

EQUIPMENT, MATERIALS & READING LISTS FOR BA (HONS) CONTEMPORARY ART & DESIGN

Equipment and Materials

The following is a list of equipment and materials that most students will find very useful during their studies. **The ones marked E are essential from the first semester onwards.** Materials can be bought from specialist art suppliers such as Atlantis in London (www.atlantisart.co.uk), and The Works (www.theworks.co.uk/store/chelmsford) and Hobbycraft (www.hobbycraft.co.uk/chelmsford) in Chelmsford; these suppliers also provide home deliveries.

Graphic Materials and Equipment	
E	A portfolio case/folder for presenting and storing art/graphic work. Recommend size either A1 or A2.
E	Sketchbook (A3). Hard-backed preferable. Several will be required during the course of the year. For consistency, it is often preferable to keep to the same size and type throughout the course of your studies.
	Layout /detail pad (A3) if you plan to undertake graphic and design work.
E	A range of drawing pencils/graphite sticks – HB, B1, B2, B3 and maybe B6 – and an eraser.
	A selection of additional drawing/painting materials, such as charcoal, oil and chalk pastels, acrylic paint. Plus a selection of paintbrushes ranging from fine detail to decorating brushes.
	Modelling equipment – including Swann Morton Scalpel with blades 10A. Metal rule and cutting mat. A selection of adhesives including masking tape and magic tape.
	A padlock for the locker provided by the college to store your equipment.
Specialist Equipment	
E	Camera. Initially a basic digital model such as that found on a smartphone may be sufficient, but at a later stage you should consider a model that will allow a greater range of options and controls (such as a digital SLR camera). Video recorder/camcorder for those interested in moving image production.
	Computer. The Design studios are equipped with computers for students to freely access and it is therefore not essential that a computer is purchased at the beginning of the course. However, students may find it more convenient and efficient to have their own computer. Personal preference will determine whether you chose a PC or Mac. Ensure that its specifications are sufficient to operate a range of software simultaneously and to produce quality graphics/artwork.
	Software – see below.
E	USB memory stick for storage and transfer of data.

Reading List

The following is a list of standard texts that will be useful in the first year of your course. Copies are available for loan from the College library, but students may wish to select two or three of the books to purchase.

- Bell, Julian. (2010) *The Mirror of the World: A New History of Art*. London: Thames and Hudson.
- Berger, John. (2008) *Ways of Seeing*. London: Penguin Modern Classics.
- Collings, Matthew. (2007) *This Is Modern Art*. London: Weidenfeld and Nicolson.
- Danchev, Alex (ed.). (2011) *100 Artists' Manifestos: From the Futurists to the Stuckists*. London: Penguin Modern Classics.
- Dempsey, Amy. (2002) *Styles, Schools and Movements: The Essential Encyclopaedic Guide to Modern Art*. London: Thames and Hudson.
- Edwards, Betty. (2012) *Drawing on the Right Side of the Brain*. London: Penguin.
- Kloskowski, Matt. (2012) *Photoshop Reference Guide* [www document].
www.peachpit.com/guides/guide.aspx?g=photoshop (Accessed 16 April 2014)
- Thornton, Sarah. (2009) *Seven Days in the Art World*. London: Granta.

Study Guides:

- Barnes, R. (2005) *Successful Study for Degrees*. London: Routledge.
- Cottrell, S. (2008) *The Study Skills Handbook*. Basingstoke: Palgrave Macmillan.

Creative Software

During your studies you will be introduced to a range of creative software packages and their applications.

Adobe Creative Cloud:

- Photoshop – used for image manipulation
- Illustrator – used for image creation, image and text composition
- InDesign – used for desktop publishing / editorial design
- Flash – used for 2D animation and interactive design work
- Premiere – used for video/moving image
- Dreamweaver – used for web design

Also:

- 3D Studio Max – used for three-dimensional modelling, animations and fly-throughs
- QuickTime Pro – for simple video editing

All of the above are available on the College's computer network, but it may be in your interest (although by no means essential) to acquire copies of the latest versions for your personal computer if there are one or more programmes that you plan to use extensively. Many of the above software packages have open-source and freeware alternatives which, although usually not as powerful and less intuitive, are still impressive programmes and, above all, are free! Examples for Windows include:

- GIMP – used for image manipulation
- Scribus – used for desktop publishing / editorial design
- Blender – used for 3D modelling and animation
- Audacity – used for sound editing
- Linux Multimedia Studio – used for music sequencing
- LibreOffice – open source alternative to Microsoft Office

Computer Software Tutorials

We recommend that you use online tutorials rather than print-based material. By searching the internet you will be able to find tutorials for all of the software mentioned above. Examples for Photoshop are:

- <http://www.tutorialized.com/tutorials/Photoshop/1>
- <http://www.photoshopcafe.com/tutorials.htm>