

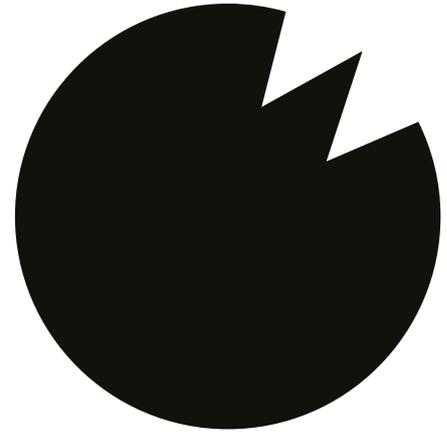
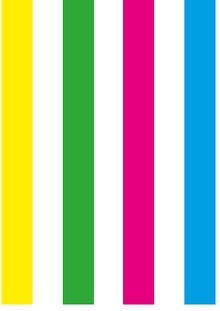
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2021 | 22



# Contents

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.

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

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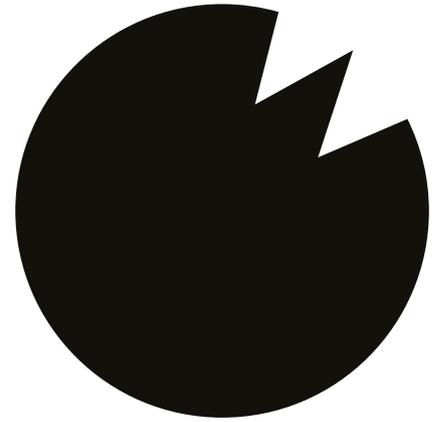
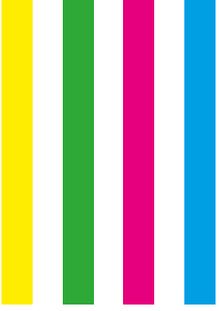
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# Why Futureworks?

In a word, success.

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**83%** of Futurework's 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 are 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.

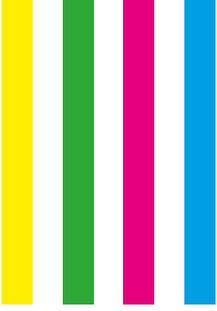
It can be an intensive and challenging experience, but the rewards more than make up for it.

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.



The higher education provider Futureworks delivers high quality teaching, learning and outcomes for its students. It consistently exceeds rigorous national quality requirements for UK higher education.



# Our Mission, Vision & Values

Futureworks is a successful specialist provider of higher education for the creative industries. It has secured a reputation for the quality and standards achieved by its programmes, its graduates and its staff, and its profile with the creative sectors in Manchester and the UK.

Strengthened by an extended Board of Directors, it has ambitions to develop and mature as a provider, to grow its provision, and to secure independence as a Degree-Awarding Body.

Our **Mission** is to provide top quality vocational education which will lead to sustainable employment and entrepreneurship.

Our **Vision** is to be recognised as a leading UK higher education provider for the global creative industries.

Guided by the following **Values**, we strive to exceed the expectations of our students, staff and the creative community as a whole:

- Excellence
- Creativity
- Integrity
- Academic freedom
- Entrepreneurship
- Collaboration
- Transparency
- Equality and diversity



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

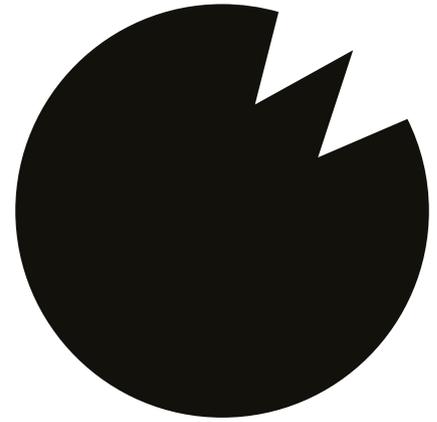
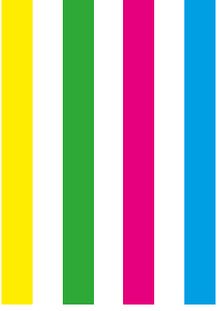
represent the whole student body. We also solicit student feedback via annual surveys, such as the Module Evaluation Questionnaires, Student Experience Survey, National Student Survey, etc. and via more informal mechanisms, including discussions with personal tutors.

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



You get much  
more than a degree  
at Futureworks

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## Contact

Smaller class sizes mean we know who you are. The time we invest in you as groups and individuals sets us apart.

## Community

The Futureworks creative community is a growing network of friends, contacts and connections. It's the driving force behind some of the most successful work produced inside and outside of the course.

## Support

We take a personal approach to supporting you on your journey from application to graduation. Help is at hand to guide you through the tougher times, academic, technical, or personal.

## Experience

We're at the heart of Manchester, a city famous for culture and creative opportunity. It's the backdrop for your work and life at Futureworks.

## Employability

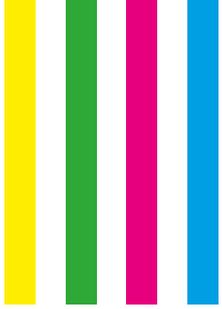
Industry active tutors and our network of employers shape what you learn and the work you do.

## Facilities

The range and level of facilities makes us stand out from the crowd. Our recording studios, 8,000sqft filming space and Art & Design labs are the backbone of the courses and the work you create.

## More...

Certified short courses, special interest workshops and masterclasses, guests, industry and graduate panels take you above and beyond simply studying for a qualification.



# Out & About...

Manchester has a huge student population (over 85,000!) so there is no shortage of things to do and places to go. Many businesses offer a student discount and there are deals, events, experiences and nights out specifically catering for students.

## MUSIC

Manchester has earned the nickname of the 'music capital of the UK', and with its thriving music scene, it really is an inspirational place to study - especially if you are enrolled on one of our audio courses! Home to the largest indoor arena in Europe, The Warehouse Project, Park Life Festival and a myriad of live music venues - Manchester has produced, and plays host to, many of the biggest and best bands in the world.

## MEDIA

Manchester and its neighbouring city, Salford, are home to Media City; a hub of events and creative activity. It is also home to both ITV and the BBC and some of the most creative production and post-production houses in the UK, creating opportunities for some outstanding media links and making it an even better place to study one of our Film or Visual Effects courses.

## ARTS

There are many galleries and museums in Manchester exploring different walks of life and cultures, including MOSI, People's History Museum and Manchester Museum. The city has a vibrant, colourful and lively community of artists of all media, including numerous indie game studios. If you are enrolled on one of our games courses, gamer events such SuperByte, Manchester Comic Con and Play Expo should help to inspire you!

## SPORTS

Home to two of the biggest football clubs in the world and the National Football museum, Manchester is a football lover's dream. Manchester Aquatics Centre is located in the heart of the city and Old Trafford cricket ground plays host to many world class cricket matches. For keen cyclists, Manchester Velodrome is easily accessible, with the National Indoor BMX Arena right next door.

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**I**st 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.

# in Manchester

## NIGHTLIFE

Manchester has an infamous reputation for an energetic and vibrant nightlife and has a huge range of bars, clubs and places to socialise. There are student nights, cocktail bars, karaoke lounges, catering for all styles and tastes. From Fab Cafe's science-fiction themed bar, to Matt and Phred's Jazz Club, there is somewhere for everyone. Traditionally, students head for Oxford Road which is home to a variety of student pubs, clubs and venues, but both the Northern Quarter and Canal Street are also worth visiting for a great night out. Comedy fans can also try out the Comedy Store on Deansgate Locks or the Frog and Bucket comedy club in the Northern Quarter.

There are two main cinema chains in the city, an independent arts venue and we also have great quality theatres showing a wide variety of productions.

## SHOPPING

No matter what your style, Manchester has hundreds of shops for you to browse. These can be found in the vintage boutiques in the Northern Quarter and Afflecks Palace, world renowned designer shops on King Street, high street chains on Market Street and the two large shopping complexes - the Arndale Centre and Trafford Centre. Many shops offer a discount for students too, just ask!

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

Due to the large student population in Manchester, there is plenty of accommodation aimed at the student market.

Whether you are looking for shared housing or purpose built student apartments, we work in partnership with a number of companies to get you the best deals. We can discuss the areas you may be considering, let you know what our other students look for in accommodation and give advice on which companies we have a relationship with.

You can also meet with various student accommodation providers at our Open Days throughout the year.



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# 350,000

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



# Equality, Diversity & Inclusion



At Futureworks we endeavour to create a warm and friendly learning environment that welcomes, and is accepting of, students of all backgrounds and capabilities and we are committed to developing and maintaining a community in which everyone is treated fairly.

Promotion of diversity in our student culture is an important part of our ethos; we consider a rich and diverse student body a privilege and benefit to the learning environment of our organisation.

As a small specialist institution we have a institutional approach in supporting the whole student life-cycle. We endeavour to provide all applicants with a fair admissions process which admits students on merit and potential, irrespective of their background.



With our programme of widening participation activities and events such as skills workshops, talks and awareness events and presentations, we hope to encourage underrepresented groups to consider higher education training in the creative industries.

The schools and colleges programme is comprised of a series of tailor-made workshops run by our tutors, alumni and current students, with the aim of enhancing school and college curricula. By collaborating with local community groups and building partnerships with the Manchester community and wider society, we aim to understand the needs of underrepresented groups.

A recent survey of how our students feel about Futureworks and diversity found that 86% agreed or strongly agreed that Futureworks takes equality and diversity seriously. Through the Student Experience Survey our students have consistently expressed that they are extremely satisfied with the experience of being a student at Futureworks.

If you are interested in our Access & Participation Strategy read more at [futureworks.ac.uk/access-and-participation/](https://futureworks.ac.uk/access-and-participation/)

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**“Futureworks is committed in its pursuit of academic excellence to equality of opportunity and to a proactive and inclusive approach to equality. We aim to foster a culture which supports and encourages all under-represented groups, promotes inclusion, and values diversity.”**

# 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 believe that our students should be “agents for change”, that is, changes and improvements should be made with the inclusion of our students.

We ask students what they think, using a variety of methods; there are Module Evaluation Questionnaires, the annual Student Experience Survey, our anonymous Suggestion Box, School Committees, student focus groups and a range of more informal feedback sessions.

Under our Students as Partners structure, each course elects a Student Representative, every School has a Lead Student Partner and the student body as a whole elects Principal and Vice-Principal Student Partners. The students sit on the Student Partner Committee which meets regularly to discuss issues of importance to students and arrange for them to be represented and actioned at institutional-wide meetings.

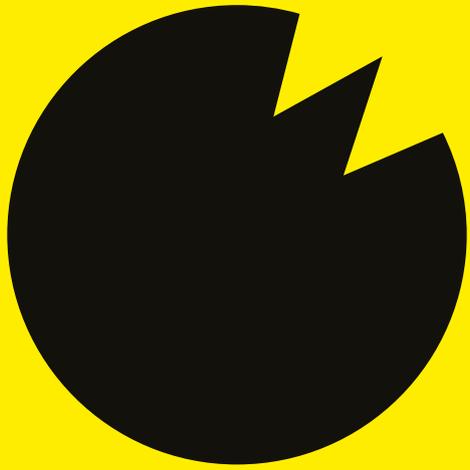
A number of improvements have been made to Futureworks as a result of the work of the Student Partner Committee, such as providing free sanitary products, increasing the number of student societies, student-led activities and events, and improving Student Partner training.

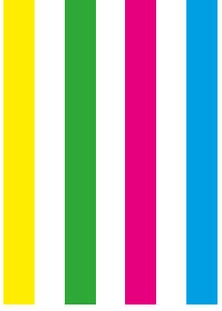


**Jasmine Streatfield**

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

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91% of students are satisfied with the teaching on their course.

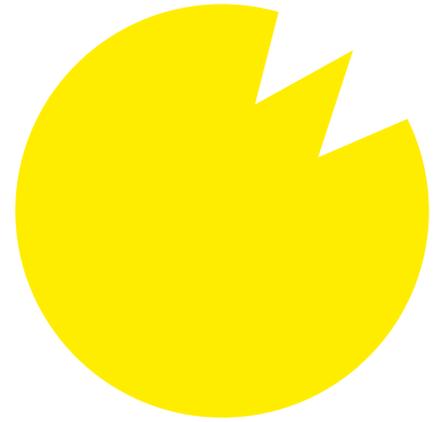
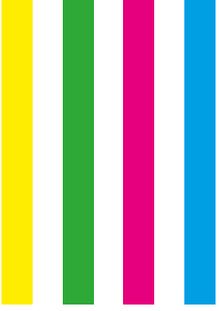
The School of Sound & Music Production creates, composes, produces, mixes and masters music. It records, designs, edits, manipulates and implements sound into films, games and interactive media.

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.

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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 professional 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.

If you like your equipment lists, 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 have shaped the way great records, TV and movies sound.

Neve VRL 60 Channel Mixing Console

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Dynaudio M3 Main Monitor Speakers

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Digidesign RM1 Near Field Monitor Speakers

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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

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Urei 1176 FET Compressor

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FW Custom 1176 Compressor x2

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TL-Audio C1 Dual Valve Compressor

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FW Custom LA-2A Compressor

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FW Custom 2254C Stereo Compressor

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FW Custom Zener Stereo Compressor

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Emperical Labs EL8-X Distressor

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Audio & Design Vocal Stressor

---

AMS RMX16 Digital Reverb

---

Lexicon 224XL Digital Reverb

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Tubetech PE1C Valve EQ x2

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## The Neve VR Studio

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SSL AWS 900+ Mixing Console

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Barefoot MM27 Monitor Speakers

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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

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TL-Audio Stereo Valve EQ

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FW Custom ezP-1A Program EQ

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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

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## 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

ATC SCM50A SL Pro 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

Kii Three Monitor Speakers

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 430 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.

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 just a room filled with boxes and cables, it's the product of consultation, market analysis and experience, resulting in an up to date creative space - a space designed to challenge and encourage student 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

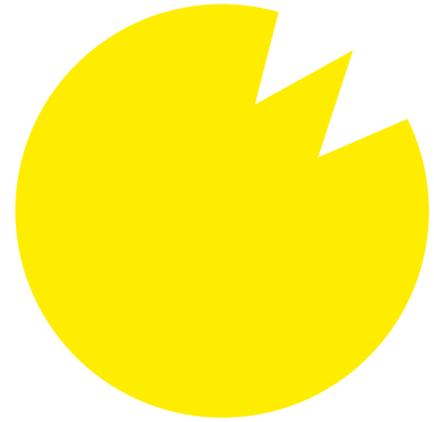
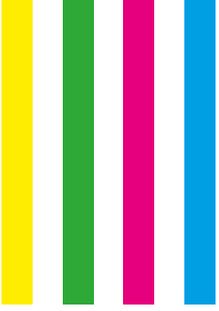
Fender



nord

SENNHEISER

YAMAHA



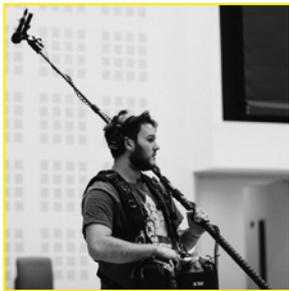
# Student Achievement

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

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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



# A Big Noise at the Oscars

Since graduating from Futureworks' School of Sound & Music Production in 2012, Joe Nattrass has carved out an enviable career working in the sound departments of an impressive range of film projects.

In 2018, he was working on the multi-award-winning Queen biopic, *Bohemian Rhapsody*. The film has been awarded four Oscars, including two for the sound department and has also picked up two Golden Globes and two BAFTAs (including one for best sound).

Joe also worked on the Steve Coogan and John C. Reilly film, *Stan & Ollie* which was nominated for three Baftas and was part of the sound department on J.J.Abrams' *Overlord* and *Maleficent: Mistress of Evil*.

However, Joe is no stranger to blockbuster film sets, having previously worked on *Jurassic World*, *Paddington 2* and *Journeyman*. In addition, he has been part of the TV crews for *Fleabag* and *Hunderby*, and many, many others besides.

You can see more of Joe's projects by visiting his site [www.earnourishment.com](http://www.earnourishment.com)

# BSc (Hons) Audio Engineering & Production



3

Years  
(Full Time)

J9W3

UCAS Code

Award Bachelor of Science Honours Degree

Start Date 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 is due 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 and with the commitment and drive to succeed, BSc (Hons) Audio Engineering & Production 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).

### Emma Breckill

BSc (Hons) Audio Engineering & Production Student

### How to Apply

Applications should be made via UCAS

[www.ucas.com](http://www.ucas.com)

Prerequisites

**104 UCAS Points**

Additional prerequisites may apply (see website for details)

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 Date 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](http://www.ucas.com)

Prerequisites

**104 UCAS Points**

Additional prerequisites may apply (see website for details)

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 Date 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).

### Tom Bennett

BSc (Hons) Game & Interactive Audio Student

### How to Apply

Applications should be made via UCAS

[www.ucas.com](http://www.ucas.com)

Prerequisites

**104 UCAS Points**

Additional prerequisites may apply (see website for details)

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 Date September

Fees £4,562.50 per year

(Interest free monthly payments available – get in touch for details)



Avid Learning Partner  
Professional

This 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 have told us that 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

The online application form can be found at: [futureworks.ac.uk/apply](http://futureworks.ac.uk/apply)

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

# FUTUREWORKS MUSIC

Futureworks boasts the industry relevant courses, expert staff and cutting edge equipment to enable you to produce music professionally, and it doesn't stop there; we also provide you with a commercial platform to promote and release new tracks.

Over the last decade our 'in-house' multi-genre record label Futureworks Music (FWMusic) has streamed over three hundred recordings into over 50 countries worldwide via Spotify, Apple Music, Deezer and all other established DSPs via industry leading distributor Label-Worx. Led by Pete Jenkinson, FWMusic is part of the Futureworks media family supplying music, not only for its School of Sound & Music Production degrees, but also the Games, TV, Film & Media programmes.

The label will take you through the legal, production & promotional process of releasing your music so that you can build a creative portfolio to present to labels, publishers, PROs and prospective employers.

We're proud to say that our staff, students and graduates engage with FWMusic as a platform to showcase their creative output and announce themselves, and their work to the world!

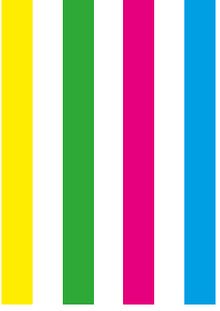


## Pete Jenkinson

Futureworks Music

Pete has worked in music, film and education for over 30 years as a record label director, film producer and dance club promoter on a range of internationally acclaimed brands such as Paper Recordings, Northern Disco Lights, Robodisco and Hard Times.





# School of Film, Television & Media

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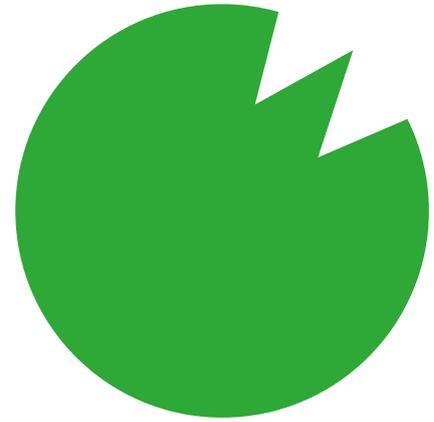
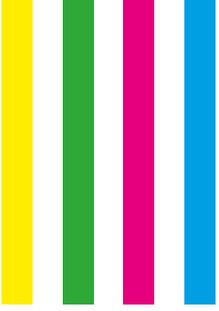
**90%** of students said they had the right opportunities to work with other students on their course.

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 Hellowell**

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.

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**8,000** Square feet of creative studio space to play with. Our outstanding film studios are 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 enabling students to record human actions, 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. Outside Manchester, Futureworks has ongoing relationships with world renowned visual effects companies such as Framestore and Double Negative.



## MediaCityUK

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 of media and production businesses. It 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.



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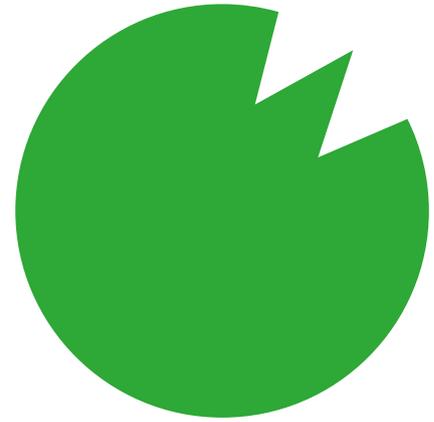
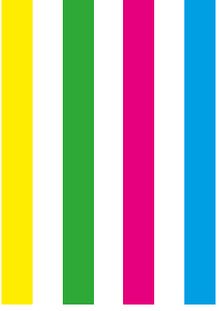
## Futureworks Studios - MediaCityUK

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 PC computer labs.

Our 36 square metre Motion Capture Suite includes the latest OptiTrack optical motion capture system. This highly versatile set up is capable of recording three people simultaneously to create motion tracking data that is processed by a PC running Motive, 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.

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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



# Eaten by Lions

British comedy film *Eaten By Lions* has received rave reviews with critics like *The Guardian's* Peter Bradshaw claiming it is "this week's unexpected treat" and "a thoroughly likeable feelgood film", which is obviously great news for Futureworks' Alumni Andrew McKee who was the film's editor (along with Futureworks' graduates Enos Desjardins, Sound Designer and Sarah Strachan, Digital Imaging Technician).

*Eaten by Lions* is a comedy about teenager Omar who travels to Blackpool in search of his father, helped by his half-brother Pete. This is an engaging seaside trip with its heart in the right place.

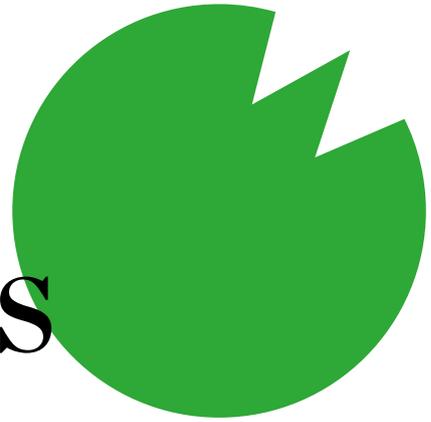
It follows Andrew's previous two feature films, *Is This Now* and *In Another Life*, the latter picking up the award for Best UK Feature Film at the Raindance Festival in 2017.

Andrew did not take the usual route to becoming a feature film editor by starting at the bottom and slowly working his way up. Instead, while still at Futureworks, he would offer to edit virtually anything he could get hold of.

This saw him editing a range of low budget shorts, taking additional jobs such as colourist because there was simply no one else on the crew to do the job. He also edited music videos and corporate films on the way. Eventually, one of the producers he had worked with on a short went on to shoot a feature film and decided to use Andrew as the film's editor.

Andrew is now in the enviable position of working in his chosen areas - narrative films and scripted TV. He recently edited episodes of *Creeped Out* (CBBC) and a sci-fi feature starring Rachel Shelly and Heida Reed called *Blank*. Currently he is cutting a four-part original drama for Channel 5.

# BA (Hons) Visual Effects



3

Years  
(Full Time)

W614

UCAS Code

Award Bachelor of Arts Honours Degree

Start Date 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 the 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](http://www.ucas.com)

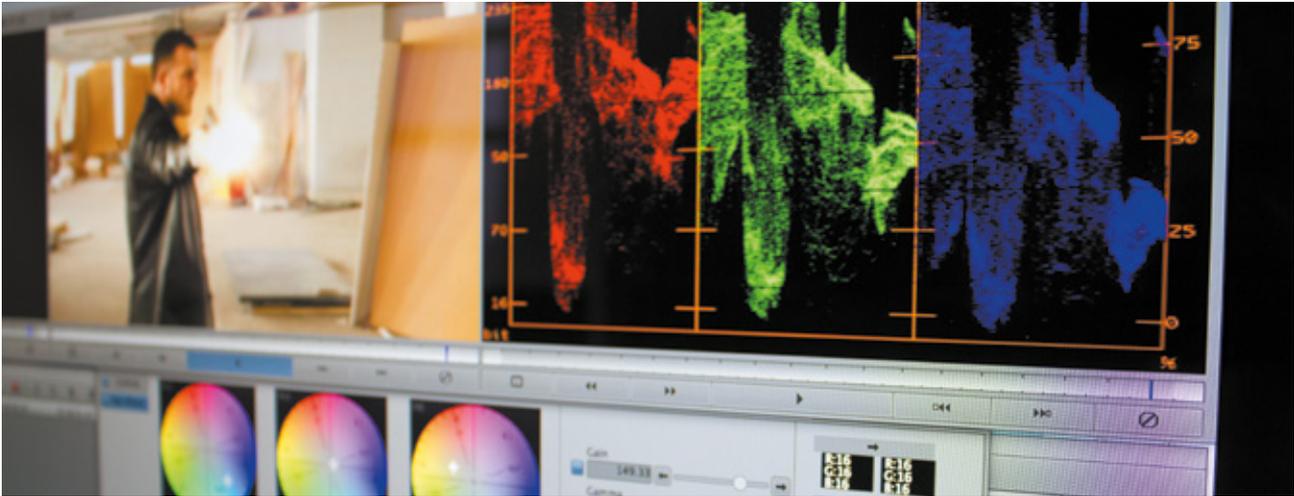
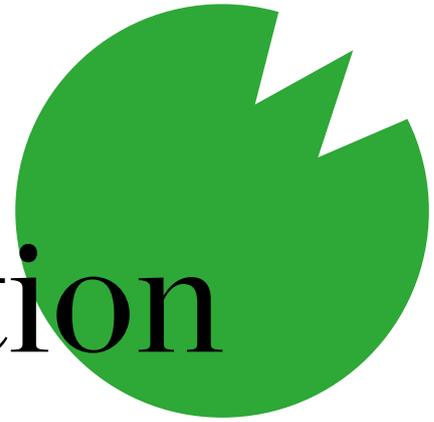
Prerequisites

**104 UCAS Points**

Additional prerequisites may apply (see website for details)

**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 Date 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 post production, 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

### Year 2

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

### Year 3

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



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

### How to Apply

Applications should be made via UCAS

[www.ucas.com](http://www.ucas.com)

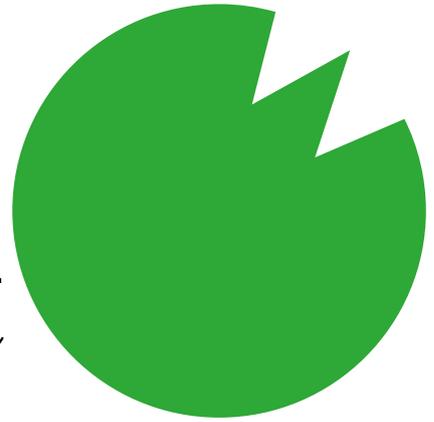
Prerequisites

**104 UCAS Points**

Additional prerequisites may apply (see website for details)

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 Date 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 for a film festival. In the final year of study, students complete a professional portfolio of work, in which 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 a 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

### Year 2

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

### Year 3

- Independent Production 3
- Scriptwriting 3
- Honours Project



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

### Mat Johns

Multi Award Winning Writer Director.

### How to Apply

Applications should be made via UCAS

[www.ucas.com](http://www.ucas.com)

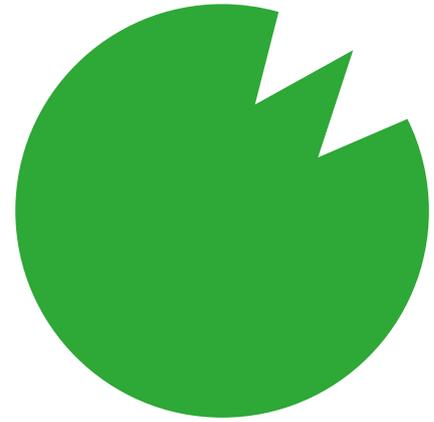
Prerequisites

**104 UCAS Points**

Additional prerequisites may apply (see website for details)

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 Date September

Fees £4,562.50 (Year 1) - £2,500.00 (Year 2)

(Interest free monthly payments available – get in touch for details)

Years  
(Part Time)



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 primarily work on your major project building on your knowledge to create your own personal learning environment. In the first semester you will work with the tutors on advanced production techniques that relate to your

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

major project. In semester 2 you will be mentored in your specialist area, such as directing, writing, producing or more technical roles such as director of photography (DOP).

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 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 and 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

The online application form can be found at: [futureworks.ac.uk/apply](http://futureworks.ac.uk/apply)

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

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

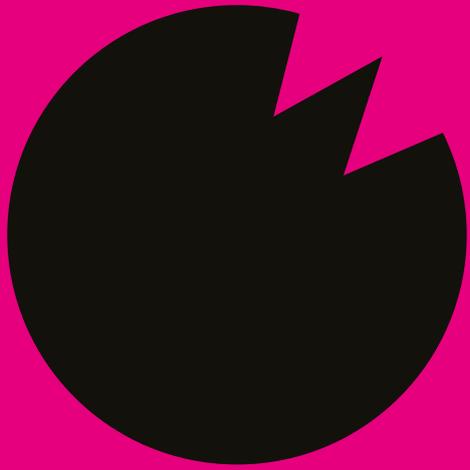
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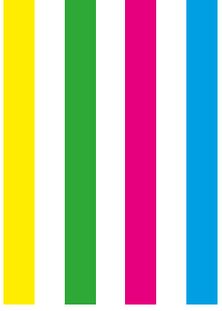


Futureworks provided me with all the skills and knowledge required to create an industry recognised portfolio. This put me in a strong position when making applications, giving me great opportunities for the future.

**Sersha Lawrence**

Junior 3D Artist,  
Absolute Post





# School of Art & Design

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**3/4** graduates are in work (or further study)  
within 6 months of completing their course

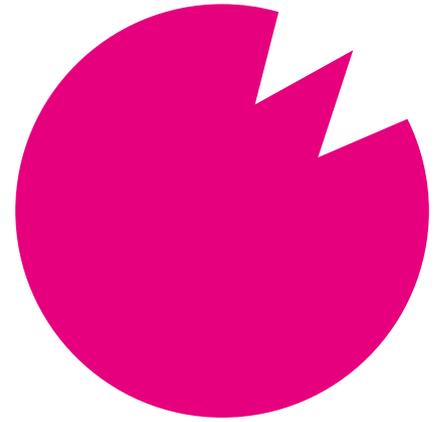
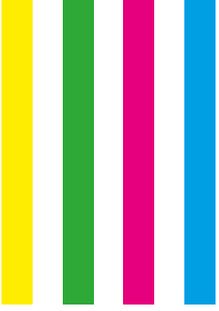
The School of Art and Design creates graduates who go on to work as games designers, level designers, 3D artists, 2D artists, 2D animators, 3D animators, storyboard artists or illustrators.

We have had graduates going to work at large established studios like Playground Games, Rockstar Games, Supermassive Games, Ubisoft, Lego, Team 17, Traveller's Tales, Sumo Digital and MPC as well as independent studios such as Hello Games, White Paper Games and Fuzzy Duck.

*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.

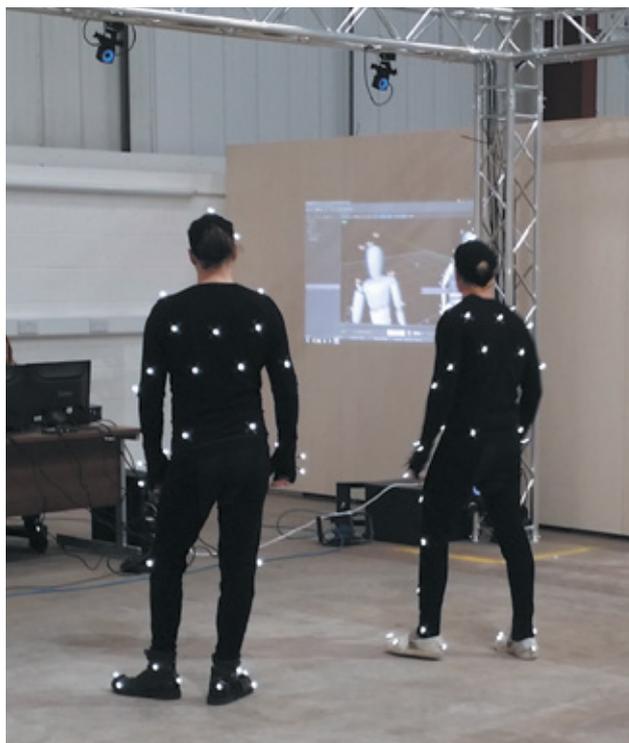


# Facilities

Our art and design school boasts a unique combination of facilities to maximise your chance of academic and creative success. Whether you're studying game art, games design or digital animation with illustration, we have created the ideal environment to help you hone your skills.

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6 Our students get to work with a state-of-the-art 6 metre square OptiTrack 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, Substance Painter and Designer, TV Paint and Toon Boom 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.

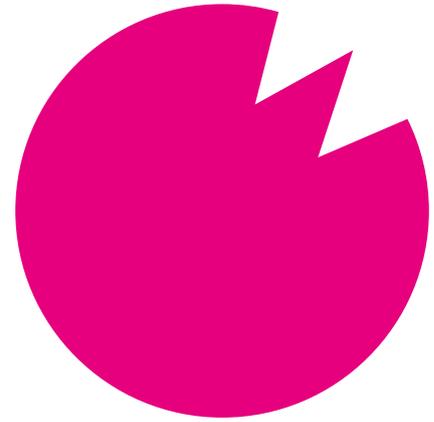
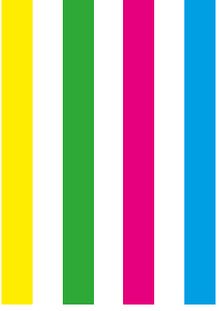
We offer aspiring artists, designers, animators and games developers the chance to produce professional quality work and give you a real shot at making it in the industry.

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 equipped to capture motion data for three performers 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 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, Sony and MPC – and have won top awards and funding in competitions like Dare to be Digital and Tranzfuser.

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4 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



# Richie is in Top Gear

Futureworks graduate Richie Martin was part of the BAFTA award winning team for the Forza Horizon 4 Project.

Kicking off his game art career by jumping straight into AAA Game Art company Airship Images, Richie had clearly put what he had learned at Futureworks to good use. To then step up the ladder and move on to Playground Games was an even bigger achievement!

We caught up with Richie to find out some more about what makes the fully-fledged video game artist tick and why he loves game art.

***"I knew what part of the industry I wanted to be in thanks to one of my tutors on the Concept Art based module; it really inspired me!"*** he told us.

We asked for some advice for future students, and he couldn't have said it better - ***"Don't cut corners, watch tutorials, consume media that isn't just video games, always gather and refer to reference, be humble and open to feedback - your portfolio is only as good as your weakest piece. Hit treasure chests before you open them."***

He speaks highly of Futureworks too: ***"I'd recommend Futureworks to anyone that is serious about getting into games development or the industry as a whole. You really do get out what you put in. If you'd rather play games than make them, then it isn't the environment, or industry, for you. But if you're willing to put the hours in, then you'll thrive."*** - And he's right, the best students and game developers are the ones who put in the hours of work; and Richie was certainly one of those people.

We'd often find Richie and some of his classmates in the late hours of the night still at Futureworks, working on projects, ***"Some of my favourite times were staying up late with classmates for some very caffeine-fuelled fun, getting on with our work - some great laughs were had!"*** he said. A sign of a true creator is the large amount of time put into their own work. Richie lives and breathes games and art, which is a key part of what made him a great student and why he's got on so well 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 Date September

Fees £9,250 per year

You are a creative storyteller with a 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 a mixture 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.

In the first year, you will gain a solid grounding in drawing skills. Using light boxes and rostrum cameras, you will explore the traditional methods of animation, including the twelve principles 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 short film.

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, compositing, adding music and sound effects. The motion capture module will provide hands on experience of capturing, cleaning and using motion capture data.

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](http://www.ucas.com)

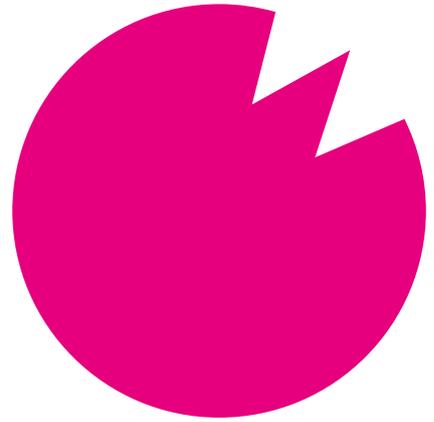
Prerequisites

**104 UCAS Points**

Additional prerequisites may apply (see website for details)

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 Ben Wilkinson

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3

Years  
(Full Time)

I620

UCAS Code

Award Bachelor of Arts Honours Degree

Start Date September

Fees £9,250 per year

While there are many exciting and diverse opportunities within the games industry, it is also highly competitive. Futureworks has developed a game art programme which will produce graduates who have an extraordinarily wide skill set. Our students go on to be 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.

We start by focusing on your existing traditional artistic abilities covering 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 games artists.

By the time you reach your third year, you should 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, whilst staying focused on the career and specialisms that you hope to pursue.

### Year 1

- Art Fundamentals
- Introduction to 3D Modelling for Games
- 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](http://www.ucas.com)

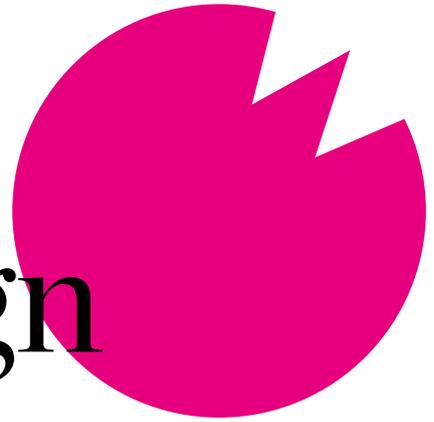
Prerequisites

**104 UCAS Points**

Additional prerequisites may apply (see website for details)

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 Christopher Atkinson

3

Years  
(Full Time)

WG24

UCAS Code

Award Bachelor of Arts Honours Degree

Start Date September

Fees £9,250 per year

If you are looking for a successful career in games design, working on the latest AAA blockbuster or break-out indie game, then this is the perfect course for you. That's what some of our previous graduates have achieved and this programme will prepare you for your journey into the games industry.

You will examine the principles and theory of games design, looking at systems, mechanics, level design, gameplay and more. 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 use of game engines such as Unreal.

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 a games 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 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 Designer, Prop and Asset Modeller, 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

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

### Year 2

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

### 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](http://www.ucas.com)

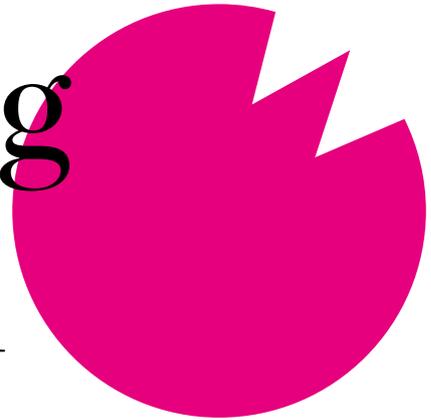
Prerequisites

**104 UCAS Points**

Additional prerequisites may apply (see website for details)

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

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1

Awards Futureworks Diploma

Start Date September

Fees £5,500.00

(Interest free monthly payments available – get in touch for details)

Year Course



Artwork by Vic Cooper (Foundation in Game Art)

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, you will produce highly finished, professional content that creates a portfolio ideal for impressing future employers.

Studying two evenings a week (7-10pm) you will learn how to model complex objects and use techniques such as unwrapping and texturing, while developing high quality 3D assets. With these assets and newly developed skills, you can create an eye-catching and professional looking portfolio geared towards your desired industry role.

## How to Apply

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, games design 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.

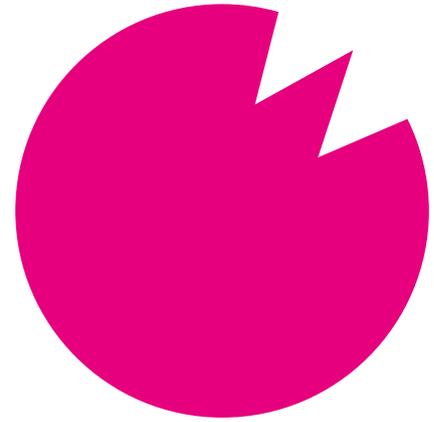
The course covers:

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

The online application form can be found at:  
[futureworks.ac.uk/apply](http://futureworks.ac.uk/apply)

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 broadening your reference points, 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 will spend your time focusing on creativity and industry workflows.

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 workflows that run through the industry. The course is run by a highly experienced games artist who is active in the industry and who ensures that the course remains relevant in the ever-changing world of games.

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 games degrees. Successful completion of this foundation course guarantees an entrance interview at Futureworks.

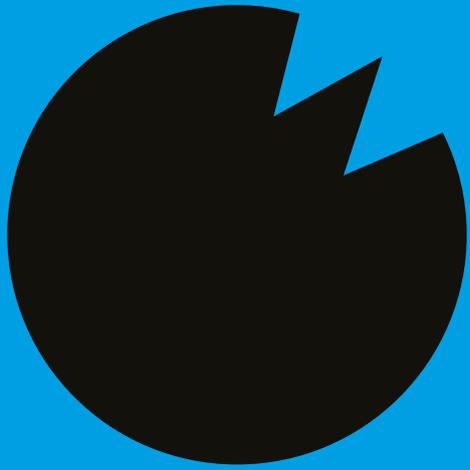
## How to Apply

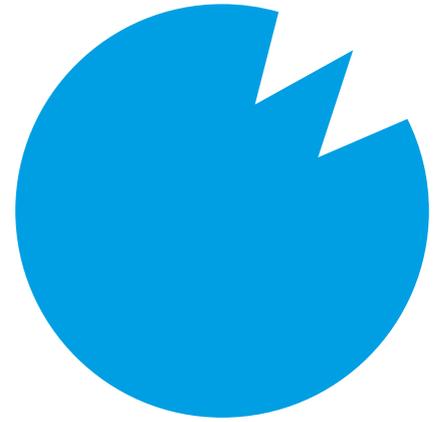
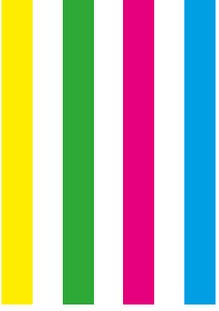
The online application form can be found at: [futureworks.ac.uk/apply](http://futureworks.ac.uk/apply)

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

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<b>I</b>	<u>Awards</u> <b>Futureworks Certificate of Completion</b>
<u>Year Course</u>	<u>Start Date</u> <b>September</b>
	<u>Fees</u> <b>£1,800.00</b>





# Student Services

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

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**3<sup>rd</sup>** You can visit us at the Student Advice Centre on the 3<sup>rd</sup> floor at Riverside,  
call us on **0161 214 4610** or email **[support@futureworks.ac.uk](mailto:support@futureworks.ac.uk)**.



At Futureworks, we understand that you may encounter difficulties within your personal lives whilst you are studying. We offer support with regards to mental and physical health conditions, student welfare issues or if you just need someone to talk to about a personal issue with which you are struggling. We provide confidential, one to one support meetings and can also refer you to our in-house counselling service for further support.

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.

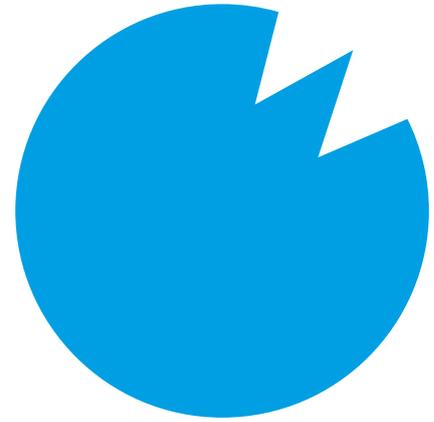
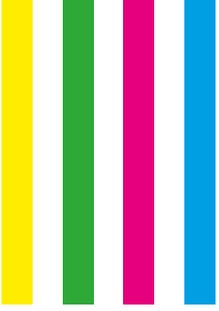
We can give you information on where to go for disability or study needs assessments, as well as how to apply for additional support through the Disabled Students Allowance or alternative funding options.

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 who 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](mailto:admissions@futureworks.ac.uk) or call us on 0161 214 4602.



Like any university, to apply for a degree course you'll need a UCAS account. It's easy to set up your UCAS account and the application form is straight forward. To begin the process go to [www.ucas.com/apply](http://www.ucas.com/apply) and choose the option to apply for an Undergraduate course. Here you will be asked which course you are applying for (a maximum of 5). You'll also need to add your qualifications, write your personal statement and include your reference.

If your application is successful, you will be invited to discuss your application at an interview and all successful Art & Design applicants will need to supply a portfolio of their work. We do this so that we can assess your suitability for the course, and also to make sure you're sure that Futureworks is the right place for you.

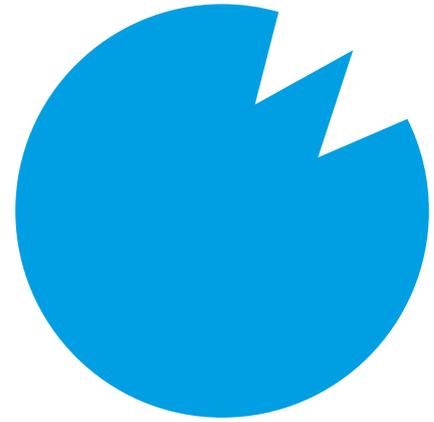
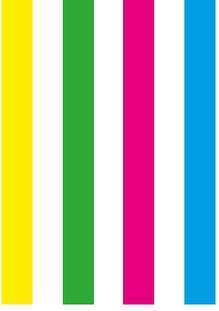
Your offer may be made on an unconditional basis, or with conditions attached. You'll need to meet those conditions in order to start the course. Details of your offer are sent through UCAS, so you will need to check this on your UCAS account when you log in.

If your offer requires you to attain certain grades at A-Level (or equivalent) you'll need to send in proof of these to our Admissions team.

There will be a deadline attached to your offer and it is essential that you reply to your offer before the deadline. Your deadline will be clearly shown in your UCAS account.

If you have applied for more than one course, you should select your preferred course as your Firm (F) choice. If your Firm choice is conditional, you can select another course as your Insurance (I) choice. You should then mark any other offers you have received as Declined (D).

If you have questions about the admissions process please contact us at [admissions@futureworks.ac.uk](mailto:admissions@futureworks.ac.uk) or come along to one of our open days.



# Support

Staff in the Student Advice Centre are always available to help you on all the practicalities of student life. Our aim is to provide you with the assistance you need so that you can reach your full potential whilst studying with us. Our Student Welfare Officer is available to all students to talk to about whatever issue they are facing, no matter how big or small.

## Disability Learning Support

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If you have a disability, health condition or learning difficulty, we encourage you to disclose this to us at your earliest opportunity. Once we are aware of your specific needs we can work together with you to ensure that any adjustments that are required can be put in place.

We can also advise and guide you through the process of applying for Disabled Students' Allowance which, if you are eligible, may offer further funding for specialist equipment and help whilst you are studying with us.

Arranging appropriate individual disability support depends first of all on you telling us about your circumstances and needs and providing evidence of your disability so that adjustments can be discussed and arranged.

We understand that disclosing your disability will involve sensitive information and we have procedures in place to make sure all personal information about you and your disability is secure. Sometimes, for your benefit, we may need to share

some of the information relating to your disability with others, such as a partner university. This will only happen if you have agreed to let us do so. If you want everything about your disability to be confidential, i.e. the information is made available to student services and nobody else – this can be arranged; however, this could make it difficult to assess your needs, and difficult to make the adjustments you might need within your lessons. You should talk to a member of the student services team to discuss how we should handle information about your disability.

After you have told us about your disability, we will make every effort to make sure that you will not be at a disadvantage because of your disability.

## Mental Health Support

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If you have a diagnosed mental health issue, develop a condition during your time with us or don't quite know how you're feeling we can support you at whatever stage you're at. Our Student Welfare Officer can support you in getting expert advice, talking to your friends and family about your personal situation, and can also refer you to our in-house counselling service which is free of charge for all Futureworks' students.

All of our students receive a Mental Health Awareness session which is delivered towards the start of the academic year by our Student Welfare Officer and/or Head of Student Affairs. The aim of these sessions is to increase the awareness of any changes students may be experiencing with their mental health, to encourage them to think and talk about these experiences and to give them confidence to ask for help. They are also designed to decrease the stigma and discrimination surrounding mental health in general.

## Learning Support

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Futureworks is committed to the development of our students as self-motivated, independent, lifelong learners. The principle of inclusion and the drive towards the employability of our students is reflected in the support we offer.

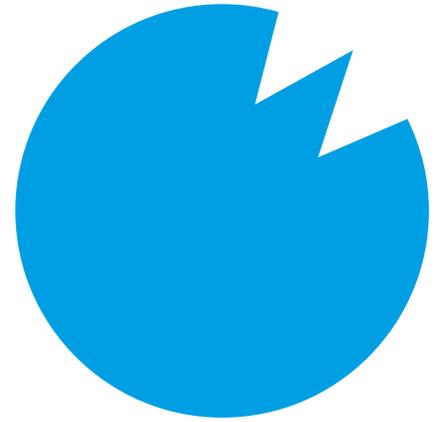
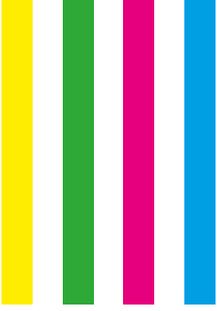


All of our courses have study skills elements embedded in their content to help you develop key skills such as time management and referencing. A focus on continuing development throughout each year also enables the tutors to work with you to identify key areas for development as you progress through your course.

## Personal tutors

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All of our students are allocated a Personal Tutor who is a tutor on your course, specifically available to provide you with the support, advice and guidance that will enable you to gain the most from your studies. They are available to help you with any academic advice you need, but you may also feel happy talking to them about personal issues you encounter. We would encourage you to talk to whoever you feel most comfortable with, and having a specific Personal Tutor means that you know there is always someone for you to talk to.



# Running Start

At Futureworks, we recognise that preparing for and starting university can be exciting, nerve-racking and daunting in equal measures. We realise that this can feel overwhelming and may put some students off attending enrolment week which may mean missing out on important information.

Running Start is an orientation event created to help you enrol onto your course in a quieter and more relaxed environment. This could be due to anxiety or other mental health issues, a need for more time to complete paperwork or to process information, or, simply, you feel happier and more confident in a calmer environment. It may also be that you are nervous about starting university due to having been out of education for a long time, you're new to the UK or didn't enjoy school/college and are worried you may not enjoy Higher Education.

Running Start was designed to ensure everyone is given the time and information needed to enrol and have the confidence to start their studies.

During Running Start you will complete all of the paperwork needed to enrol, have a tour of the building to make you feel more confident for your first week, get introduced to teaching staff, receive technical information to help you prepare, meet and get to know our Student Services department, meet others who will be studying on your course and hear from current students who will tell you what you need to know about life at Futureworks.

Our Running Start event usually takes place during the daytime the week before enrolment week in September (so two weeks before your course starts). After attending Running Start you will hopefully feel more confident and will look forward to studying with us, rather than feeling nervous!

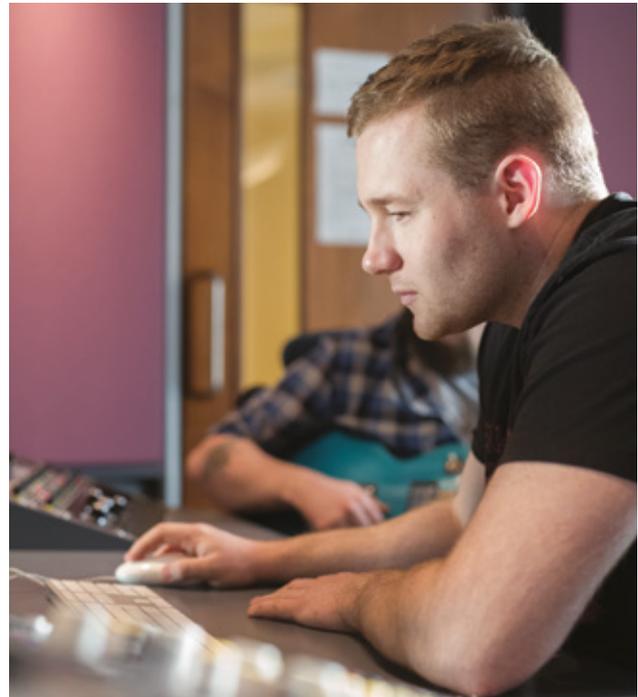
# Continuing Development Weeks

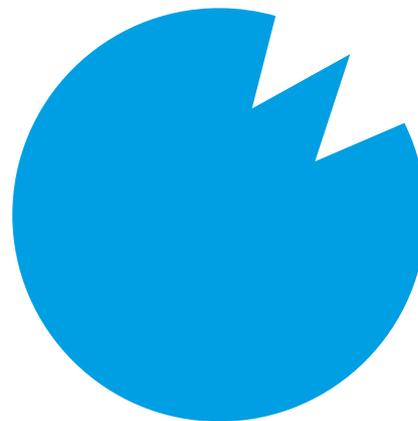
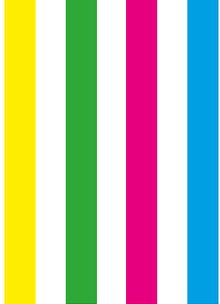
Each semester the Student Services department arranges a week long programme of free-of-charge, extra-curricular sessions for students to attend.

We call these our Continuing Development Weeks and they take place around half way through the semester. Sessions include practical workshops, self-care and mental health awareness sessions, careers advice, software tutorials and training events, such as Student Partner training days.

The sessions are run by a mixture of our industry-experienced staff, specialised guests speakers, and students and alumni, who are encouraged to run sessions in order to help with their own development and confidence and to share individual expertise with their peers.

The events are great for encouraging networking & cross-collaboration between programmes, schools, degree and diploma students and helping to build a student community. They also enhance the student experience with extra-curricular activities and encourage student engagement in career development and learning resources.





# Bursaries & Scholarships

We recognise that students may struggle with their finances due to a variety of reasons. Staff in the Student Advice Centre are available to help you with practicalities such as talking to Student Finance about your tuition fee and maintenance loan and can give advice on any additional external funding you may be eligible for, such as students who have children, are estranged from their parents or who are care leavers.

In addition to this, we are able to offer additional funding via a variety of loans, bursary and scholarship schemes. Our emergency loan scheme is open to any student who is waiting for a late payment or for the next instalment of their Student Finance maintenance loan. Our hardship bursary is open to all students who are experiencing an unexpected hardship, for example, no funds for food or groceries, needing help to pay for an SpLD assessment or towards the laptop provided by the DSA or struggling to pay for accommodation.

We also provide the following funding under our Widening Participation scheme.

## Sundries Bursary

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The Futureworks Sundries Bursary provides financial support to students in order to remove barriers they may experience within Higher Education. A financial contribution will be made towards the cost of a specific item, without which a student would be placed at a disadvantage when studying, or would not be able to begin or continue their studies.

## Open Day/Interview Travel Subsidy

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The Futureworks Interview & Open Day Bursary provides financial support to applicants who may otherwise have difficulty attending Futureworks for either an open day and/or interview prior to either applying or being offered a place.

## Scholarship

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The Futureworks Scholarship covers the tuition fee for three academic years of study on one of our degree programmes. There are three scholarships available per year for students who meet the relevant criteria.

For detailed criteria and how to apply please visit [futureworks.ac.uk/financial-support/](https://futureworks.ac.uk/financial-support/)



# Tuition fees

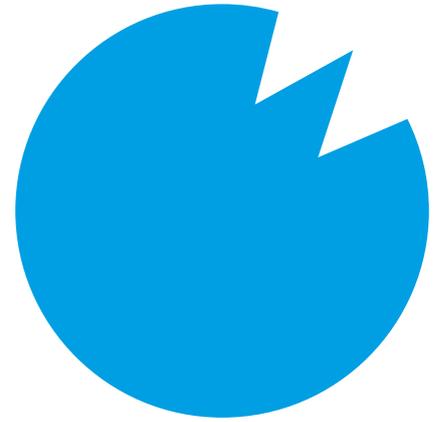
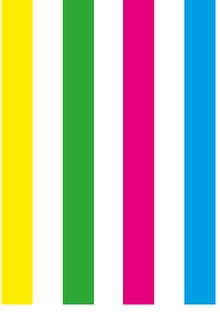
Degree courses are eligible for funding via a loan from the Student Loans Company (SLC), and students can apply for a loan for each year of study.

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 in which 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.



# Terms & Conditions

## Course Applications

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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

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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](http://futureworks.ac.uk)

## Use of Unfair Means

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'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

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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](http://futureworks.ac.uk)

## The Student Contract

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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](http://futureworks.ac.uk)

## Your Right to Cancel

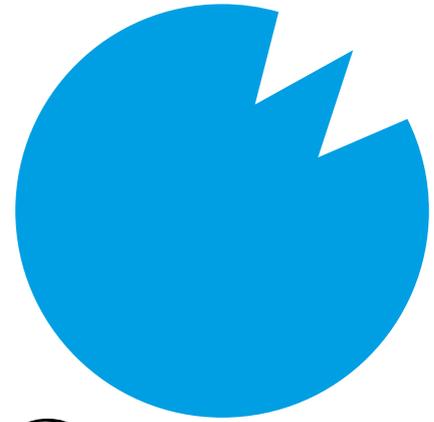
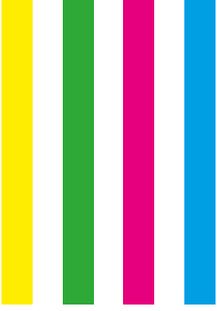
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You have the right to cancel and withdraw within 14 days from the date your contract with Futureworks is entered into (the day the you accepted our offer of a place on the course). To cancel your application, complete the form (available at [futureworks.ac.uk](http://futureworks.ac.uk))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

## Tutor Contact Time

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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.



# 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](mailto:info@futureworks.ac.uk)**

**We look forward to seeing you soon.**

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Please note: All prices correct at time of publishing.

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Photography on pages: 23 & 87 by [@ElliottxIngham](https://www.instagram.com/ElliottxIngham)

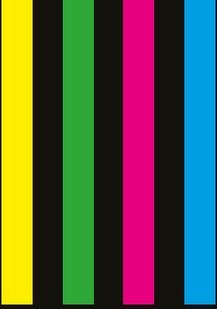


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[futureworks.ac.uk](http://futureworks.ac.uk)