

You might meet...



Matias Shortcook
Head of Pre-Degree

With a passion for performance practice, Matias holds an MA Fine Art – specialising in sculpture and photography – and has worked in Further Education colleges across the UK, teaching photography and contemporary fine art. Interested in gender identity and post-colonialism, he's also a Senior External Moderator for the University of the Arts London (UAL), working with other institutions to develop robust and contemporary creative curriculums.

"Our courses are amazing and they're the best qualifications for students in the creative arts, full stop, absolutely, definitively...and we're one of the only places you can study them in the South West. Everything about the curriculum here is about how each student creates their own individual place, not how they fit into what we're doing."

"If you feel you can be creatively dangerous as an individual, then this is the place for you. Our job, our absolute dedication, is to help you through that in a positive and supporting way, but you should be excited about uncertainty and risk."

 FIND MATIAS ON LINKEDIN



Madalaine Blyth
Curriculum Manager for Art

Inspired by street style and runway couture, Madalaine's degree in fashion paved the way for her own fashion illustration business, freelance projects, and private commissions, as well as her career in education. Published in urban Australian magazines and online zines, her work focuses on rendering textures and fabrics in lifelike forms. Since relocating to Plymouth from Sydney, Australia – via Brick Lane, London – she takes time out from her teaching and digital design work by putting pen to paper, and drawing creatively.

"There's a whole community and culture of learning here...you can just walk into a different studio and your whole direction may change – in a really fantastic way. You never know what's going to be around the next corner – you might get a fresh perspective, or a new idea could crop up, or you'll understand a mistake that you haven't been able to resolve. Sometimes it's completely unexpected, and that's what's so fun about it."

 MADALAINE_BLYTH



Johnny Smeaton
**Game Arts Pathway Leader for
Extended Diploma Art & Design:
Graphics, Illustration & Game Arts**

A digital specialist and self-confessed nerd, Johnny is driven by a desire to narrow the distinction between science and the arts. A BSc in Digital Art & Technology and a career as a web programmer have led to his interest in data and generative art – using code as a paintbrush – and in computer games, both as products of design and as learning tools. Always with one ear to the ground, he enjoys problem-solving indie games and discussing cutting-edge technological developments.

"I love that our students are encouraged to explore and not to play it safe. When things go wrong here it's an opportunity to learn rather than a failure and that makes for progressive and exciting ideas. Having learnt from my time in industry and my creative practice I'm an advocate of collaboration and flexibility so seeing groups click creatively and develop professionally is a real joy. It's great to see the widespread adoption of contemporary communication technology and online tools at the college too. There's an exhilarating energy about the place."

For more on our Extended Diploma Art & Design: Graphics, Illustration & Game Arts, see page 60.



Helen Markes
**Course Manager for Foundation
Diploma in Art & Design**

An established and experienced educator, Helen has helped shape the college's Foundation offer into what it is today, from lecturing in creative lettering, graphic design and illustration, to managing our Foundation Diploma in Art & Design. Starting out as a freelance graphic designer, she soon became fascinated by the way people learn – invigorating how we teach the creative arts to form unique learning experiences. Her personal practice brings illustration and collaged details into large-scale paintings.

"Pre-degree here is exciting, inventive, experimental, risky – it's designed to push boundaries, develop thinking and generate ideas. You'll get the opportunity to explore a million techniques, processes and materials...it's never boring. It's large enough to have everything you need, but intimate enough to be supportive; everybody knows each other and there's a great atmosphere of collaboration."

For more on our Foundation Diploma in Art & Design, see page 68.