



Projects include:

Drawing, colour, media,, illustration, graphic design, packaging design, advertising, Adobe CC software, live projects, competitions, (study trips tbc), research, design process and sketchbook development.

NQ Graphic Arts – Analytical drawing



NQ Graphic Arts - *illustration*





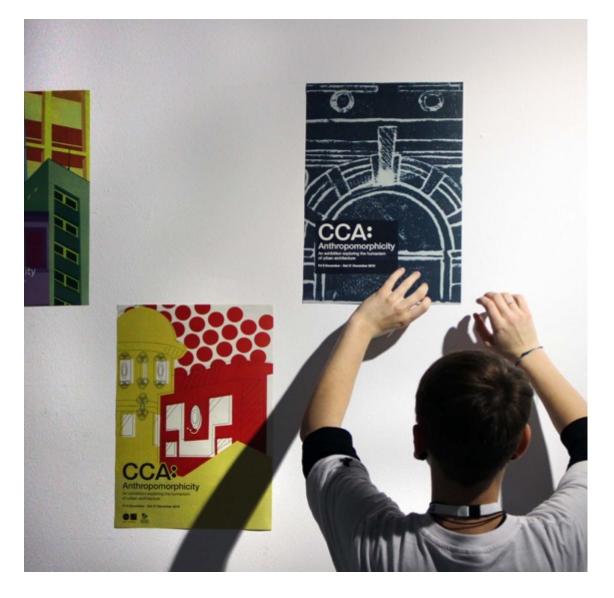
IT used the same technique for this street ! Added Southe brick work with points up

NQ Graphic Arts – Life drawing (optional)





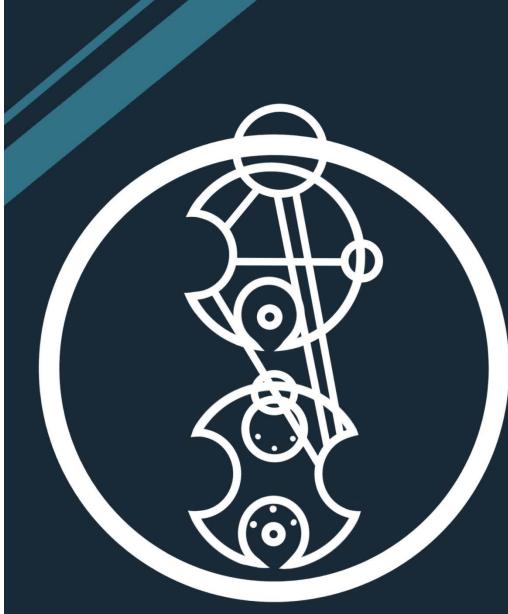
NQ Graphic Arts – Exhibition of poster designs





NQ Graphic Arts – Exhibition of poster designs

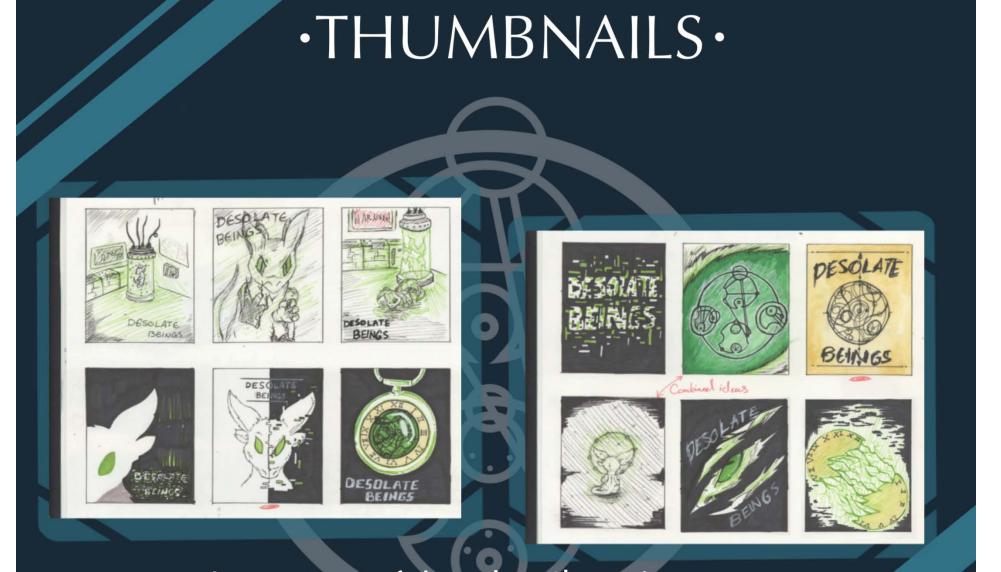




SKETCHBOOK DEVELOPEMENT

·O· GAMING PROJECT

BY WENDY TAIT



•Created a variety of thumbnails, using my previous research as a guide in reference to my game plot.

·IDEA 1·DEVELOPEMENT·



•Taking forward the glitch thumbnail and developing it with different variations of the same idea.

·IDEA 2·DEVELOPEMENT·





• Continuing to take forward thumbnails, developing them and exploring different ideas with it.

·IDEA3·DEVELOPEMENT·

Continuing development



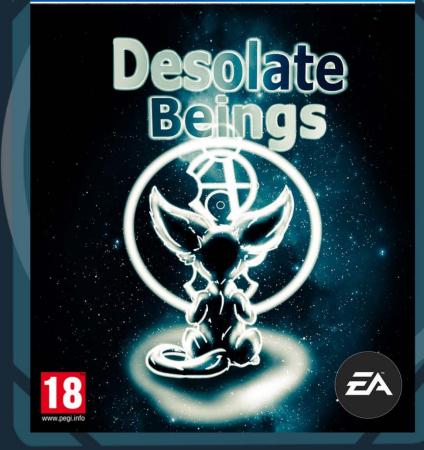




·FINAL DESIGN·



ע ר ע



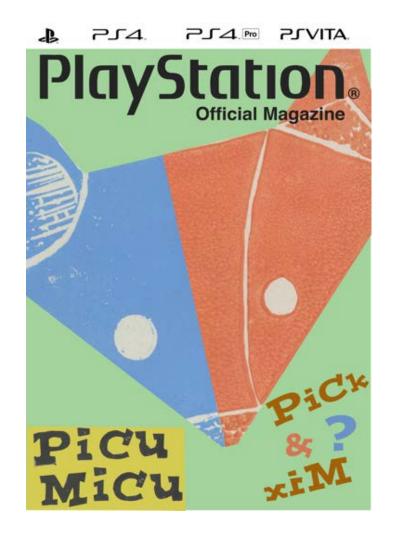


NQ Graphic Arts – Game artwork (concept, Id and packaging design)



NQ Graphic Arts – Game artwork (concept, Id and packaging design)





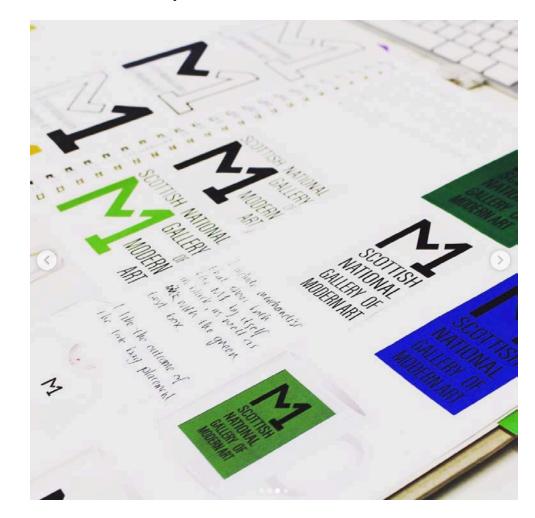


HND Graphic Design – Corporate identity (Live project)

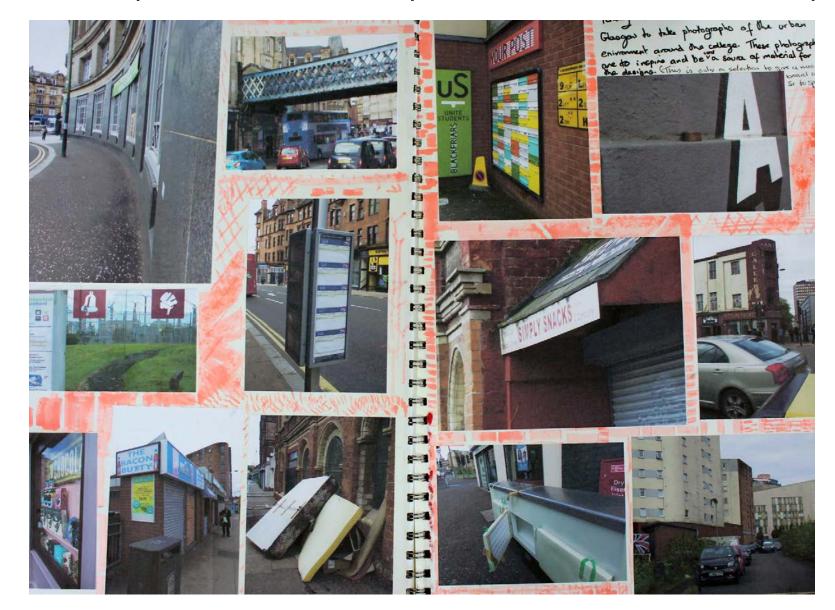


NQ Graphic Arts – Corporate ID Sketchbook Development (museum)





NQ Graphic Arts – Media Exploration (urban skateboard – primary research)



NQ Graphic Arts – Media Exploration (urban skateboard sketchbook)



NQ Graphic Arts – Media Exploration (urban skateboard sketchbook)

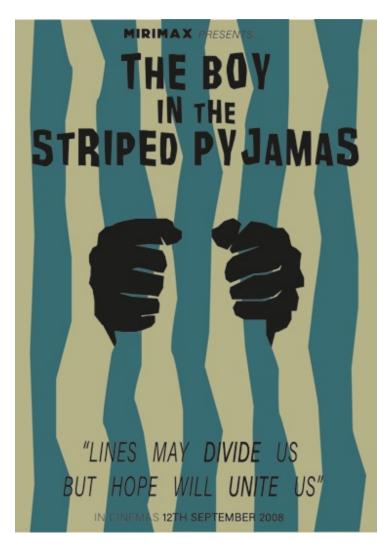


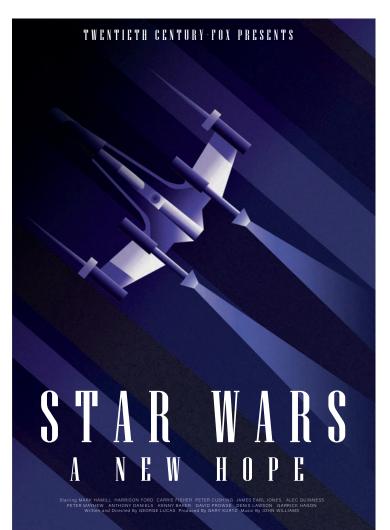


NQ Graphic Arts – Media Exploration (urban skateboard sketchbook)



NQ Graphic Arts – Movie Posters (Contextual Studies)







a Savage journey to the heart of the american dream

NQ Graphic Arts – Movie Posters (Contextual Studies)



NQ Graphic Arts – Label and Packaging design





NQ Graphic Arts – Label and Packaging design





Key facts:

- 1 year full time study
- September till June
- Entry requirements are **Nat. 5 English** and **Art & Design** together with a portfolio of examples of your work
- Funded by College bursary linked to attendance
- Must attend 3 days (either online or in class)
- Materials provided
- After the NQ you can apply to a wide variety of HND courses such as; Graphic Design, Illustration, Creative Animation, Digital Design, Fine Art, Print making and Applied Arts

How to apply:

- Apply now online via the College website: <u>www.cityofglasgowcollege.ac.uk</u>
- You will be asked to upload your qualifications and some examples of your work
- After you have applied, you will be invited to attend an online information session followed by short informal interview
- You will have the opportunity to ask further questions at interview
- The interview dates will be between February and May
- For further enquiries e-mail: john.baird@cityofglasgowcollege.ac.uk

What examples of my work do you want to see?

You could consider uploading the following as jpegs:

- Drawing, design, use of colour and different media
- Research and development of ideas in sketchbook
- Completed artwork
- School work
- Personal work and commissions
- Photographs of any large work or 3 dimensional work