View in browser

Futureworks

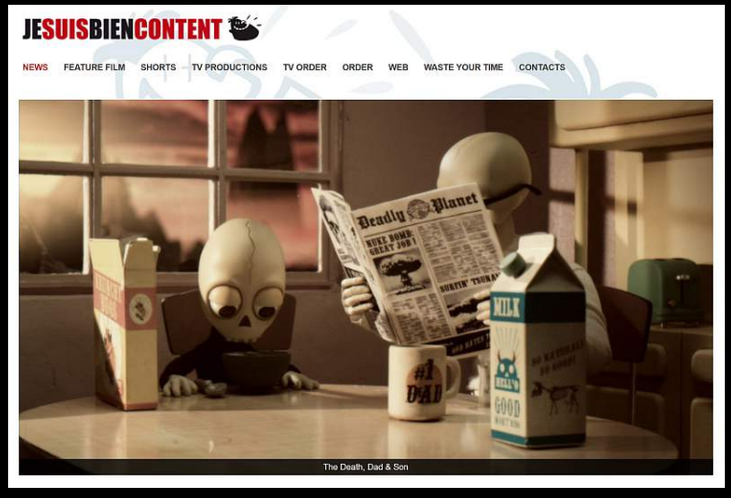
University Education
for a Creative Career

Welcome to the Futureworks Creative Careers newsletter

Which gives us an opportunity to celebrate the achievements of our community, from current students, staff and alumni. This month, we're spotlighting some incredible accomplishments, from a glittering cast of graduates, students and staff who are making a mark in their creative fields of expertise.

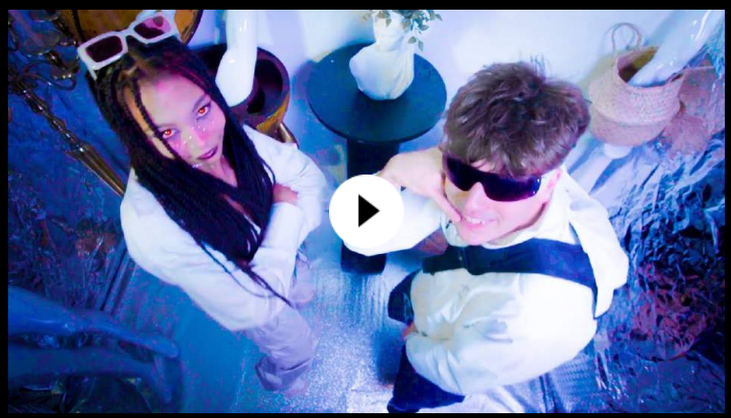
Massive congrats to Em Marshall (Final Year Game Artist) and Evan Goddard (Second Year Visual Effects) who were nominated for the **Grads in Games 2024 Challenge.** **Emily is a** finalist for **'Search for a Star Challenge'** in the **Character Art** category, and Evan Goddard is competing in the **'Rising Star' VFX projects**. Amazing and good luck to both of you. Check out all of this years nominees HERE.

We're thrilled to announce that Games Design alumni, Simran Whitham's FORMAT organisation was awarded the Gaming Social CEO of the Year Award. After the fantastic successes of FORMAT's activities last year in the games industry events scene, what a way to start the year off, congrats to you and your team Simran, and we look forward to working with you on this years F**ORMAT** events.



It's been a while since Gemma Roberts led the 2D Animation module at Futureworks and she's smashing out in the animation industry, just announcing that she is now **Senior 2D Animator/Director** at JE SUIS BIEN CONTENT! Even more exciting is that the first episode of Quentin Blake's Box of Treasures, (starring the fab Alison Steadman), that Gemma worked on at **Kong Animation Studios** is out this weekend on BBC iPlayer.

We couldn't resist a quick check in, to find out what our intrepid Sound Op, and Sound School alumni (and lecturer), **Martyn Ellis**, has been up to recently. We can report that he was lucky enough to be Sound Recordist at Old Trafford for the recent match against Liverpool! ⚽👹🔴



Post Production graduate **Ross Holmes** has been working on a music video for HARTLII - 1CALLAWAY, Enjoy the weird alien vibes and make sure to stick around for their super secret second song. Ross worked as Assistant Director and VFX editor on this project.

Thank you to our alumni who returned to **Futureworks** this month to take part in our **2024** School of Art & Design Graduate Panel hosted by **Ken Lau**. Thanks to **Ellie Durkin**, **Eli De Carteret**, **Lakin Ashola**, **Tom Radford**, **Connor Martin** & **Amy Counsell.**

Graduate Post Producer Joshua Dylan Rasco, has joined the 'freelancer pool' as a colourist for Rabble Post in Manchester, he started a week ago and has already completed four projects for them. Nice 'On the job' photo Josh!

Game Art alumni and Industry Advisory Group member, **Richie Martin** is currently an environment & Prop artist at Ubisoft in Düsseldorf, Germany; but he has still got time to create some incredible sculpts, check out his **Artstation** for more. This sculpt uses his texturing and rendering skills using Blender, Zbrush, Substance 3D Painter and cycles software.

JOB OPPORTUNITY WITH US!

BFI NETWORK England short film funding supports filmmaking teams based in the North of England who are working on fiction shorts in live action, animation and immersive/virtual reality. Applications welcome for amounts from £5k up to £25k for films up to 15 mins max. Deadline for applications is 9 May, apply **HERE**.

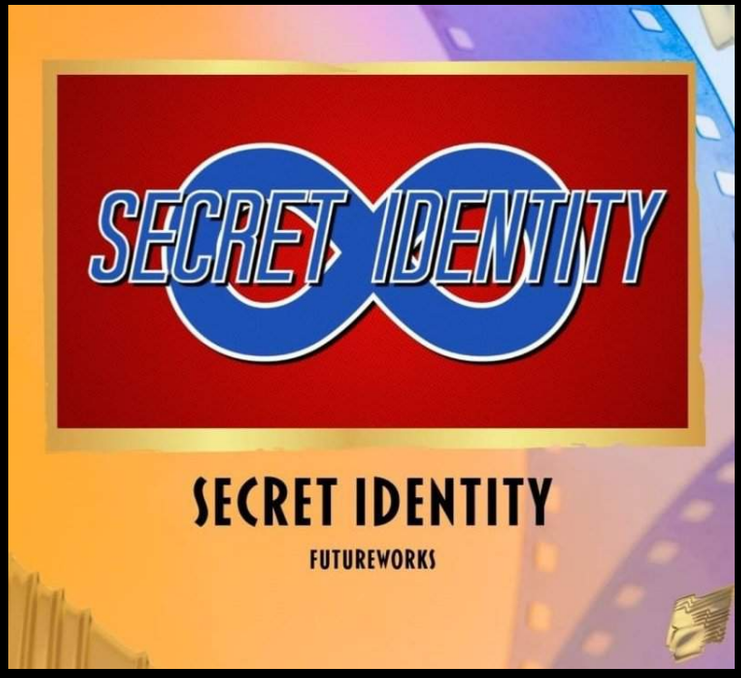
Alumni Games Designer, Haris Iqbal who is at Dambuster Studios has just had news that a game he worked on, **Dead Island 2** has been shortlisted for Best British game at the BAFTAS, Winners announced on April 11th. Good luck from all of us Haris!

Elevate your sound engineering skills with Pro Tools® at Futureworks. Whether you're a beginner or looking to advance, our **Avid Training** courses offer comprehensive instruction and certification opportunities. To secure a place, and join a course on the dates below, **MORE INFO.**

AVID PT101 – Fundamentals on May 10-11, July 5-6

AVID PT110 – Fundamentals II on April 5-7, May 17-19, July 12-14

Congrats to seminal music venue Night & Day, where many of our favourite bands have played formative gigs, which has been saved from closure



Indie filmmaker **Xander Ross** was nominated by **The Royal Television Society** for their **North West Student Awards** in the '**Best Entertainment and Comedy Drama**' category. His film **Secret Identity**, showcased a story about the challenges of being part of the autistic and neurodiverse community, based in part on some of his experiences growing up. He's definitely an alumni to watch, good luck with your next film project Xander 👀

Congrats to Kimberley Ford, Indie Filmmaking who recently screened her short film Grey Area at HOME Manchester at their **'Filmed Up'** event. You can check out the Grey Area trailer below ⬇️

Indie Filmmaking graduate Natapong Williams Collins
had his film "Fred Dibnah: The Grim Reaper of the Traditional Working Class Man"
screened as part of the **Filmed Up event at HOME** in Manchester for its UK premiere.
Natapong was Camera Op for the project with more in the pipeline, well done on the HOME screening!

We were delighted to host our third *Women in the Creative Industries* this month to celebrate International Women's Day. We were joined by groups of Year 9 & 10 female students from two local High Schools who took part in a range of workshops giving them a taste of jobs the Creative Industries.

All the best to James Bagshaw, staff member and Music Production alumni who is off to join Leeds Arts University as Senior Lecturer in Music Production.

Pawel Pracz, TV & Film alumni, screened one of the projects, **'The Moor'** that he's been working on at this months Manchester Film Festival, catch it when you can on general release.

⬆️Join our Alumni Network on LinkedIn⬆️

Anna's career started in product development, making toys and gifts for brands such as Star Wars, Dr Who, and Disney. She is also an award-winning tabletop game designer, publisher, and founder of Ingenium Games. Check out her new game **WLTM HERE.** This month, Anna recently gave a talk to young people on Games and Creative Industries to young people at the Groundswell event in Longsight, getting out into the community! ⬇️

A massive thanks to Louise Andrews, Head of Art at **d3t** Games Studio who visited Futureworks to give a talk to our students on Careers in games. She was accompanied with Futureworks' Games Art alumni, Kevin Sudtagon who is now a Mid-Level Games Artist at **d3t**. A great session!

Congrats to Freddie Taylor-Ball who has started a new role as a **Technical Designer** on Oldschool Runescape at **Jagex**. Launch the game **HERE**.

Industrial Light & Magic

Massive well done to Visual Effects graduate, Richard Bruce who is now **Senior Visual Effects Coordinator** at **Industrial Light & Magic!**

As ever, thanks to everyone for their contributions and help with this month's edition.

© 2024 Futureworks

Contact Us | Open Days