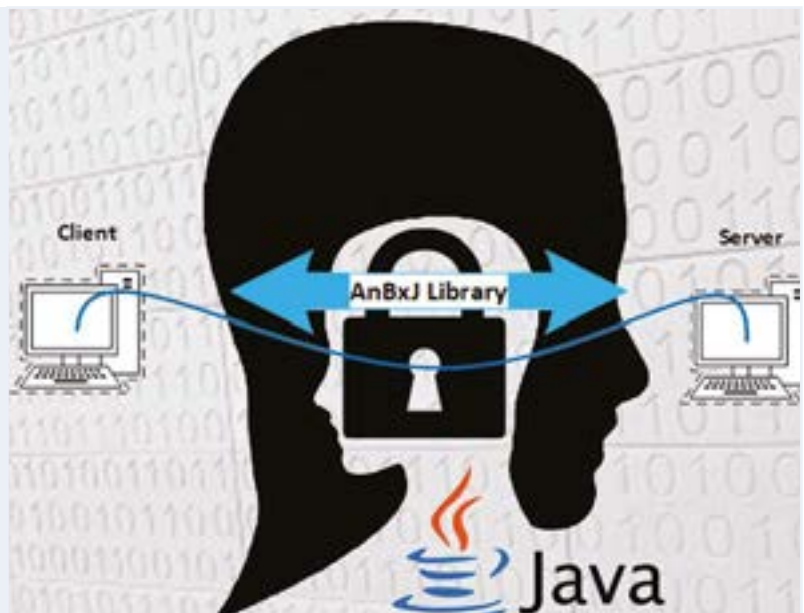
Internet Protocol (IP) cameras are cheap and widely available, and security is often an afterthought, presenting an attractive attack vector for hackers. My project highlighted these vulnerabilities and addressed them. I have developed a Python3+ tool which can be used to perform Man in the Middle (MitM) attacks using Address Resolution Protocol Poisoning. The tool can sniff login details, disrupt and intercept camera footage, and loop camera footage. I developed my Python tool using the Scapy, socket and OpenCV libraries, and I tested it on six cameras, varying in model and vendor. I performed attacks on a Sricam SP017 and a client device. I can also advise businesses and consumers on IP cameras install, and improvement suggestions to manufacturers.



Henry Kabuye

Communication and Cryptographic Primitives under AnBxJ Java Library for Security

This project was a Java-based evaluation process of a Java security library called AnBxJ Library which provides an API for Communication and Cryptographic primitives and analysis of the metadata flow between devices through different kinds of protocols. This evaluation allows organisations to distinguish between the protocols used in securing java applications on the AnBxJ platform and minimise exploitable metadata in-transit, minimise processing time, memory loss and runtime errors. I learnt how metadata can be secured over a connection, serialisation coding in Java, encryption processes in Java and mapping key-stores to different key purposes in the cryptographic API.



Daniel Tweedy

Graphical User Authentication System

My project focused on web authentication techniques, specifically how usernames and passwords are a conventional and widely used technique for securing access to web-accessible systems. Well-known vulnerabilities associated with text-based usernames and passwords can target dictionary attacks, shoulder surfing attacks, and keylogging attacks. My project solved the issue of authenticating users securely without a detrimental impact on security and usability while keeping costs low. In creating the web application, I developed skills in using PHP, SQL, HTML5, jQuery and CSS3. My project played to my strengths, and my desire to create a system that could potentially help to reduce or perhaps put an end to large scale data breaches.



BSc (Hons) Digital Media



Richard Ryan Jones

Blue Brain: More Than Just a Feeling

My hypothetical advertising campaign is based around the concept of raising awareness for the subject of anxiety. Each part of the project has been created in such a way that everything would be feasible if someone were to translate it to a real world campaign. The look and content is professional and informative, and it's a stylistically appealing campaign that sheds a sensitive light on the subject matter.

BA (Hons) Web and Multimedia



Alex Watson

DevOps – How it Changed the Web Industry

The artefact I have created is an entire website infrastructure using Infrastructure-as-Code to help create a website for a friend's business. Using CI/CD tool I have been able to automatically get the latest features onto the live website with little to no downtime to the website. I have also added scalability so the server will be able to upgrade or downgrade itself depending on the volume of website users at any one time to help with load time, with some alerts set up to tell me if the server is failing so I am able to fix issues.

BSc (Hons) Web Production



Zakariye Arr

7v7 – Football League App

My app aims to make the Teesside University 7 a side league more sociable and friendlier to new students who want to join. Current communication is by non-scalable means such as email where fixtures, scores, and league table information are sent as an Excel spreadsheet. My app allows the teams and referees to know their fixtures ahead of time, and scores are updated by the referees, and cancellation information can be shared. The basic premise is that the App will serve as a central hub of information.



Cameron Askew Hustle Calendar

My cross-platform calendar app created using Vue.js, Firebase and NativeScript; allows users to create complex schedules that fall outside of a weekly or daily recurrence. It allows a more collaborative approach to scheduling events with others, and even publicly. A group creation function allows multiple users to communicate and suggests changes to an event before it is finalised. Users are able to tailor privacy levels on any information that they share, eg you might want your work schedule to show when you are busy to your friends whereas you may not want work associates to see any non-work related events.

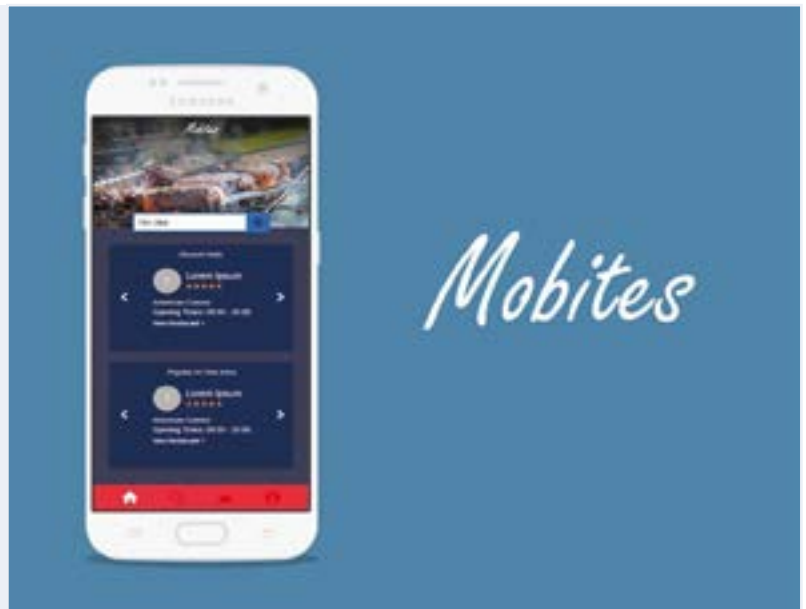


Calendar with Advanced Sharing and Scheduling



Daniel Richard Fred Banks Mobites – Geolocation Focused Hybrid App

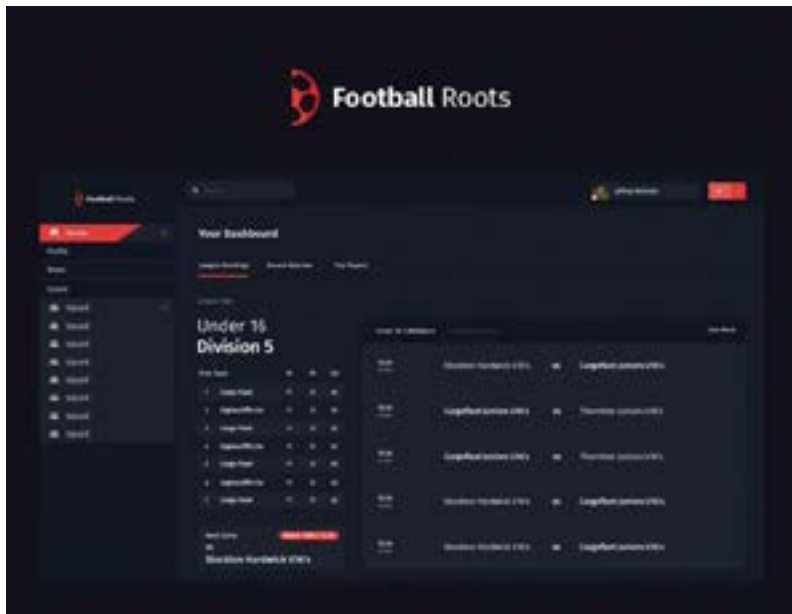
I have developed a hybrid app focused around geolocation services and the use of these services to show the location data of mobile waypoints in real time. I focussed on mobile food services which would function on both web and mobile platforms. My product is an app similar to something like JustEat, but with the focus being on mobile businesses and not stationary fast food restaurants. The technologies used to build the app includes: React; React Native; PostgreSQL; Express; and Node.js.



Courtney Darrell Moodset

This is a mood tracker mobile app that allows users to login and input daily data about their symptoms, moods, feelings and any other information they desire. The calendar page allows them to view previous daily logs. The app will provide safe information on how to help a certain mood they enter into the log. Moodset is a cross platform app for Android and IOS, made using Nativescript.

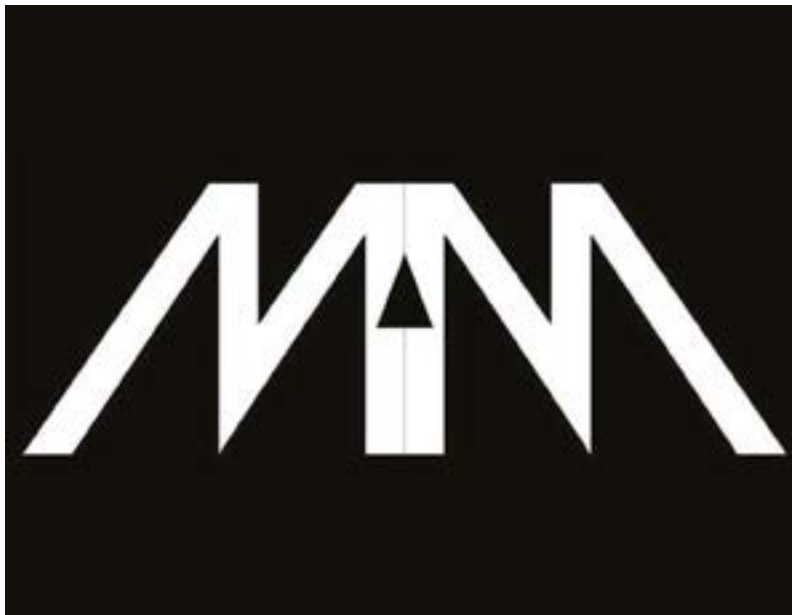




Jeffrey Nicholls

A Database System with CMS functionality and Modern UX/UI into Grassroots Football

A large part of the project will be providing users with an interactive way of storing key information each time there is a football match or event. Users can store information about their players, and match details. This will create an overall fundamental system linked to the progression of each team. Users will be able to see in real time if another user has updated a score from a different match and access real time data of the overall league table. This will provide distribution to both desktop and mobile platforms, with each having a responsive UI. Skills that have been developed over time building this platform include using a PHP framework called Laravel, as well as knowledge and insight into a modern UX/UI approach.



Noor Uddin

MianMedia – CMS

I have created a fully interactive portfolio for a client who would like to manage and publish his own content. I have used the Angular7 front-end framework and Firebase as the back-end service.



Fraser Watson

CryptoTracker – Track Your Assets

My web app allows users to track the prices of the Cryptocurrency they own, their total portfolio value and an individual Cryptocurrency. User's data is synchronised across platforms. I feel more confident in creating designs and front-end development, along with becoming increasingly confident in JavaScript (specifically VueJS) throughout the development. It has taught me to be more independent when it comes to troubleshooting, as I did the build myself.

Computing Erasmus/Exchange Students



Kanika Saini

Prediction of Survival Rate for Lung Cancer Patients

My project is to predict the survival rate of lung cancer patients using machine learning and deep learning algorithm. Gene Expressions and flux rates of almost a 1,000 patients were used, and the data sets that contain approximately 20,000 genes were combined. Neural network and deep learning algorithms were implemented. The project results were tested on the lung cancer patients. Better and personalised medication could be provided to the patients using the predicted survival rate. I have learnt new skills including deep learning and neural networks; and various research papers to analyse the biological data because the techniques to analyse the micro array DNA data is quite different. I have learnt the systematic procedure required to build a successful machine-learning project, and how to work with a client.



Karan Ganesh

Space Getaway, a VR Space Simulator

My simulator will be used to train astronauts. It is based on an escape room where the individual has to solve puzzles using hints, clues and strategy, and aims to boost their reflexes and agility by focusing on tactical training rather than mechanical repair of the system. VR plays a major role in simulation and I have increased my knowledge and experience of space simulations and VR. The game has been designed using Blender 3D, 3DS Max and developed on Unity using C#. Designing is a newer platform and I have learnt to create better designs on both platforms. Puzzle integration and Virtual Reality interactions are two main phases and I have designed the puzzles with reference to the NASA Orbiter Manual to provide a better experience to the player.





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Are you looking for a new way to motivate your team - developing their team working, communication, decision making and persuasive skills?

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MA Digital Media and Communications*

MA Esports

MA Fine Art

MA Games Design

MA Illustration

MA Immersive Events*

MA Photography

MA Producing for Film and Television

MA Multimedia Public Relations*

MA Table Top Games Design*

MA Visual Effects

MSc Artificial Intelligence with Data Science*

MSc VFX Technology

MSc Data Science

MSc Cybersecurity

MSc Cybersecurity (Online)*

MSc Computer Science

MSc Computing

MRes Computer Science

MSc IT Project Management

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

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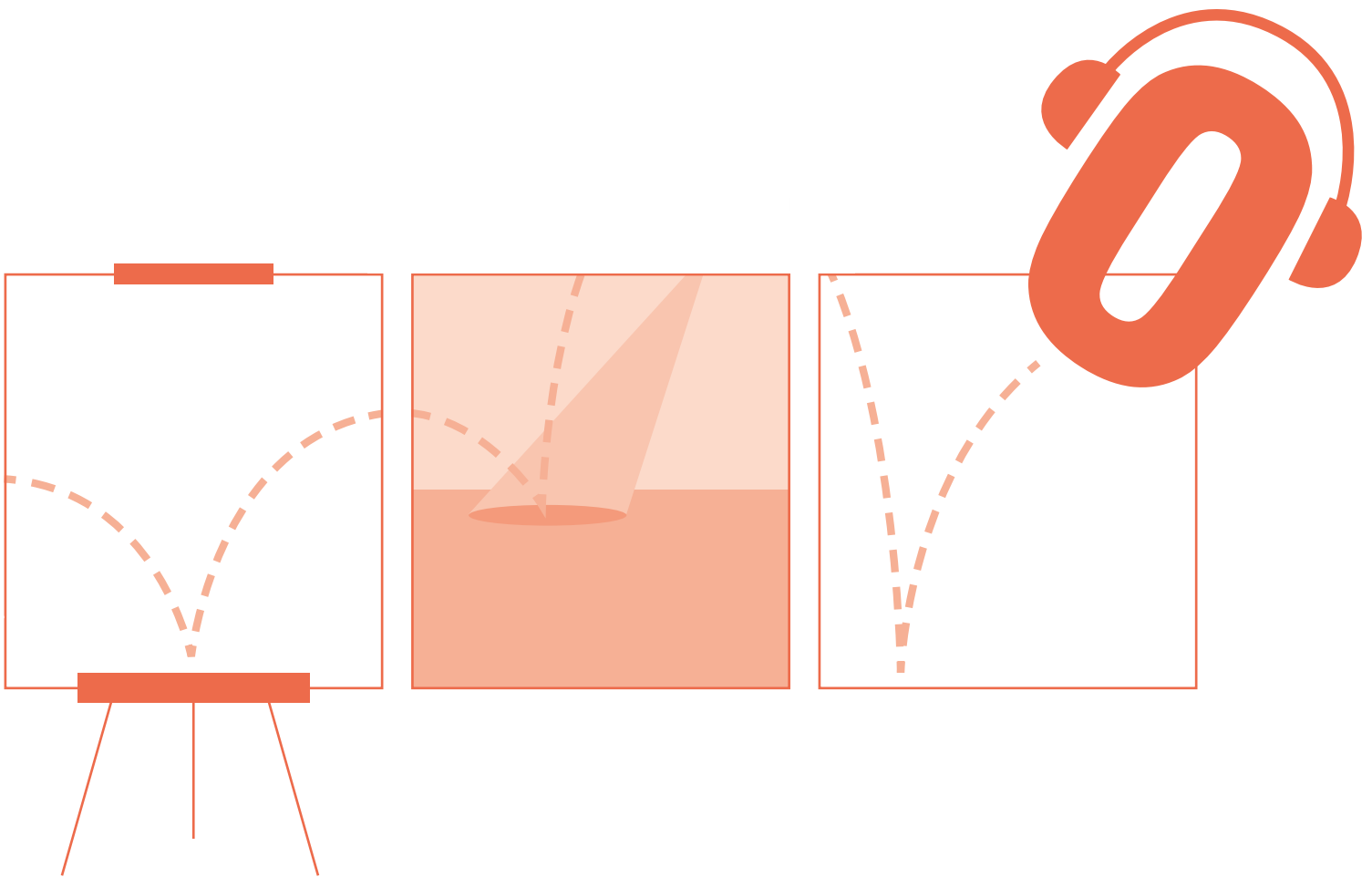
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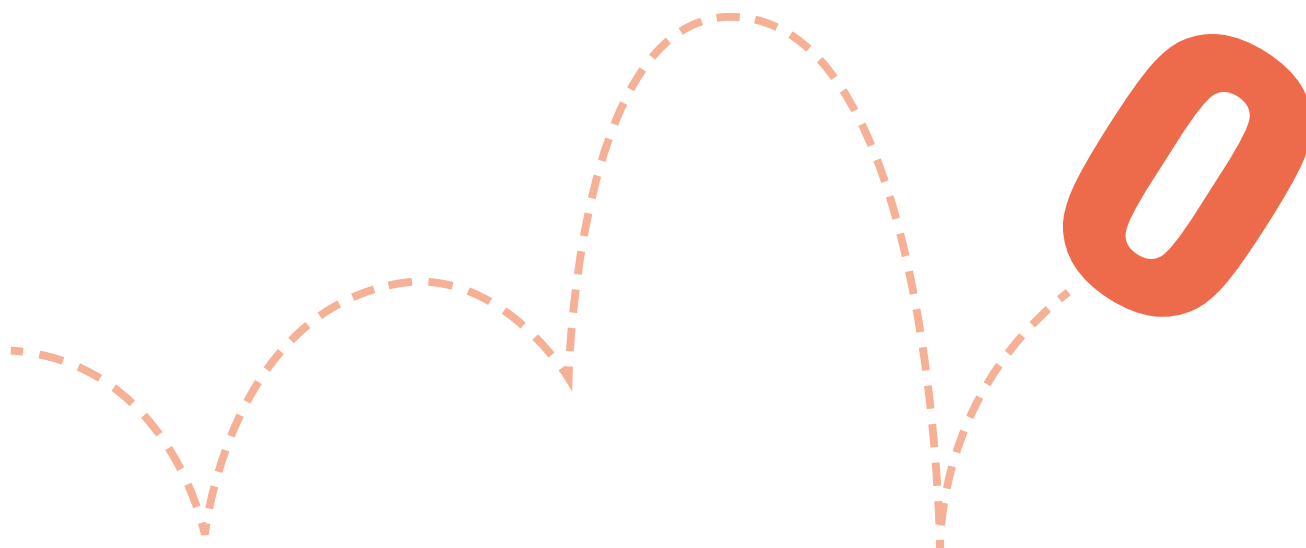
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Communications, Media & the Arts

Teesside University enjoys an outstanding reputation for its graduates in journalism. In addition to outstanding facilities, such as television studios, radio studio, green screen and soundstage, our students benefit from an innovative approach to teaching that develops both academic and professional skills. TUXtra is a multimedia platform showcasing content produced by students. This news outlet, a radio station and a TV platform is embedded into the teaching of the course.



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.

Undergraduate

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

Postgraduate

-  MA Comics and Graphic Novels
-  MA Concept Art
-  MA Digital Media and Communications
-  MA Esports
-  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) Performance for Live and Recorded Media



Stacey Jane Corner

Taboo

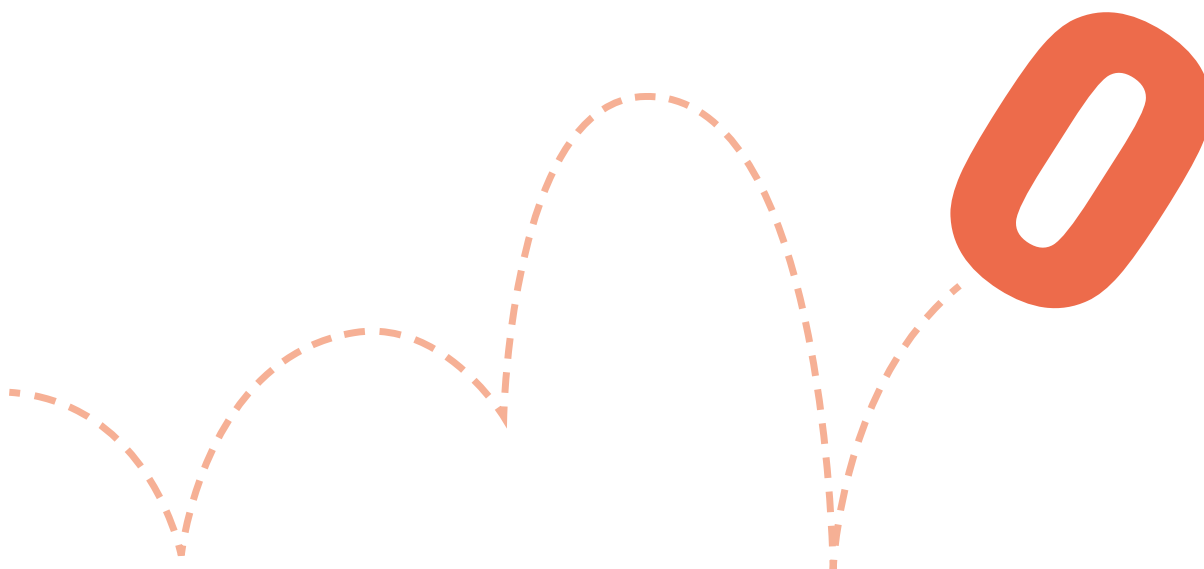
My short movie is around the theme of taboos to help young adults who feel that they don't have a voice, and to give the representation. It gives them confidence for their struggles to be heard and more importantly be believed. My project has brought together a lot of the skills I already had (organisation and ideas) with new skills that I have learnt during my studies, such as confidence and camera work. I have also used contacts that I have met through the professional work undertaken whilst at Teesside. I have also had to learn a lot of new things to produce this movie, eg health and safety and techniques and the subtlety of set dressing to make things believable and realistic. Furthermore, the ability to talk to people I wouldn't normally for my research, listening to people open up to me will be something that will stay with me.



Nicole Southgate

How Do You See Me?

My film is based around mental health, to help raise awareness. I have explored the illness: Body Dysmorphic Disorder. I have taken on the roles of writer, director, editor and producer. The piece surrounds one main character; Tom. At the beginning of the piece, Tom is happy within himself and his life with friends around him celebrating his success. We see the illness take over Tom and his behaviour, with the ending of the piece showing his recovery stage in a time period of one month, six months and one year later.





Control Panel

Connor Calliste BA (Hons) Journalism

Jack Dodsworth BA (Hons) Journalism

Jacob Evans BA (Hons) Journalism

Alex Leech BA (Hons) Journalism

Video games are our passion, but we know that to many, the intricacies of the medium are unknown. Through Control Panel, as well as delivering general industry and games news in an entertaining way, we've strived to educate on what making games that so many enjoy is really like. In doing so, we've developed our skills for researching, producing audio and video packages, journalistic storytelling, presenting, and of course, writing. Our Control Panel portfolio consists of audio, video, and written features showing video game news and the world of video games through those who make them.



Alpha

Sam Henshaw BA (Hons) Journalism

Lucy McMahon (Wilson)

BA (Hons) Journalism

Heidi Spencer BA (Hons) Journalism

Sophie Wheadon BA (Hons) Journalism

We are a multimedia news website, focused on uncovering inspiring males within the North East. Alpha understands the recognition/promotion some men need and aim to give them the credit they deserve.



Rukus

Joel Clayton BA (Hons) Multimedia Journalism

Adam Gordon BA (Hons) Journalism

Kyrie Morris BA (Hons) Journalism

Ryan Reed BA (Hons) Journalism

Rukus is a predominantly North-East based entertainment website covering music, film and gaming. Content is presented using various forms of multimedia including podcasts, video packages and written articles. Our goal is to make a noise about entertainment.

Sport Uncovered

Sam Blacklock BA (Hons) Journalism (Sports)

George Crabb BA (Hons) Journalism (Sports)

Luke Gray BA (Hons) Journalism (Sports)

Joe Robertson BA (Hons) Journalism

Sport Uncovered is a multi-media news-based website covering sports stars across the North East of England who are given limited coverage outside of their local club. The site covered a wide range of sports including rugby, cricket and boxing, along with additional coverage of sports such as fencing, swimming and tennis. We found that local grassroots sport coverage lacked media coverage so Sport Uncovered was a perfect fit. The site was purely focused on video content, giving an interactive and personal feel for the audience. We used twitter and Facebook to maximise our audience engagement through hashtags and club account tags to share our content and this method worked very well to engage with the local sporting community.



The Northern Voice

Kelly Aitken BA (Hons) Journalism

Cathryn Fawcett BA (Hons) Journalism

Lauren Pitt BA (Hons) Journalism

Helen Warriner BA (Hons) Journalism

The Northern Voice is a political news website targeted at the young people of the North East. Its purpose is to educate, inform and entertain. Our content ranges from informational features to videos, audio pieces, data journalism and much more.



EcoLife

Helen Cartwright BA (Hons) Journalism

Ashley Oliver BA (Hons) Journalism (Magazine)

Jordan Mayhew

BA (Hons) Journalism (Magazine)

Shannon Crammond

BA (Hons) Journalism (Magazine)

EcoLife is an environmental news website for the North East of England. Our aim is to inform and educate our audience on environmental issues. This is accomplished through multi-media content such as video and audio packages as well as a social media campaign. The skills developed in this project are editing, project management and social media engagement.





The U23s

Luke Beaumont

BA (Hons) Journalism (Sports)

Karis Noble BA (Hons) Journalism (Sports)

Jake Self BA (Hons) Journalism (Sports)

Callum Weller BA (Hons) Journalism (Sports)

The U23s is a sports news website which aims to provide a platform for young footballers at football clubs in the North East of England.



Sport Insite

James Gregory BA (Hons) Journalism (Sports)

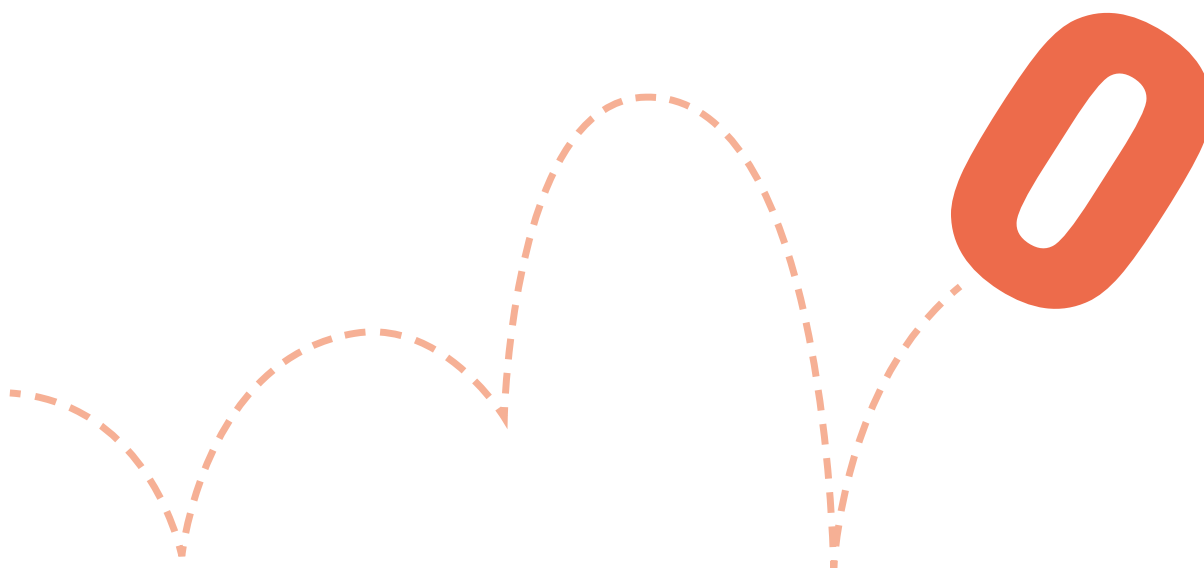
Andy Hayes BA (Hons) Journalism (Sports)

Tommy Longworth

BA (Hons) Journalism (Sports)

Joe Usher BA (Hons) Journalism (Sports)

Sport Insite is a website which aims to give a different perspective to some of the more unknown aspects of North East Sport. Focusing on some of the lesser known teams in some of the more niche sports in the local area.





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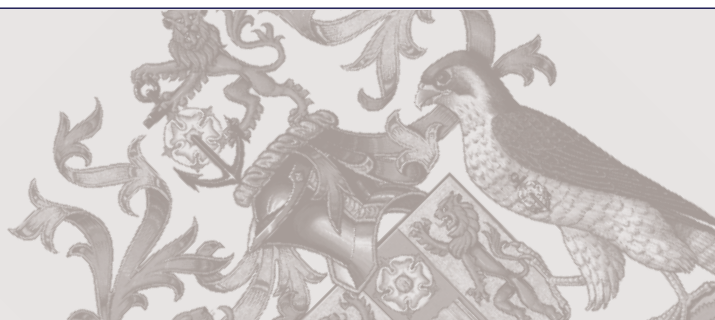
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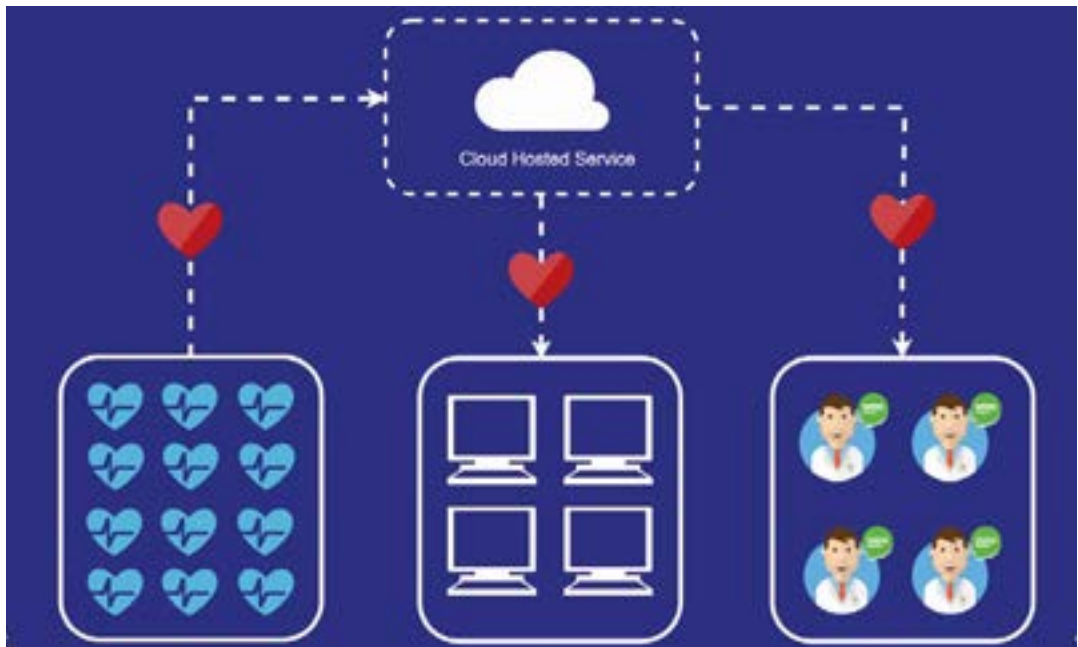


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Acknowledgements

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 2019 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 & Digital Technologies 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.

For any questions about ExpoTees please contact us

T: 01642 342631

E: scdt-events@tees.ac.uk

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.



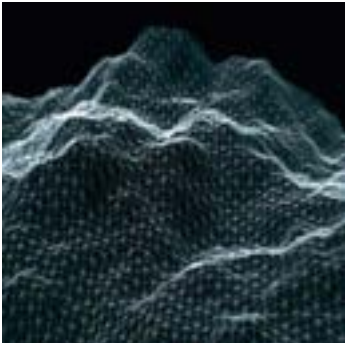
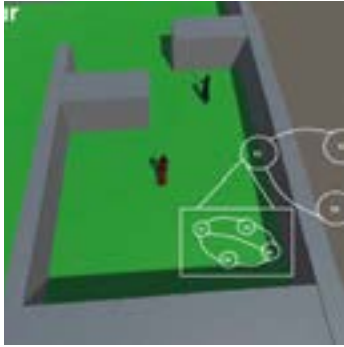
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