

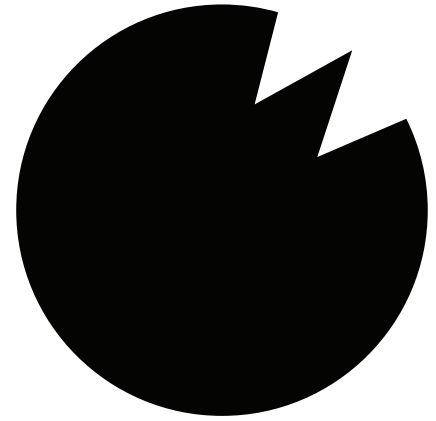
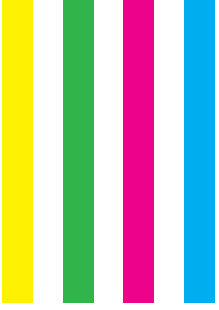
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futureworks.ac.uk





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We aim to discover and develop the next generation of creative industry professionals, providing them with the education, opportunities and platform to launch their own successful careers.

84 pages to turn over at your leisure. So make a drink, grab a biscuit and discover the future you.

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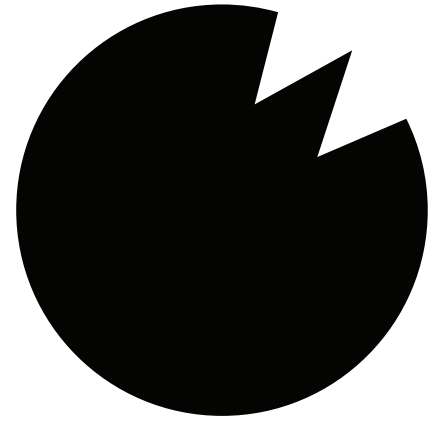
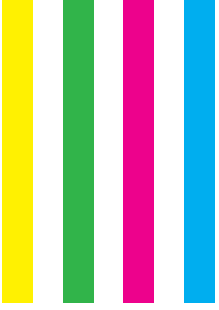
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Why Futureworks?

In a word, success.

87% of Futureworks graduates are in work (or further study)
within 6 months of completing their course

If you want a successful career in sound, film, television, games, animation or visual effects, you need to develop the skills that future employers expect.

At Futureworks, you can develop those skills in a supportive, creative and enthusiastic environment - somewhere full of like-minded individuals and tutors who will help, instruct and inspire you.

We exclusively provide degree and diploma courses focused around the creative industries - which is what makes Futureworks so great. We're a specialist school which has been purpose built to meet your needs. We have five floors of high specification audio studios, edit suites, dubbing theatres, creative workstations, and computer labs, all equipped with the latest industry standard hardware and software.

We also have our own purpose built film studios, complete with green screen and motion capture facilities, located at MediaCityUK.

At Futureworks, you will be surrounded by musicians, producers, film makers, editors, designers and artists - all focused on producing original and creative works...

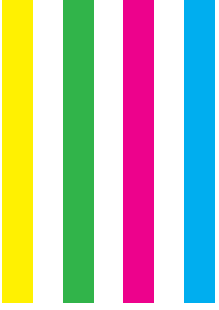
...and all focused on achieving success.

It can be an intensive and challenging experience, but the rewards more than make up for it.

Each step of the way you will be guided by highly qualified and experienced tutors, working in the heart of Manchester - a city that prides itself on being a hub of creative industries.

We look forward to welcoming you to Futureworks, and to one of our regular open days, helping you achieve success in the career of your dreams.





Our Mission

Our mission is to be recognised as the leading alternative Higher Education Institution in the UK for the creative industries. We aspire to be recognised as the first choice for students who want top quality, vocational and relevant education which will lead to sustainable employment in the global media industry.

Guided by our key principles of excellence, academic freedom, entrepreneurship, collaboration, transparency and equality of opportunity, we strive to meet the needs of our students, staff and the media community as a whole.



INDEPENDENT
HIGHER
EDUCATION

Academic Quality

The Academic Quality & Enhancement Unit at Futureworks is responsible for maintaining academic standards and delivering outstanding student experiences. We do this by engaging with our students and supporting the excellent work of our staff.

Futureworks has pioneered an innovative student representation framework, which gives students a sense of ownership and partnership in shaping the student learning experience. It is an approach that was praised in the form of a commendation from the Quality Assurance Agency (QAA) as part of a Higher Education Review in October 2017. It was also recognised by Independent HE as part of their inaugural Higher Education Awards in November 2017.

We engage with students at the module, programme and institutional level through student membership on formal academic committees. Students also manage their own institution-level

committee to represent the whole student body. We also solicit student feedback via annual surveys, such as the Module Evaluation Questionnaires, Student Experience Survey, National Student Survey, etc. and via more informal mechanisms, including discussions with personal tutors.

We support the work of our staff through a system of annual monitoring at module, programme and institutional level. The annual monitoring process focuses on student feedback, objectives and core data. This allows us to monitor the health of our provision, improve student satisfaction and measure success while at the same time, highlighting good and innovative practice. This work is supported by teaching observations, a robust staff appraisal scheme and benchmarking against industrial and QAA subject benchmark statements. This work is done in collaboration with our partner university to ensure consistency of learning opportunities and to further enhance the quality of the student experience.

QAA Reviewed

Quality Assurance Agency
for Higher Education

Head out

Manchester is one of the UK's best student cities and is packed full of things to do and places to go.

There simply isn't enough space here to do it justice. Manchester is more than just good for students, it sometimes feels like it was designed around them.

Pubs and bars, cinemas and theatres, festivals and events, cafés and restaurants... they're all here waiting to be discovered. Live music, live comedy, live drama, live sport or just life... Manchester is a city that does everything better than you expected.

You'll also find that most places offer some sort of student discount. See, it's sounding better already.

You'll love it. If you're still not sure that Manchester has everything that you might need to eat, drink, watch and do, just search for 'Manchester student guide' on the Internet.

...Or better still, visit the city for a weekend and experience it for yourself. And while you're here, pop in and say hello.



1st The saying: "what Manchester does today, the world does tomorrow", is a statement of fact. The city has produced a rich treasure chest of beginnings without which the world would be much reduced.

Head down

When you arrive at Futureworks, you won't want to leave the place.

Eventually, at some stage, you'll have to go home to get some sleep.

Manchester has an enormous student population and this means that there is plenty of accommodation aimed at the student market.

Whether you are looking for shared housing or purpose built student apartments, our team is at hand to help you.

We can give you the low-down on the areas you might be considering and point you in the direction of the best deals.



350,000

There are almost 350,000 students over the age of 18 living within an hour's drive time radius of Manchester.

Student Voice

Student representation has always been a key element in the student experience at Futureworks and we aim for our students to be active partners in their learning experience. We encourage and welcome feedback from students on all aspects of their Futureworks experience and we ensure that systems are in place to give our students a voice. Our courses, facilities and support services are designed for our students and the best way for us to improve these is by listening to what they have to say about them.

Student Partners are elected to represent each year of each programme and these partners represent their fellow students at School committees. All students are asked via the Student Partners to contribute to the committee agendas to ensure relevant issues are being discussed. Also elected are lead student representatives: Principal Student Partner, Vice - Principal Student Partner (Academic) & Vice - Principal Student Partner (Student Experience) who represent the student voice at institutional committee meetings and lead the Student Partner Committee.

We also ask for individual feedback via a variety of anonymous surveys about the student experience and provide a suggestion box which all students are able to use at any point during the academic year.

We are fully committed to giving our student community a voice and providing the opportunity for real change and improvement.

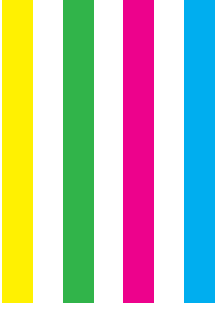


Jasmine Streatfield

BA (Hons) Game Art student

Student Services are miracle workers! They've helped me get through some very tough times and provided more support than I thought possible at a university.





School of Sound & Music Production

95% of students in the School of Sound & Music Production
achieve a 2:1 or better on graduation.

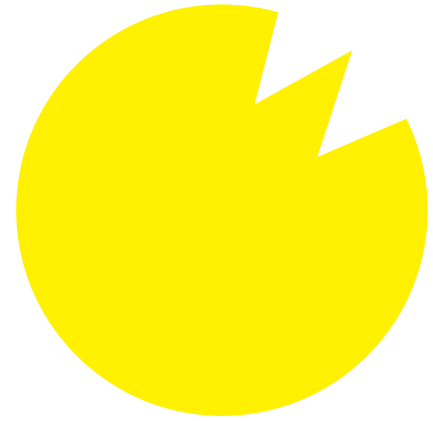
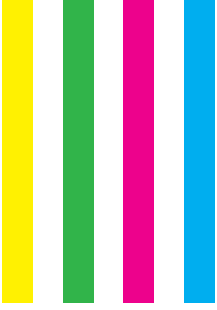
The School of Sound & Music Production creates, composes, produces, mixes and masters music. It records, designs, edits, manipulates and implements sound into films, games and interactive media.

We exist to provide the next generation of technically driven creatives, essential to UK world-leading media industries.

Rob Magoolagan

Head of School

Renowned producer, live sound mixer, recording engineer and Avid Pro Tools Master Instructor credited on 140 commercial releases over the last 20 years, Rob continues to travel the globe practicing his art and feeding all that experience back to our students.



Facilities

The School of Sound & Music Production is proud to host some of the best recording studios in the world. Designed by the legendary Harris Grant Associates, we've created the perfect home in which to develop and sharpen your passion for audio.

12 Recording, Mixing and Mastering studios. There are also edit suites and drop-in facilities for those smaller yet essential production jobs.

If music and sound is your thing, our audio facilities are probably the main reason you will want to study at Futureworks - spending your time with us working on professional equipment normally only available in the highest level studios around the world.

Our studios were designed by the legendary Harris Grant Associates - responsible for some of the best in the world, from Battery Studios in New York to the BBC Maida Vale studios in London.

We have 12 music, mastering and post production studios, featuring top of the range consoles such as Neve, Avid S6, SSL and Icon, with stunning monitoring and classic microphones to match.

We have purpose built computer labs featuring iMac workstations for each student.

Computer systems throughout the facility - in studios, edit suites and classrooms - run a wide range of current pro-software including industry leading Avid Pro Tools, Ableton Live & Apple's Logic Pro.

And to round it all off, we have dedicated computer suites designed for the delivery of Avid Certified Pro Tools Training (levels 101, 110, 130, 201, 210 & 310).

But we know what you're like - you like your equipment lists, so feast your eyes on the next few pages...

Harris Grant Associates

If you love music, you'll hear Neil Grant's unique sonic fingerprint on million-selling recordings from many of the world's most successful and critically acclaimed artists. And if you love film, you'll appreciate the same attention to detail that's gone into Harris Grant's acoustic designs for dubbing suites and mix studios on both sides of the Atlantic.

From Sony Classical's German facility to New York's legendary Hit Factory, Harris Grant has shaped the way great records, movies and TV sound.

Neve VRL 60 Channel Mixing Console

Dynaudio M3 Main Monitor Speakers

Digidesign RM1 Near Field Monitor Speakers

Dynaudio T2000 TC Electronic Xo24 Crossover

Mac Pro

Avid Pro Tools HDX

Logic Pro

Avid HD I/O 32 Channels Input & Output

SYNC HD

FW Custom REDD47 Valve Mic Preamp

FW Custom G9 Valve Mic Preamp

Urei 1176 FET Compressor

FW Custom 1176 Compressor x2

TL-Audio C1 Dual Valve Compressor

FW Custom LA-2A Compressor

FW Custom 2254C Stereo Compressor

FW Custom Zener Stereo Compressor

Emperical Labs EL8-X Distressor

Audio & Design Vocal Stressor

AMS RMX16 Digital Reverb

Lexicon 224XL Digital Reverb

Tubetech PE1C Valve EQ x2



The Neve VR Studio

SSL AWS 900+ Mixing Console

ATC SCM50A SL Pro Main Monitor Speakers

FW Custom Near Field Monitor Speakers

Mac Pro

Avid Pro Tools HD Native

Ableton Live

Logic Pro

Avid HD I/O 24 Channels Input & Output

MOTU MIDI Express 128

Tubetech CL-1B Compressor

TL-Audio C1 Stereo Tube Compressor

FW Custom 2254C Stereo Compressor

FW Custom 1176 Compressor

FW Custom LA-2A Compressor

Focusrite ISA 430 MKII with Digital Card

TL-Audio Stereo Valve EQ

FW Custom ezP-1A Program EQ



The SSL Studio



Toft Audio ATB-24
Mixing Console

Quested VS3208b Main
Monitor Speakers

Genelec 8030A Near
Field Monitor Speakers

27" iMac

Avid Pro Tools HD Native

Ableton Live

Logic Pro

Focusrite Clarett Audio
Interface

Drawmer DS201 x2

Drawmer DL241 x2

TL-Audio 5021 Stereo
Tube Compressor

Lexicon MX400 XL
Reverb

The Toft Studio



Neve 51 Series Mixing Console

Adam P22A Main Monitor Speakers

Mac Pro

Avid Pro Tools HD Native

Ableton Live

Logic Pro

Avid HD I/O 16 Channels Input & Output

Drawmer DL241 Stereo Compressor

TC-Electronic M-ONE Effects Processor

The Neve 51 Series Studio

Avid S6 Mixing Console

5.1/7.1 Surround System

Meridian A330F Main Monitor Speakers x7

Meridian SW5500 Subwoofer

Mac Pro

Avid Pro Tools HDX

Avid HD I/O 16 Channels Input & Output

Avid MTRX Audio Interface

Avid 8 Channel Preamp

Sony Playstation 4

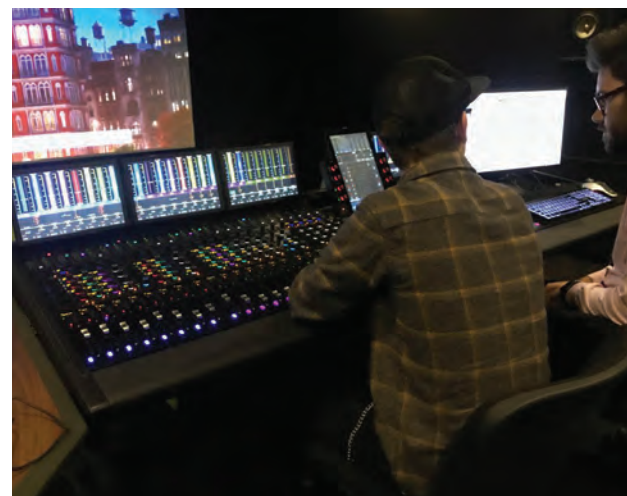
HDMI Audio Breakout

SYNC HD

MIDI I/O

HD Projection

Screen Research 126" THX Certified Projection Surface



Avid S6 Cinema Studio

Avid ICON D-Control Mixing Console

5.1 Surround System

Dynaudio BM5A Main Monitor Speakers x5

Dynaudio BM14s Subwoofer

Mac Pro

Avid Pro Tools HD Native

Avid Omni Audio Interface

SYNC HD

Microsoft XBOX ONE

HDMI Audio Breakout

FW Custom 1176 LN Stereo Compressor



D-Control 5.1 Studio



Neve 8804 Summing Mixer

Neve 8816 Fader Pack

Digidesign RM Main Monitor Speakers

Mac Pro

Avid Pro Tools HD Native

Avid HD I/O 16 Channels Input & Output

Focusrite ISA 428 Preamp

Ficusrite ISA 430 Preamp

Digidesign 8 Channel Preamp

AMEK 9098 Preamp

FW Custom 8 Channel SSL 9000J Preamp

FW Custom 9K Preamp

FW Custom 4K Preamp

AML 1081 Preamp

LOLA DI Preamp

APP Studio Ing. Preamp

FW Custom 1073 Preamp x2

FW Custom Germanium Preamp x2

FW Custom APP Preamp x2

FW Custom 1176 Compressor

FET 500 Compressor

The Custom Pre Studio



Dangerous Master

Barefoot MM27 Monitoring

Sonic Studio soundBlade

Fusion Drive Mac Mini

Pro Tools HD

Antelope Eclipse 384 Clocking & Converters

Studer A80 RC MKII Mastering Tape Machine

Dolby SR / Dolby A Noise Reduction

Avalon 747 Mastering Compressor & EQ

Drip Fairchild 670 Limiter

FW Custom 33609 Compressor

FW Custom 160 Compressor / Limiter

FW Custom MEP-250EX Mastering EQ

FW Custom Zener Compressor

Waves L2 Ultramaximizer Hardware

The Mastering Studio

PREMIX 1 and PREMIX 2

These are the newest editions to our studio facilities, featuring Icon D-Command and JBL monitoring. They are an extension to our cinema studios (Avid S6 and D-Control 5.1), equipped to configure and automate those complex mixing projects.



THE DIALOGUE STUDIO

Dialogue is an essential part of film and television but also a significant part of video games. This studio space is equipped, treated and optimised for voice performance.

THE FOLEY STUDIO

A recording space dedicated to creating your own sound effects - custom sounds for those everyday noises we all take for granted, but add so much to the finished film or game.

And we're always adding more

As the industry and technology around us is ever changing so are we.

In response we're always planning, designing and adding more, be it custom built outboard or brand new studios to add to the professional level facilities we already have.

A Futureworks studio is never a room filled with boxes and wires, it's the product of consultation, market analysis and experience resulting in an up to date creative space - a space designed to challenge and reward our students' exploration in the field of sound.

Equipment

At Futureworks, you'll be working with our impressive list of plug-ins from Avid, McDSP, Sonnox, Izotope & Sonic Studio

Our list of 'toys' goes on...including equipment from Yamaha, Line 6, Fender, Nord, Takamine, Zildjian and many others.

We also have an impressive selection of more than 50 microphones, including some classics, such as the Neumann U47.

In a nutshell, while you are hard at work making a name for yourself, you'll be working with some great names in the process.



beyerdynamic

Fender



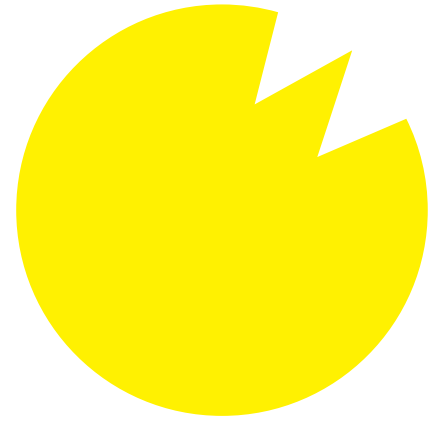
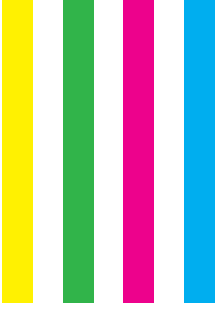
nord



SENNHEISER



YAMAHA



Student Achievement

Our graduates have worked on hit records,
blockbuster films and the latest video games.

2 The first two tracks I produced a month or two into the course, led to me being signed by the 'Boka Records' Label. This enabled my first 12" vinyl releases, which then led to me being signed to the 'Elastic Artists' DJ Agency. Without Futureworks, I simply would not be the musician I am today.

Will 'Compa' Brown
Music Producer & DJ

I tried hard to include both the mellow and energetic sides of my abilities in the tracks on my debut album "1138". I am a self taught musician, so Futureworks was ideal for someone like me, as the degree has a very practical, hands-on philosophy when it comes to learning and the facilities are outstanding. Futureworks definitely helped me reach my full potential as an artist and producer.

Kyle Johnson
Music Producer

Working on Dr Who for such a high profile client as the BBC is a great privilege. It's the knowledge and skills I acquired from my time studying at Futureworks that's given me the confidence to find work in this industry.

Martin Colclough
ADR Recordist, BBC

Enos Desjardins

Award Winning Sound Designer, Sound Effects Editor and Mixer for projects including Black Mirror, Marcella, EA Games' Titles



The course was a great and I had access to their amazing facilities which had me working day in and day out on top industry equipment, learning the tools and skills required to work in the challenging industry of audio engineering.

BSc (Hons) Audio Engineering & Production



3

Years
(Full Time)

J9W3

UCAS Code

Award Bachelor of Science Honours Degree

Start Dates September

Fees £9,250 per year

The UK is a world leader when it comes to media. Whether it's music, film, television or games, our presence is felt at the highest level and on a global scale. For each of these industries audio is the common link, the one thing they all need.

BSc (Hons) Audio Engineering & Production deals directly with music production, post production for film and television as well as cinematic sound design for games and animation.

It's a course for anyone passionate about sound. So whether it's music, film dialogue or sound effects for games, provided you have a fascination for the way audio is captured, created and manipulated, then this is the course for you.

Commended for our course design and real-world briefs, the success of this course owes most to our experienced and professional tutor team, our extensive facilities, smaller class sizes and of course our students, at the heart of the Futureworks creative community. For someone with a keen interest in sound, the commitment and drive to succeed, BSc (Hons) Audio Engineering is your way in.

This degree specialises in the following key areas:

- Recording and producing music
- Mixing
- Sound design
- Avid Certified Pro Tools training
- Mixing for film
- Post production sound and video
- Mastering music
- Career and portfolio development.

Year 1

- Recording & Production 1
- Mixing & Delivering Music
- Digital Tools & Workflow 1
- Contextual Research
- Career and Portfolio Development

Year 2

- Recording & Production 2
- Mixing for Picture
- Post Production
- Research Project
- Digital Tools & Workflow 2

Year 3

- Honours Project
- Recording & Production 3
- Mastering & Delivery
- Dissertation
- Professional Portfolio Management



This course is operated in Partnership with the University of Central Lancashire (UCLan).

How to Apply

Applications should be made via UCAS

www.ucas.com

Prerequisites

104 UCAS Points

Additional prerequisites may apply (please see pages 80-81)

Emma Breckill

BSc (Hons) Audio Engineering & Production Student

The teaching has been really good - all the tutors are very experienced. The one thing you want as a student is plenty of one-on-one time with the tutors and you get that here.

BA (Hons) Music Production



3

Years
(Full Time)

WJ39

UCAS Code

Award Bachelor of Arts Honours Degree

Start Dates September

Fees £9,250 per year

There's more to being a music producer than people realise. This course is designed to expose you to all elements of the job - creating great music is only part of the story.

Our team of industry active tutors will work with you on the latest software in our studios, to build and manage large-scale projects; to enhance what you're already doing in order to develop your experience in areas that will benefit you and your future career.

Think of it like this... Your first day on the course is your first day in the industry. The challenge to you is: Can you sustain it? Can you build on it to forge a rewarding career? In our experience, you can.

BA (Hons) Music Production is at the centre of the Futureworks' creative community, mirroring media industries around us. There are games design teams and animators who need sound; film students looking for original music, sound effects and dialogue.

It's a media production hub bursting with potential, talent and creative opportunity.

The studios here at Futureworks will impress you, we promise. And these incredible facilities will be available to you throughout your studies. No matter what genre of music, we will have the right combination of live room, studio, hardware and software for you.

This degree specialises in and builds on three distinct areas throughout the course:

Creativity – composition, production, sound design

Technology – recording studios, software and hardware

Career – portfolio and career focus modules at every level

Year 1

- Composition & Arrangement
- Recording Techniques & Technologies
- Career Focus 1

Year 2

- Music, Sound, Image
- Composition & Production
- Recording & Production
- Career Focus 2

Year 3

- Major Project
- Composition & Innovation
- Advanced Recording & Production
- Career Focus 3



This course is operated in Partnership with the University of Central Lancashire (UCLan).

Faith Cappleman

BA (Hons) Music Production Graduate

How to Apply

Applications should be made via UCAS

www.ucas.com

Prerequisites

104 UCAS Points

Additional prerequisites may apply (please see pages 80-81)

My experience at Futureworks has been exciting and enjoyable. Having lecturers who have worked in the industry has also been a huge benefit. The atmosphere at Futureworks is amazing and help is at hand whenever you need it. It's a great place where you can get to know everyone and everyone can get to know you, both on and off campus.

BSc (Hons) Game & Interactive Audio



3

Years
(Full Time)

G2A5

UCAS Code

Award Bachelor of Science Honours Degree

Start Dates September

Fees £9,250 per year

The future of the audio industry is interactive. Every day new applications and games are released. With millions of users across the globe buying into interactive content for their personal devices and home entertainment systems, anyone serious about working in sound simply cannot ignore this exciting and rapidly expanding industry.

This course is designed to equip hard working and enthusiastic individuals with the skills to succeed as audio professionals in the game and interactive industries.

The UK is a world leader in this field and Futureworks is a world leader in educating for this sector, teaching game and interactive sound since 2010.

This course is a perfect blend of the technical and creative. If you are passionate about games, obsessed with sound and love dealing with complex technical challenges, then this is the course for you.

We're looking for students who are intrigued by the sonification of our everyday lives and who want to be the next generation of interactive sound designers.

If you are interested in a career in game sound design, interactive music, commercial applications or even research, this course will give you both a theoretical and practical head start.

This degree specialises in the following key areas:

- Sound and Music recording
- Implementing sound into playable game levels
- Designing sound for games and interactive applications
- Avid Certified Pro Tools Training
- Interactive Music
- Interactive Mixing
- Career and portfolio development.

Year 1

- Recording & Production 1
- Game Design Fundamentals
- Game Sound Analysis
- Engines & Middleware 1
- Digital Tools & Workflow 1

Year 2

- Engines & Middleware 2
- Sound Design
- Research Project
- Interactive Score

Year 3

- Engines & Middleware 3
- Interactive Mixing & Delivering
- Professional Portfolio Management
- Sonification
- Honours Project



This course is operated in Partnership with the University of Central Lancashire (UCLan).

How to Apply

Applications should be made via UCAS

www.ucas.com

Prerequisites

104 UCAS Points

Additional prerequisites may apply (please see pages 80-81)

Tom Benne++

BSc (Hons) Game & Interactive Audio Student

The course is engaging and challenging, and with regular feedback from my tutors, I have developed a set of highly sought-after skills. Being able to study alongside fellow students on other creative courses has provided me with a growing network of friends and contacts, and the opportunity to be involved in various exciting extracurricular projects alongside my own studies. Being able to learn on up-to-the-minute industry standard hardware and software means that I've gained valuable hands-on experience with the tools and equipment I need to succeed in the interactive audio industry.

Audio Engineering & Production Diploma



2

Years
(Part Time)

Awards Futureworks Diploma | Certified Pro Tools Operator

Start Dates September

Fees £4,562.50 per year



Avid Learning Partner
Professional

The course could serve as the start of a new career in sound and music production or as an entry point to our audio degree programmes.

The course consists of instructional lessons accompanied by real-world assignments which will take you on a creative journey through all of our studios, culminating in you at the helm of our Neve VR Legend desk, in our premium music production studio.

The course is structured logically and based on real-world workflows, to make you feel comfortable moving from recording to mixing for music, as well as to film and games projects.

Included in your course is the opportunity to become an Avid Certified Pro Tools Operator (a worldwide industry recognised qualification) and become proficient in studio and session management techniques.

The course starts with a recording project and develops to encompass sound for film, TV and games. By the end of the diploma, you will have engineered and produced a full album as well as created sophisticated audio-visual projects.

Our close connections with industry creates opportunities to work on a number of real-world briefs and develop valuable contacts as you progress through the programme.

Our students tell us the way the course is structured, opens up exciting and unexpected creative avenues as well as potential careers.

Had a brilliant time studying here, everyone is helpful, the only place to prepare you for professional industry standard of work!

Joe Allman

Futureworks Audio Engineering &
Production Diploma Graduate

Year 1

- Analogue & Digital Fundamentals
- Introduction: Pro Tools 101
- Pro Tools 101
- Microphones, Dynamic Controllers, EQ
- Analogue Console Training - Toft ATB24
- Studio Effects
- Session Management
- Studio Workflows
- Custom Pre Studio Training
- Studio-based Group Recording Sessions
- Avid Certified Pro Tools User PT110
- Console Training - SSL
- Project: Recording Session
- Working & Mixing in Surround
- Introduction to Sound Design
- Console Training - Avid D-Control (surround)
- Project: Music Mixing in Stereo and Surround Formats

Year 2

- Large Format Consoles - Neve VR Legend
- Large Format Consoles - Avid S6
- Mixing Music & Studio Production
- Mastering Studio Training
- Mastering Music
- Analogue Recording - Studer & Dolby SR
- Project: Album Production
- Mixing For Picture
- Sound Design
- System Installation
- Pro Tools 201
- AVID Certified Pro Tools Operator PT210M
- Sound For Video Games
- Project: Game Sound Design
- Project: Film Dub
- Final Showreel Projects

How to Apply

To apply, simply download an application form at:
Futureworks.ac.uk/apply

And post to: Admissions Dept, Futureworks,
Riverside, New Bailey Street,
Manchester M3 5FS

Prerequisites: Basic computer literacy
(Mac OS or Windows) is required.

Avid Pro Tools Training



101-300

Our Pro Tools training follows the recognised Avid certification path. It is one of only a few facilities to offer the entire certification route from the introductory Pro Tools 101 to Pro Tools 'Expert' 300 level.

From the largest recording facilities to the smallest bedroom studios, Pro Tools® is the most successful sound creation and production system in the world. Avid Training offers a comprehensive Pro Tools curriculum to help you get the most out of it.

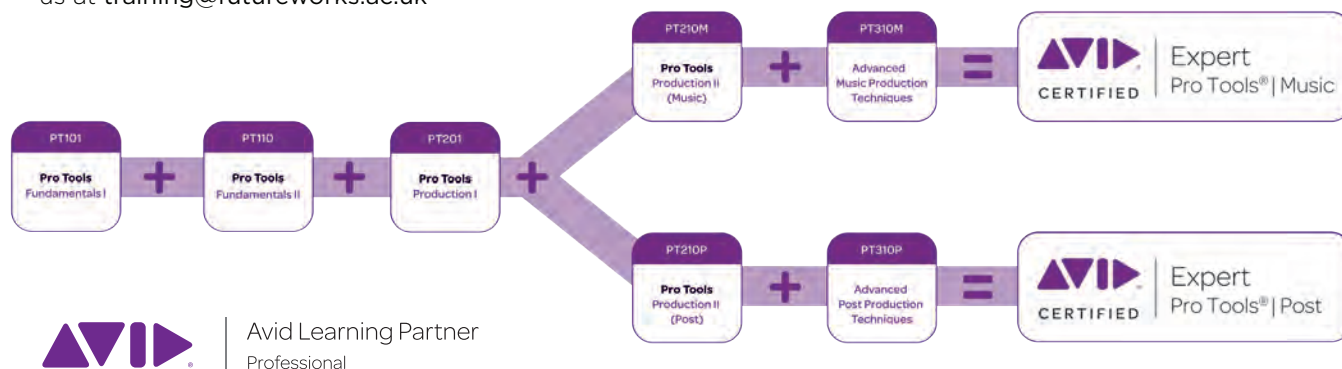
Select individual courses or brush up on your Pro Tools skills. Qualify as a Certified Pro Tools User, a Certified Pro Tools Operator or Certified Pro Tools Expert to master the full range of Pro Tools systems and land your next gig.

Whatever you choose, you'll gain valuable skills while connecting with peers who share similar interests and abilities.

The program offers 100-, 200-, and 300- level courses to help you become proficient with Pro Tools systems.

To make a booking, discuss an educational discount or group session please call 0161 214 4600 or email us at training@futureworks.ac.uk

Certified courses available:	
PT101 Introduction to Pro Tools	£299.00
PT110 Pro Tools Production I	£449.00
PT201 Pro Tools Production II	£499.00
PT210M Music Production Techniques	£749.00
PT210P Post Production Techniques	£1,099.00
PT310M Advanced Music Production Techniques	Call us



 Avid Learning Partner Professional

Stephanie Ashley
Avid Certified Pro Tools Operator

The Pro Tools 201 and 210 courses offered fantastic in-depth information to enhance my workflow when using the software. The tutor, Martin, was enthusiastic and engaging throughout the course making the content not only beneficial, but fun at the same time.

Futureworks Music

Futureworks has the staff, courses and equipment to produce music professionally, and it doesn't stop there - we can also provide you with an outlet to promote and release new tracks.

Managed by our team of industry professionals, we can take you through the process of getting your music out there, even after you've finished studying with us.

The team has over 20 years' industry experience, covering live performance, artist & record label management and business support - they can give you the opportunity to experience the commercial world.

Ultimately, it's a platform for you to showcase your creative output and make a big statement out to the world!







School of Film, Television & Media

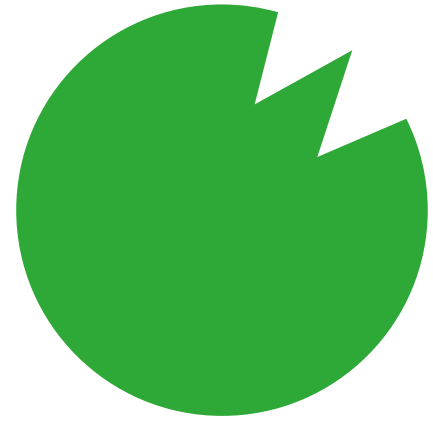
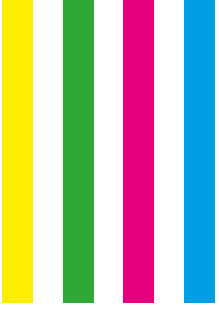
91% of graduates from the School of Film, Television & Media
achieve a 2:1 or higher

The School of Film, Television & Media offers a range of programmes designed to create a community of filmmakers consisting of writers, producers, directors, cinematographers, editors, visual effects artists and many more.

Richard Hellawell

Head of School

A talented writer, director and producer who ran his own production company for 15 years prior to joining us, Richard recently finished Futureworks' first feature film - Retribution - and is currently working on scripts for future projects.



Facilities

At Futureworks we have an impressive range of industry standard production facilities, from Motion Capture Suite and Chroma Studio to our dedicated colour-grading suite and render farm, enabling our students to work in a realistic and professional environment.

8,000 Square feet of creative studio space to play with. Our outstanding film studios situated in the heart of the northern media network at MediaCityUK.

Our students have access to comprehensive filming, editing and visual effects facilities, used in most professional productions today. The impressive library of professional media footage ranging from well known TV shows to feature films is perfect for preparing you for working in the media industry, whether it be on feature films, prime time television programmes or even innovative web series.

We also have purpose-built computer labs equipped with Avid Media Composer, Maya, Houdini, Nuke, Pro Tools and the Adobe Creative Suite in addition to specialist colour-grading suites and audio facilities. We have a dedicated film studio, located at MediaCityUK, complete with professional filming equipment used by filmmakers throughout the world, an impressive green screen facility, frequently used by industry professionals such as

the BBC and a motion capture suite so students can record actions of human actors, and use the information to animate digital characters.

We also work alongside the media industry to create live briefs and work with additional specialists giving our students the best possible learning experience. MediaCityUK is an international hub for filmmakers and home to the likes of the BBC, ITV, The Core, dock10, Flix, Nine Lives, True North and hundreds media and production businesses.

MediaCityUK is a vibrant, sustainable destination to work, live and play, whilst also being a focal point for nurturing talent and networking with the best in the business on a daily basis. Outside of Manchester, Futureworks has ongoing relationships with world renowned visual effects companies such as Framestore and Double Negative.



MediaCityUK

An international hub for filmmakers, and home to the likes of the BBC, ITV, The Core, dock10, Flix, Nine Lives, True North and hundreds of media and production businesses. MediaCityUK is a vibrant, sustainable destination to work, live and play, whilst also being a focal point for nurturing talent and networking with the best in the business on a daily basis.



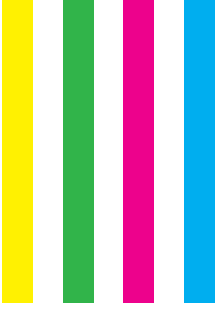
Futureworks Studios - MediaCityUK

Our purpose built film studios are situated in the heart of the northern media network at MediaCityUK, where the BBC, ITV and numerous independent production companies have major production facilities. With 8,000 square feet of creative studio space to play with, our students benefit from fully professional filming facilities including, set building space, green screen and Motion Capture Suite together with Mac and PC computer labs.

Our 64 square metre Motion Capture Suite includes the latest Opti Track optical motion capture system. This highly versatile set up is capable of recording two people simultaneously to create motion tracking data that is processed by a PC running OTIVE, which allows the data to be fed directly into Autodesk Motion Builder and Maya. These impressive facilities combine to create an industry standard motion capture studio. In addition, we have an impressive 12 metre by 4 metre green screen incorporating industry standard infinity curves for your most ambitious projects. You can also use this area to build small and large filming sets to enhance your filmmaking experience and work with actors to emulate independent filmmaking practices.

Futureworks Studios is a first class facility, packed with the latest hardware and software that will allow you to make the most of your education and training.





Student Achievement

Graduates from the School of Film, TV & Media have gone on to work at some of the biggest studios in the world, on blockbuster films and hit TV programmes.

4 Whilst studying at Futureworks I have been working as a VFX supervisor with the BBC on their CBBC show - '4 o'clock Club'. It was an awesome experience!

Oliver Bates

BA (Hons) Visual Effects
Graduate

My time at Futureworks was very enjoyable. It really fostered my interest in a career in visual effects, something that, beforehand, was more of a hobby really than a career path. Mostly for me it was a good opportunity to be creative in the projects I undertook, being involved in every little step from start to finish is something that I really enjoyed.

Daniel Hammond
Junior Paint &
Roto Artist, Framestore

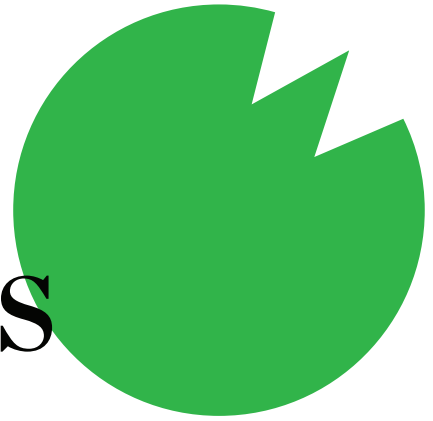


Sersha Lawrence

Junior 3D Artist,
Absolute Post

Futureworks provided me with all the skills and knowledge to create an industry recognised portfolio. This put me in a strong position when making applications, giving me great opportunities for the future.

BA (Hons) Visual Effects



3

Years
(Full Time)

W614

UCAS Code

Award Bachelor of Arts Honours Degree

Start Dates September

Fees £9,250 per year

Our Visual Effects programme is the ideal pathway to develop the professional knowledge and skills needed to work in industry or establish your own studio. Using industry standard tools, this course covers the seamless integration of photo real computer-generated characters, environments and assets.

In your first year you will develop the foundations of your programme of study, in terms of skills and knowledge. In the second year of your course, you will explore your own creative development and visual style, looking at possible career paths prior to your final year. In the final year of study, you will complete a professional portfolio of work focussing on the areas of personal and professional specialism in the field of visual effects.

As the programme develops your studies will advance to include group work mirroring practice within the industry. Upon graduation students achieve not only a recognised degree qualification, but are also equipped with a strong portfolio and showreel.

This degree specialises in the following key areas:

- Tracking & Matchmoving
- Rotoscoping, Masking & Keying
- Colour Correction & Colour Grading
- 3D Modelling & Sculpting
- Camera & Lighting for Visual Effects
- Motion Graphics & Video Editing
- Digital Set Extensions & Matte Paintings.
- Texturing, Lighting & Rendering.

Our unique programme of study has fostered the talents of aspiring VFX artists since 2012. Our talented alumni have moved on to work within some of the most renowned VFX houses in the industry. Our graduates are known within industry to be of a high level.

Year 1

- Introduction to Compositing
- History of Visual Effects
- Introduction to 3D Modelling
- Content Creation for VFX

Year 2

- Visual Effects Studio Project
- Contemporary Visual Effects
- Character Creation & Motion Capture for VFX
- Motion Graphics & UI Development

Year 3

- Professional Studio Project
- Professional Specialism
- Honours Project



This course is operated in Partnership with the University of Central Lancashire (UCLan).

Jack Smyth

BA (Hons) Visual Effects Graduate

How to Apply

Applications should be made via UCAS

www.ucas.com

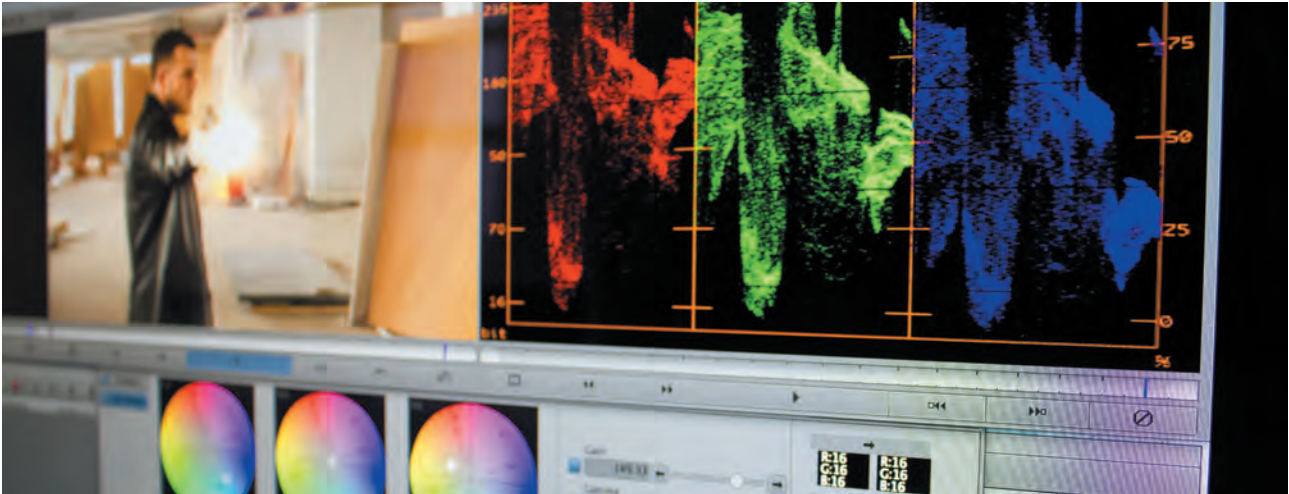
Prerequisites

104 UCAS Points

Additional prerequisites may apply (please see pages 80-81)

This course is so hands on you feel like you're working in the industry. I couldn't have asked for more.

BA (Hons) Post Production for Film & TV



3

Years
(Full Time)

P313

UCAS Code

Award Bachelor of Arts Honours Degree

Start Dates September

Fees £9,250 per year

This programme, developed in consultation with professional editors, is designed to equip students with the skills to succeed as post production specialists. Working with source materials from feature films and previously broadcast television footage as well as your own productions, you will practice professional workflows used by experts working in feature film and TV production today, giving you a perfect grounding for life in the post production industry.

Your studies will cover the key areas of postproduction, complimented by studies within the advanced areas of narrative and documentary editing, as well as short form editing such as music videos and commercials.

The first year introduces you to the building blocks of post production establishing a keen eye for detail and a critical mind. Year two is essential to establishing creativity and exploring your own creative development and visual style leading to

shaping your final year with a career focus. In the final year of study, you will be completing a professional portfolio of work, ready for distribution, and focussing on an area of specialism in the field of post production.

Upon graduation students achieve not only a recognised degree qualification but are also equipped with a strong portfolio and showreel. This degree programme specialises in the following key areas:

- Video Editing for Film
- Video Editing for Television
- Cameras, Lighting & Directing
- Audio Post Production
- Visual Effects
- Motion Graphics

Year 1

- Post Production 1
- Historical Contextual Studies
- Editing for Television 1
- Content Creation for Post Production



This course is operated in Partnership with the University of Central Lancashire (UCLan).

Mark Davis

4.3.2.1., Dr Who, Silk, Whitechapel, Peaky Blinders, Outnumbered, Sherlock

Year 2

- Post Production 2
- Contemporary Contextual Studies
- Editing for Television 2
- Audio Post Production 1
- Visual Effects

How to Apply

Applications should be made via UCAS

www.ucas.com

Year 3

- Post Production 3
- Audio Post Production 2
- Honours Project

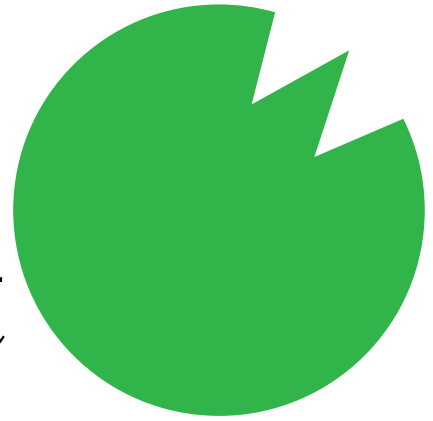
Prerequisites

104 UCAS Points

Additional prerequisites may apply (please see pages 80-81)

It's awesome to see what Futureworks have achieved in reinventing the film school. The post production degree is a great example of bridging the gap between real industry expertise and creative academic study. They actually have the tools, content and contacts to cultivate skilled editors with a future. Put simply, it's proper.

BA (Hons) Independent Filmmaking



3

Years
(Full Time)

F3M6

UCAS Code

Award Bachelor of Arts Honours Degree

Start Dates September

Fees £9,250 per year

Independent filmmaking is the future of the film industry in the UK. Independent filmmakers are known for their creativity, technical ability, problem solving and communication skills, alongside their capacity to create thought-provoking and exciting stories.

As a frontrunner in educating passionate and dedicated students in the art of filmmaking, we work with award winning professionals, industry standard equipment, and all the latest software to provide the opportunity for every student to achieve their creative potential.

This course, developed in consultation with industry professionals, is designed to equip individuals with the skills to succeed as independent filmmakers with the ability to create their own films in the rapidly growing media industry.

The first year introduces students to the building blocks of independent filmmaking, establishing the ability to collaborate with others to initiate their own ideas and vision. This is made possible through

excellent tutor support, small class sizes and an environment that nurtures original thought. Year two is essential to establishing narrative filmmaking with a film festival. In the final year of study, students complete a professional portfolio of work, where they have the opportunity to focus on a specialist field within independent filmmaking.

Upon graduation students achieve a recognised degree qualification and leave equipped with a strong portfolio of film productions and showreel. This degree specialises in the following key areas:

- Producing
- Directing
- Scriptwriting
- Cinematography
- Editing
- Film finance
- Distribution

Year 1

- Independent Production 1
- History of Independent Film Production
- Scriptwriting 1
- Editing for Independent Film



This course is operated in Partnership with the University of Central Lancashire (UCLan).

Mat Johns

Multi Award Winning Writer Director.

Year 2

- Independent Production 2
- Contemporary Independent Film Production
- Scriptwriting 2
- VFX for Independent Film
- Audio Production

How to Apply

Applications should be made via UCAS

www.ucas.com

Year 3

- Independent Production 3
- Scriptwriting 3
- Honours Project

Prerequisites

104 UCAS Points

Additional prerequisites may apply (please see pages 80-81)

Independent Filmmaking is the first course I have seen that really takes into account the way filmmakers in the UK work. It has looked at the industry and is replicating it for the benefit of the students. It's great that Futureworks runs a filmmaking course that is relevant and real.

TV & Film Production Diploma



2

Awards Futureworks Diploma | Avid Certification

Start Dates September

Years

(Part Time)

Fees £4,562.50 (Year 1)

£2,500.00 (Year 2)



Avid Learning Partner
Professional

From storyboarding to feature film distribution - and everything in between - if you want to spend your life behind the camera, this 2 year diploma covers everything you'll need to know.

Studying two evenings a week on the first year (7-10pm) you will gain a solid understanding of the production and post production processes used within film and television. It covers a wide spectrum of contemporary output, including short films, adverts, music videos, web series', corporate and television programmes and feature films.

Year 1 delivers the necessary skills, from storyboarding and scriptwriting, right through to working with professional equipment and industry standard software. You will develop your production skills while learning advanced processes such as directing actors, production skills, complex camera work, and sophisticated lighting techniques. The course also includes your official Avid certifications. You will find yourself working on real life industry briefs, working in collaboration with audio and visual effects students to produce finished content to the highest professional standards in our industry standard facilities.

In year 2 you will be allocated a mentor to work with throughout the year allowing you to build on your knowledge and create your own personal learning environment. You will work with your mentor to enhance your specialist area, such as

Futureworks has provided me with a solid foundation and the confidence to secure work on sets like No Offence, Victoria, Peaky Blinders and Journey End just to name a few. But more importantly, it gave me a chance to observe talented DOPs and Directors at work. People like Laurie Rose (High Rise, Free Fire, Journey's End), Stephan Pehrsson (Black Mirror, Inside Number 9), Tom Shankland (House of Cards, The Punisher) and Lucy Tcherniak (The End of the F***ing World).

Rico Bam
Futureworks Student

directing, writing, producing or more technical roles such as Director of Photography (DOP). During year 2 you will have full access to all of our excellent facilities and the ability to set your own timetable that suits you.

All teaching is done by experienced professionals who understand exactly what the industry demands from newcomers. Our tutors are all involved in commercial work outside of teaching and encourage you to get involved with real world projects too, so that you leave the course with a truly impressive portfolio. This course is highly regarded in the industry. It will give you the skills (required in both production and post production) and expertise needed to excel in a variety of industry roles.

Successful students have used this course as their first step to becoming directors, producers, editors, camera operators, lighting technicians, colourists, as well as independent filmmakers and production freelancers.

- Idea Generation
- Writing
- Pre-production
- Storyboarding
- Location Scouting
- Casting
- Directing
- Producing
- Fundamentals in Cinematography
- Advanced Camera Techniques
- Sound Fundamentals
- Set Building
- Working with Actors
- Shooting in Studio & on Location
- Editing
- Colour Correction
- Grading
- Distribution

How to Apply

To apply, simply download an application form at:
Futureworks.ac.uk/apply

And post to: Admissions Dept, Futureworks,
Riverside, New Bailey Street,
Manchester M3 5FS

Prerequisites: Basic computer literacy
(Mac OS or Windows) is required.

Avid Media Composer



95% Of all the shows nominated for an Oscar or an Emmy, 95% use Avid.

Our official Media Composer training opens the door to unmatched creative and career opportunities.

MC101 Media Composer Fundamentals I

Media Composer Fundamentals I (MC101) is the first step in achieving confidence, creativity, and efficiency with Avid Media Composer, the non-linear film/video editing application used in most movie and television productions.

£599.00

MC201 Media Composer Professional Editing I

Focused primarily on short-form workflows, Media Composer Professional Editing I (MC201) will take you to a new level of editing and provide you with the tips, tricks and in-depth knowledge to distinguish yourself as a true editing professional.

£699.00

MC110 Media Composer Fundamentals II

Media Composer Fundamentals II (MC110) is for video editors who understand the basics of the editing tools in Media Composer and are ready to move ahead and learn the fundamentals of creating effects within Avid Media Composer, the non-linear film/video editing application used in most movie and television productions.

£499.00

MC210 Media Composer Professional Editing II

When you take our Media Composer Professional Editing II (MC210) course you will continue your journey to a new level of editing with more tips, tricks and in-depth knowledge to distinguish yourself as a true editing professional.

£699.00



 Avid Learning Partner
Professional

Paul White

Admissions

The range of Avid courses we offer are recognised and respected in the industry. For this reason we implement them as a part of some of our Degree and Diploma programmes.

Digital Filmmaking with Final Cut Pro

Our digital filmmaking courses will introduce you to all the tools and advanced technology filmmakers use to create stunning cinematic short and feature films on very tight budgets. This intensive 5-day course will get you started on the path as an independent filmmaker.

Using the latest DSLR cameras and industry standard equipment you will be given the knowledge you need to get out there and make great looking films on even the smallest budget.

You will learn how to create professional results using lighting, framing and depth of field techniques including the skills required to shoot within a green screen environment ready for the post production stage.

The buzzword for digital cinema is filmic and we will show you how to achieve filmic images that will take your production to a new level. You will be supplied with a short film script so we can focus purely on the filmmaking by storyboarding your shots and quickly getting stuck into the production.

I gained a vast amount of knowledge over the 5 days, the tutors pitched it just right and were always happy to explain things in more detail.

Kathryn Aylett

Digital Filmmaking Student

Using an industry standard - Apple's Final Cut Pro - you will be given an introduction to editing your films; focussing on the important tools that you will need in order to cut your film together.

In conjunction with editing, we will delve into the colour correction and grading of your film to give it that cinematic quality. Adobe's After Effects program is used on most productions of this type and an introduction to this incredible tool will also be included within this course, you will learn how to add basic effects to your footage, create animated titles, and how to process green screen images.

The Final Stage will be the creation of your own DVD or High Definition file ready for the Web. If you are a budding film maker, but need help getting on the right track, this course is for you.

To find out more or request an application form call us now on **0161 214 4600** or email training@futureworks.ac.uk

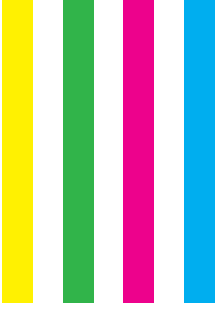
5 Day Course

Awards Futureworks Certificate of Completion

Start Dates This course takes place 4 times a year.
(Please call or see our website for the next available date.)

Fees £399.00





School of Art & Design

4 Our BA (Hons) Games Design students went on to win Dare to be Digital, receive a nomination for a BAFTA, and were awarded a £25k prize by Channel 4.

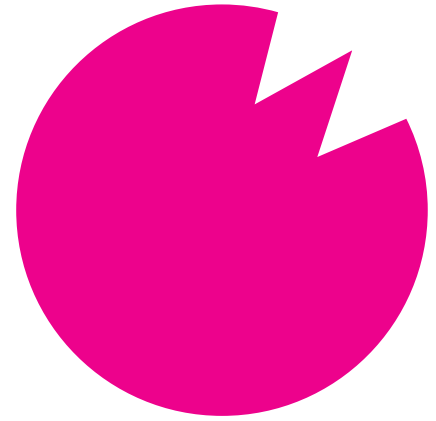
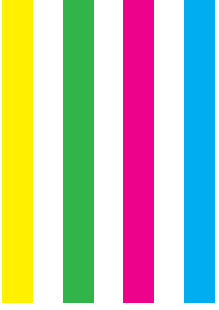
The School of Art and Design creates graduates who go on to work as games designers, level designers, 3D artists, 2D artists, 2D animators, 3D animators, storyboard artists or illustrators.

We have had graduates going on to work at large established games studios like Playground Games, Rockstar Games, Team 17, Traveller's Tales and Sumo Digital as well as independent studios such as Hello Games, White Paper Games and Prospect Games.

Ken Lau

Head of School

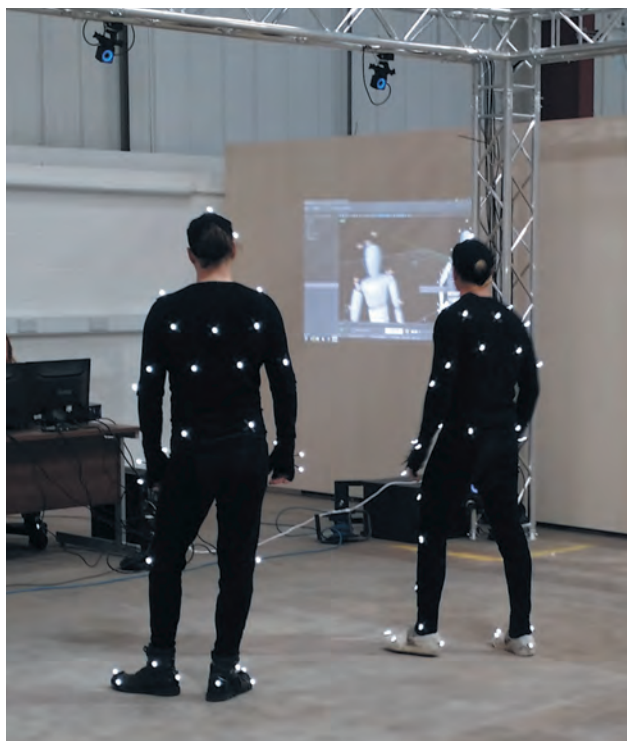
Ken is an experienced educator, 3D character artist and visualiser who joined Futureworks in 2011 from the games industry. He continues to create, working digitally and physically through 3D modelling, digital sculpture, clay sculpting and tool fabrication.



Facilities

Our art and design school boasts a unique combination of facilities to maximise your chance of academic and creative success. Whether you are a game art student, a trainee animator, or a budding games designer, we have created the ideal environment to help you hone your skills.

8 Our students get to work with a state-of-the-art 8 metre square Opti Track optical motion capture system.



We have specially built classrooms packed with the latest hardware running industry standard software, such as Autodesk Maya, MotionBuilder, Adobe Creative Suite, Pixologic ZBrush, Unreal Engine, Unity, Allegorithmic Substance, Toon Boom Harmony and Storyboard Pro.

Creative studios and drop-in facilities complete with individual workstations are available so you can continue to work on your projects day or night.

We even have our own motion capture studio and of course, access to students doing a host of other creative courses – so there's plenty of opportunity to collaborate with our audio and film students.

Our class sizes have been designed to be small, which means that our students get lots of time with our tutors.

Combine this with courses that teach contemporary industry practices, great facilities and enthusiastic tutors who have years of combined industry experience; it's no wonder our students produce such fantastic results.

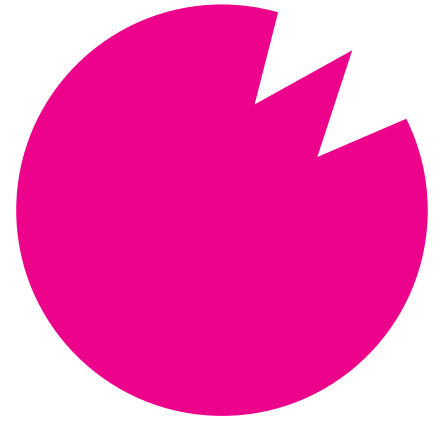
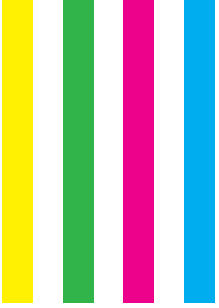
We offer aspiring artists, designers, animators and games developers the chance to create and release professional quality work and give you a real shot at making it in the industry.

Futureworks is at the cutting-edge of art, design, animation and game development and you can be a part of it!

Motion Capture

Our motion capture suite is advanced enough to record motion data for two people simultaneously - making the system extremely versatile.

The cameras are connected to a PC running MOTIVE, the industry-leading software that does all the hard work of processing the motion tracking data. MOTIVE is able to stream the data into straight into Autodesk MotionBuilder and can also work with Maya. This outstanding resource is located at our MediaCityUK facility - Futureworks Studios.



Student Achievement

Our students find work at some of the best studios in the world – places such as EA Games, Playground Games, Rockstar Games and Sony – and have won top awards and funding in competitions like Dare to be Digital and Tranzfuser.

2 I really enjoyed my time studying at Futureworks. I learnt a lot and found the tutors to be super friendly and helpful. I even managed to land my first industry job straight after graduating when displaying my work at the Futureworks degree show. I've now been working in the industry for over 4 years!

Celia Hogan

Artist, Rockstar Leeds

This job is pretty much my dream role, it's what I've wanted since I started my education at Futureworks and I owe my development as a designer to the teaching staff and facilities provided to me.

Futureworks has given me a strong skill set and good practical working knowledge of the industry and hopefully set me off on a long and illustrious career in the medium I love.

Jonathan Pickton
Technical Designer,
White Paper Games

To say that my time at Futureworks has helped me during my time at TT Fusion would be an understatement.

It was and still is great to find myself using the skills that I had developed during the course of my degree.

Matthew Burton
Junior Project
Coordinator, TT Fusion

Beau Lamb

Artist, Hello Games



Futureworks gave me the opportunity to learn multiple disciplines within games design, which gave me the skills I needed. The tutors at Futureworks really pushed me to my potential, which helped me land a job in the industry.

BA (Hons) Digital Animation with Illustration



Artwork by Lucy Geen-Moore

3

Years
(Full Time)

W216

UCAS Code

Award Bachelor of Arts Honours Degree

Start Dates September

Fees £9,250 per year

You are a creative storyteller with an obsessive passion for animation. You want to develop your technical skills and you love working with the latest technology. If you think this applies to you, then you should apply for this course.

This degree is an amalgamation of animation and illustration. When we created the course we spoke to our contacts in the industry and asked them what the course should cover. As well as both 2D and 3D animation, the industry wants people who can draw... and they seem to be in short supply.

For that reason, in the first year you will gain a solid grounding in illustration for animation. Using light boxes and rostrum cameras you will explore the traditional methods of animation, including the twelve principles of animation that have guided generations of animators. Creative thinking, storyboarding and story structure are all covered and within the first year you will put everything into practise with your own 30 second traditional animation.

In the second and third year, while continuing to develop your illustration skills, you will become proficient in 3D digital animation, covering all the essential skills, including modelling, texturing, rigging, lighting, animating and rendering to a professional standard.

You will also cover post production techniques including editing, layering, adding music and sound effects. The motion capture module will provide hands on experience of capturing, cleaning and using data captured using the motion capture system.

Your third year Honours Project will become the centrepiece of your portfolio and should reflect the area of animation or illustration in which you plan to specialise.

There is also a theory-strand that runs throughout the course covering the historical and contemporary aspects of the subject, culminating in a research project about the animation industry.

Year 1

- Fundamentals of 2D Animation
- Fundamentals of Illustration
- Pre-production
- Year 1 Animation Project
- History of Animation & Illustration

Year 2

- Fundamentals of 3D Animation
- 3D Modelling
- Post Production & Motion Graphics
- Year 2 Animation Project
- Contemporary Animation and Illustration
- Applied Illustration

Year 3

- Personal Portfolio Development
- Motion Capture
- Honours Project
- Year 3 Animation Project



This course is operated in Partnership with the University of Central Lancashire (UCLan).

Gemma Hanley

Animator, Red Frog Digital

How to Apply

Applications should be made via UCAS

www.ucas.com

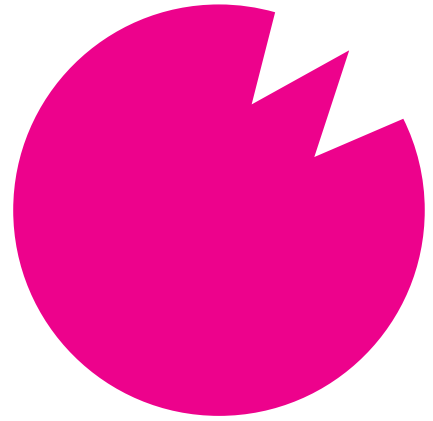
Prerequisites

104 UCAS Points

Additional prerequisites may apply (please see pages 80-81)

My university experience at Futureworks was great. The class sizes are small and the lectures provided by tutors are interesting and informative, you really feel like they are passionate about the subjects they teach. Getting to learn a mixture of 2D and 3D animation gave me the freedom to explore where in the industry I saw myself. Having a job in a smaller studio now means that I need to be flexible and understand various parts of the 3D pipeline which I feel Futureworks prepared me for well.

BA (Hons) Game Art



Artwork by Fredi Tarenömm

3

Years
(Full Time)

I620

UCAS Code

Award Bachelor of Arts Honours Degree

Start Dates September

Fees £9,250 per year

The games industry is a double-edged sword in that while there are many exciting and diverse opportunities, it is also highly competitive. To address this, Futureworks has developed a Game Art programme which will produce graduates who have an extraordinarily wide skill set, thereby making them valuable as employees of either large game developers, or smaller independent game studios – or even as talented and in-demand freelancers.

Following our experience working in the industry, we have identified a clear need for an undergraduate programme that merges traditional core art skills with 3D digital skills and also includes an understanding of other roles within the game development process.

We start by focusing on your existing traditional artistic abilities, covering areas such as life, still life and other observational art, including essentials such as proportion, anatomy and composition. This involves classes, projects, lectures and field trips

and helps you to develop these non-digital aspects of your creative work.

At the same time we start to bring your work into the digital arena, working with industry standard hardware and software. You will explore 3D digital art, environments, digital painting and game engines. You will also become competent in 3D modelling, learning the necessary skills including poly-modelling, UV unwrapping, rigging, lighting and digital sculpting.

There is also a theory-strand that runs through the programme which examines the historical, contemporary and future roles and influences of conceptual art.

By the time you reach your third year, you shall have a good idea of the role you wish to take within the games industry. You will work with your tutor to define projects that will make the most of the abilities you have developed, while keeping it focused on the career and specialisms that you hope to pursue.

Year 1

- Art Fundamentals
- 3D Modelling Fundamentals
- Historical Contextual Studies
- Visual Design 1

Year 2

- 3D Environment Art
- 3D Character Art
- Contemporary Contextual Studies
- Visual Design 2

Year 3

- Game Engine Project
- Honours Project
- Personal & Professional Development
- Visual Design 3



This course is operated in Partnership with the University of Central Lancashire (UCLan).

Richie Martin

Environment Artist, Playground Games

How to Apply

Applications should be made via UCAS

www.ucas.com

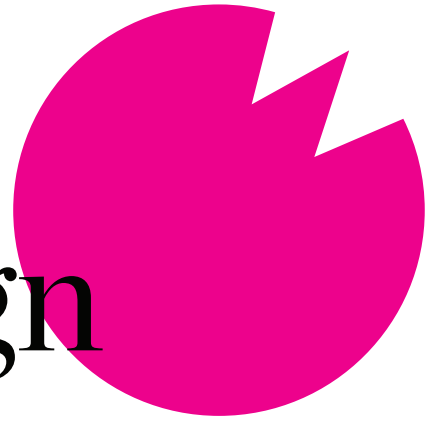
Prerequisites

104 UCAS Points

Additional prerequisites may apply (please see pages 80-81)

Futureworks gave me the skills, knowledge and connections that I needed in order to hit the ground running within the games industry.

BA (Hons) Games Design



Artwork by Connor Stanley

3

Years
(Full Time)

WG24

UCAS Code

Award Bachelor of Arts Honours Degree

Start Dates September

Fees £9,250 per year

Can you see yourself forging a successful career in games design, working on the latest blockbuster from Rockstar Games, Playground Games, Sumo Digital, Traveller's Tales or Team 17? That's what some of our previous graduates have achieved and this programme will prepare you for the journey into the games industry.

You will examine the principles and theory of game design, looking at systems, mechanics, level design and gameplay. You will be provided with hands on technical skills that will take you through the many stages from conception to building a playable prototype. You'll gain a comprehensive understanding of games design - from idea generation and narrative design, to programming and the use of game engines; such as Unity and Unreal Engine.

There are modules that take you through current industry art practices, this includes 3D modelling environments and props using Autodesk Maya, as well as Physics Based Rendering with Allegorithmic Substance Painter and Designer. We also examine the role of sound and music in games; teaching you how to implement sound in-engine. By the final year,

you will be ready to embark on your self-directed Honours Project which will focus on your chosen career path.

Many of our teaching staff are still very active in the games industry. They have experience of developing a variety of games; from AAA games to independent titles. What this means for you is that we have great connections in the industry - connections that you can use to start building your own professional network, before you've even graduated.

This course provides a fantastic springboard into the games industry, Level Designers, Prop and Asset Modellers, or even into Production Management roles. We're proud to say that past students are currently working throughout the industry, from major game companies to small independents. Futureworks students have formed teams to enter national competitions, such as Dare to be Digital and Tranzfuser. Successes include Astro Manatee, Cold Sun Studios and Torque Studios; all of whom won £25k in funding to make their games. Torque Studios went on to publish their game, Glitchrunners, through Steam and received a BAFTA nomination.

Year 1

- Contextual Studies
- Introduction to Games Design
- Creative Thinking
- Introduction to 3D Modelling

Year 2

- Visual Skills
- Games Specialism
- Games Development
- 3D Modelling

Year 3

- Games Proposal
- Honours Project



This course is operated in Partnership with the University of Central Lancashire (UCLan).

Niall Taylor

Member of Torque, BAFTA Nominated Dare to be Digital Award Winners

How to Apply

Applications should be made via UCAS

www.ucas.com

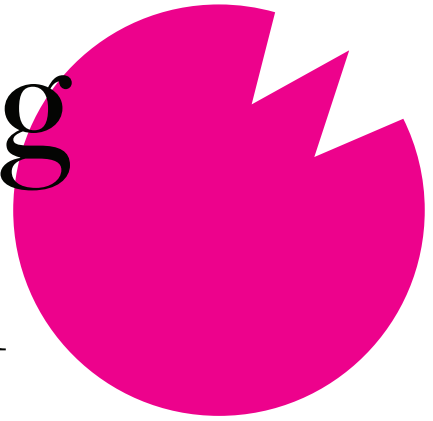
Prerequisites

104 UCAS Points

Additional prerequisites may apply (please see pages 80-81)

It was great to use everything I learned during my time at Futureworks on a challenge as massive as Dare to be Digital.

3D Modelling & Animation Diploma



Artwork by Neal Menhnick

1

Year Course

Awards Futureworks Diploma

Start Dates September

Fees £5,500.00

If you have a passion for 3D modelling and animation, then this course could give you the new skills to develop your existing career or help you take your first steps into a new career.

Using the same software and hardware that you can expect to use when you move into your first industry role, during the course you will produce highly finished, professional content that builds into a portfolio that will impress future employers.

Studying two evenings a week (7-10pm) you will learn how to model complex objects, using techniques such as unwrapping and texturing, while developing high quality 3D environments.

You will then populate these environments with original characters, bringing them to life with the latest animation techniques. It is a 42 week intensive course that will give you the opportunity to learn from a seasoned industry practitioner. The tutor on this course has a passion for animation and an enthusiasm for passing on their wealth of knowledge to a new generation of animators.

This diploma will give you the essential skills needed for a career in 3D modelling and animation, working within traditional 3D design areas such as television graphics, 3D Visualisation and visual effects. However, as 3D design becomes more prevalent across an ever widening spectrum of industries, the course will equip you with the transferable skills to take advantage of many opportunities within the creative sector.

The course covers:

- Modelling Complex Objects
- Photo-realistic Textures & Lighting
- Natural Systems & Simulations
- Introduction to Character Modelling
- Character Rigging
- Character Animation
- Rendering Essentials

How to Apply

To apply, simply download an application form at:
Futureworks.ac.uk/apply

And post to: Admissions Dept, Futureworks,
Riverside, New Bailey Street,
Manchester M3 5FS

Prerequisites: Basic computer literacy
(Mac OS or Windows) is required.

Foundation in Game Art



This one year foundation course, studying two evenings a week (6.30-9.30pm) is designed to introduce gamers and aspiring artists to the working methods of a professional artist in the games industry.

Being an artist is about saturating yourself with information from all sources, ultimately broadening your point of reference, analysing games, films, paintings, books and music that you love... before you get down to image creation.

This course pushes you to develop quickly, and become the artist you want to be. If you have commitment, artistic ability, passion and bags of enthusiasm for games, you will love this course. It is highly practical, and you spend your time focusing on creativity, workflow and delivery.

Course documentation and tutorials are provided on a weekly basis so you will build your own library of must-have information, including essential techniques in both 2D and 3D art using industry standard software like Maya and Photoshop.

You will develop the skills to enable you to create professional standard digital assets, while learning game specific work flows that run through the industry. The course is run by a highly experienced games artist who is still very active in the industry and who ensures that the course remains relevant in the ever-changing game world.

Over the duration of the course, you will be producing a number of game-ready assets and you will be taught industry techniques to create textures (by hand-painting or photo manipulation), low poly to high poly workflows as well as modular environment creation. By the end of the course, you will have a fantastic digital portfolio of game assets that will show any potential employers your skills and understanding of game art.

Alternatively, you can use the course as a springboard to apply for one of our game programmes. Successful completion of this foundation course guarantees an entrance interview at Futureworks.

How to Apply

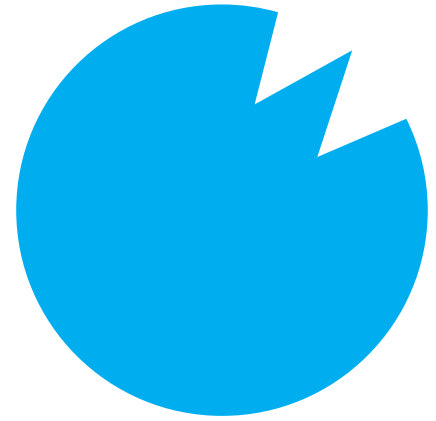
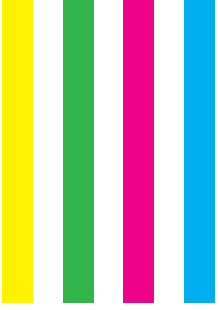
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And post to: Admissions Dept, Futureworks,
Riverside, New Bailey Street,
Manchester M3 5FS

Prerequisites: Basic computer literacy
(Mac OS or Windows) is required.

1
Year Course
Awards Futureworks
Certificate of Completion
Start Dates September
Fees £1,800.00





Student Services

Student Services are able to offer information, support, advice and guidance on a wide range of issues.

3rd You can visit Student Services on the 3rd Floor at our Riverside Campus. You can contact them on 0161 214 4610, via @FW_St_Services on twitter, or you can book a private appointment via the VLE messaging service 'MyFutureworks'.



At Futureworks, we understand that you may encounter difficulties within your personal lives whilst you are studying. Student Services offer support with regards to mental & physical health conditions, Specific Learning Difficulties, student welfare issues or if you just need an ear to listen if you are feeling homesick or need to talk through worries in a confidential space. We can also offer support on mental health issues with referrals to our counselling service.

We can direct you to the best place to go for additional support and can talk through your options with you whatever you are facing.

We are committed to removing any barriers which may prevent you from achieving your full potential. You do not have to declare your medical condition to us if you do not wish, but if you do choose to tell us, we'll do everything we can to ensure you are supported in your studies.

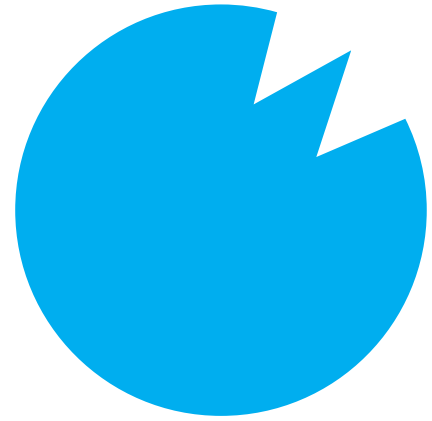
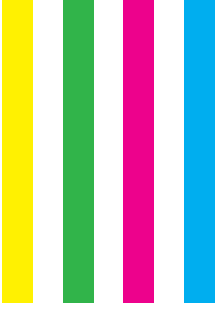
We can give you information on where to go for disability or study needs assessments as well as how to apply for additional support through the Disabled Students Allowance or alternative funding options.

We're here to help you make the most out of your Futureworks experience.

Kelly Deville

BA (Hons) Independent
Filmmaking student

I am ever so grateful for not only the financial help from Student Services when times have been tough, but more so for having people to listen, this has made such a positive impact to my overall university experience.



Admissions

Our Admissions department is here to help when you are considering applying for one of our courses, would like to begin the application process or need an update on how it's progressing.

We also co-ordinate the Welcome Week which includes your enrolment and induction events, so we can tell you all you need to know about what to bring with you when you begin studying with us.

As part of your application to study at Futureworks, you'll need to think about how you'll be funding your course. We can offer advice on financing your studies, including working through all of the various forms of funding. We are also able to offer flexible payment plan options and help you with your Student Finance application.

If you've seen a course that you like and would like to submit an application, or for more information, please email admissions@futureworks.ac.uk or call us on 0161 214 4602.



Support

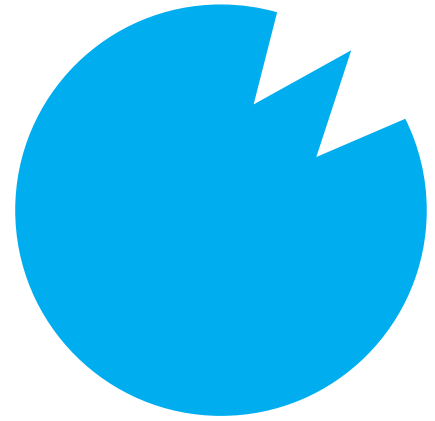
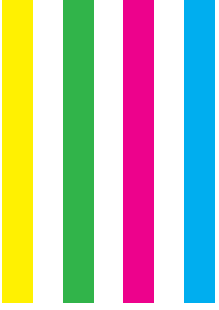
Our staff are always available to help you on all the practicalities of student life.

From helping you through the application process to advice about graduation and careers, we can guide you through all the paperwork and decisions you may face. From start to finish, we are here to help you make the most of your Futureworks experience.

Our aim is to provide as much assistance as we can, so that you can concentrate on the important things, like studying and having a great time.

For some, it might be the first time you are living away from home and this can present unexpected problems. Don't worry - we'll be there to help.





Terms & Conditions

Course Applications

Admissions requirements, course content and delivery can be subject to change to enable Futureworks to deliver a better quality of educational experience.

Applicants are encouraged to check information on our website from time to time, particularly before submitting any application for their academic year of study.

Complaints Procedure

For degree courses, Futureworks operates a robust three-stage complaints procedure which incorporates both the University of Central Lancashire and the Office of the Independent Adjudicator. The Complaints Procedure is intended to provide an accessible, fair and straightforward system which ensures an effective, prompt and appropriate response. The full procedure can be found at futureworks.ac.uk

Use of Unfair Means

'Unfair means' includes copying the work of others (plagiarism) and passing it off as your own, and other forms of cheating in assessments. The use of unfair means is taken very seriously by Futureworks, and if you are suspected of using unfair means, you could be subject to disciplinary action under the Futureworks disciplinary procedure which may jeopardise your status as a student.

Attendance Policy

Students on degree courses at Futureworks are required to attend lessons according to the course timetable. If your attendance drops below an acceptable level then Futureworks may take steps to withdraw you from the course. The full attendance policy can be found at futureworks.ac.uk

The Student Contract

As a provider of Higher Education, our commitment to you is important and we therefore need regulations, policies and codes of conduct, which are designed to protect and maintain both academic quality and your rights and responsibilities as Futureworks students.

You need to be aware of their existence and their relevance to you and your studies. Alongside this, you may also have other separate arrangements with external organisations, such as the Student Loans Company, which you will need to ensure that you fully understand.

UCLan's academic regulations ensure that all degree students are treated in a fair way - from the moment you are accepted on to a course, through to assessments and the qualification that you are awarded.

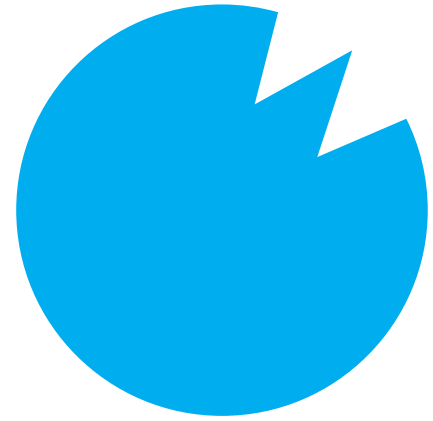
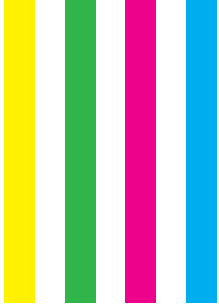
You can find out more about UCLan's general policy documents, which together form the student contract, the basis of the contractual relationship between you, Futureworks and the University at futureworks.ac.uk

Your Right to Cancel

You have the right to cancel and withdraw within 14 days from the date your contract with Futureworks is entered into (the day the you accepted our offer of a place on the course). To cancel your application, complete the form (available at futureworks.ac.uk) and return it to: Admissions, Futureworks, Riverside, Manchester, M3 5FS

Tutor Contact Time

As a guide, on our degree courses, 20 credits typically represents around 52 hours of tutor contact time and 148 hours of self-study time (usually over the course of a semester). These numbers may increase or decrease depending on the nature, length and level of the module, especially towards the end of the course.



Finance

Tuition Fees for 2019/20

Degree courses are eligible for funding via a loan from the Student Loans Company (SLC), and students can apply for a loan for each year of study.

Tuition Fees for the 2019/20 academic year are set at £9,250.

You can find out more about UCLan's general policy documents, which together form the student contract, the basis of the contractual relationship between you, Futureworks and the University at **futureworks.ac.uk**

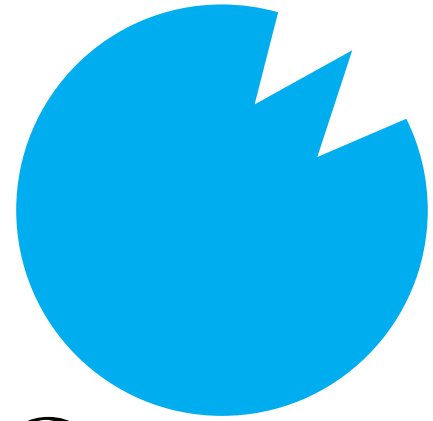
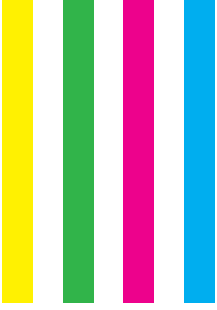
The level of tuition fees for your course will be set and published before the start of the application process. The only increase in fees for second and subsequent years of a course will typically be limited to increases in inflation based on the Retail Price Index.

Students are expected to pay their tuition fees (whether via a student loan and/or direct payment) on-time and in accordance with their Finance Agreement. If you fail to make payments according to the agreed schedule you may be suspended from your course until any outstanding fees are paid.

Students are liable for 25% of the course fees when they enrol in Term 1 (and stay after the 2 week change of mind period). If students attend in Term 2 they are liable for 50% of the course fees, and 100% if they attend in Term 3.

Students will have a 2 week period at the beginning of the course where they will not be liable for fees if they withdraw from the course. If a degree student needs to retake any modules part-time, additional tuition fees may apply.





Still Unsure?

We understand that there is a lot for you to think about and that there are many important decisions you need to make.

We are here to help you with any worries or questions you may have, and you are more than welcome to visit Futureworks and see for yourself at one of our regular Open Days.

For more information about any of our courses, to arrange a visit or to find out when our next Open Day is taking place:

Call us on 0161 214 4600

Or email us at info@futureworks.ac.uk

We look forward to seeing you soon.

Please note: All prices correct at time of publishing.

Designed by: Lake | 0161 926 9898 | studio@lakemail.co.uk | www.lakedesign.co.uk

Photography on pages: 19, 36 & 83 by @ElliottxIngham

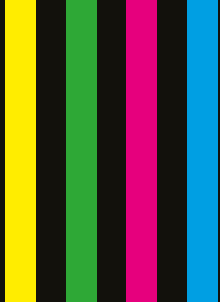


Autodesk



Microsoft





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