

BA (H) ANIMATION

This professionally-focused degree course covers a broad range of disciplines – from drawing, writing and storyboarding, to character design, performance animation, scoring, production and direction. Graduates go on to work in areas such as feature animation, television, heritage, interpretation, advertising, and games and AR/VR production.



[NTU COURSE PAGE](#)

[SHOWREEL](#)

[INSTAGRAM](#)



The Graduating Students of NTU's Animation course always astound me with their creativity. Throughout this most difficult of years their resilience, dogged determination and untarnished creative output has been amazing. If anything, the situation has driven them to produce more visually stunning, narratively interesting, and socially empathic work than a less turbulent year. What a stunning bunch of rock-solid people. I'm proud to have taught them, privileged to have spent time with them, and look forward to seeing their impact on both the animation industry and the world beyond.

Andy Love
Course Leader, BA (Hons) Animation

ABIGAIL SEYMOUR

BA (H) ANIMATION



As a visual development artist and illustrator, art has always been how I choose to express myself and interpret my surroundings. I love finding beauty in people and landscapes and use these inspirations for my paintings while also using more fantasy elements as one of my favourite things about drawing is that you have limitless possibilities in what you can create.



CONTACT

WEBSITE

INSTAGRAM



NTU

GRADUATED 2021
#WEARECREATIVESNTU

AMY NASH

BA (H) ANIMATION



Hi, I am Amy Nash and I love creating 3D work. In fact, that is what I have done for my final year thesis project, I have created a look development scene! Based in an apocalyptic world in 2020, this project explores how people could set up a living space and survive the dangers of the destroyed world. It also gave me a chance to push my 3D skills and create something I have never done before. This is the biggest project I have done so far! I also love rock climbing, something to get me out and off the PC, keeping me fit and healthy too. Just being out and about helps to give me ideas for new projects and I can spend time with friends too. I'd like to work for a 3D studio in future, creating assets and working with others, which might not be straight away, but it's my goal.



CONTACT

WEBSITE

YOUTUBE



NTU

GRADUATED 2021
#WEARECREATIVESNTU

BEN SINGLETON

BA (H) ANIMATION



Hi, I'm Ben. In this final year on my animation course I have been working to develop my character animation skills. I have enjoyed studying the arcs and timing of the movements when working on my animation projects. With animation I also have a fondness for film, DnD, old video game soundtracks and running. I hope to become a fulltime 2D character animator in the coming future.



CONTACT

WEBSITE

LINKEDIN





NTU

GRADUATED 2021
#WEARECREATIVESNTU

BIANKA PEEVA

BA (H) ANIMATION

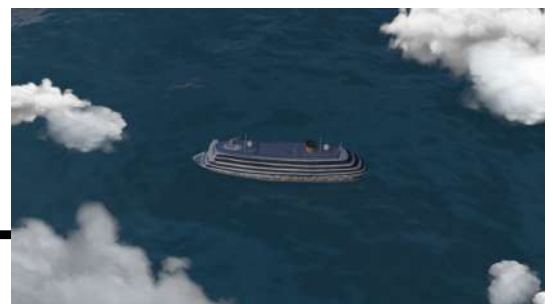


My interest in animation covers different parts of it but I am most passionate about 3D Modelling and Texturing. Therefor, I chose to specialize in character creation. For my final project I made a 3D thesis film and created additional 3 characters which gave me the opportunity to elevate my skills further in the medium. I tried to experiment with visual styles and techniques in order to create diverse portfolio. My future goal is to work as 3D Character Artist.



CONTACT

WEBSITE



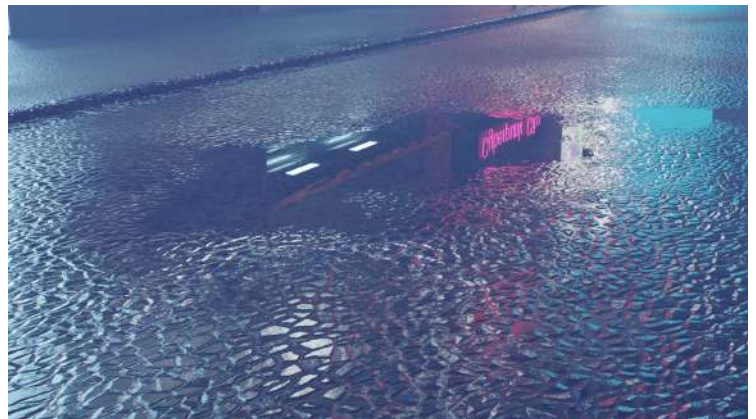
GRADUATED 2021
#WEARECREATIVESNTU

CHEN-LIN LU

BA (H) ANIMATION



Hi, I am a 3D artist who loves making 3D models and texture. For my final year project I build the street scene of cyberpunk, the Japanese structure give me some inspiration, also, I add the main elements of cyberpunk which are mist, neon and puddles. I used Blender, Photoshop to create the scene. In the future I plan to learn more technique and software to challenge myself and would like to work in film or game industries.



CONTACT

WEBSITE



NTU

GRADUATED 2021
#WEARECREATIVESNTU

CHENGYI TU

BA (H) ANIMATION



Hi, I'm a CelAction2D animator. I love using Adobe Illustrator to make lovely things and animate them by using CelAction2D. For my third-year project I made a short film called 'loop'. It's about a poor boy who found a box of money but when he spent all these money, he was trapped in a time loop. After graduation, I'm hoping to work as an animator in gap year and apply for Master course in next year.



CONTACT

WEBSITE

YOUTUBE



NTU

GRADUATED 2021
#WEARECREATIVESNTU

CLARA SARDÀ RUIZ

BA (H) ANIMATION



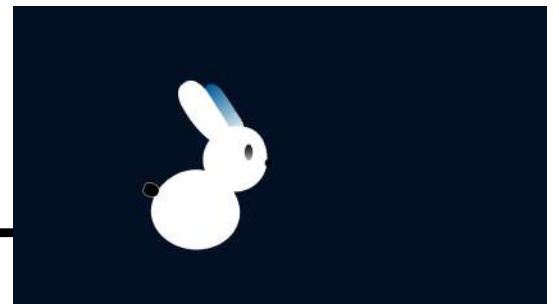
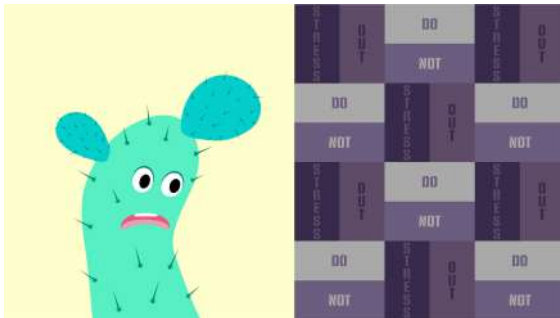
Hello, I am Clara and I'm an aspiring 2D motion graphics artist. I am originally from Spain and I love designing and animating characters, text, and compositions. I mainly work in After Effects and Illustrator, but I have 3D experience as well. My aim is to be able to express emotions through simple but elaborated designs.



CONTACT

WEBSITE

INSTAGRAM



GRADUATED 2021
#WEARECREATIVESNTU

DEJARNA GREEN

BA (H) ANIMATION



Hello, I am a digital artist and 2D / 3D animator in the UK. My interests of playing videogames and watching animated content inspire me to create my artwork and animations. For my final project, I created a 2D animated short film about a girl falling into another world to find her cat. In the future I would like to work as an animator whether it is full time at a studio or freelancing.



CONTACT

WEBSITE

INSTAGRAM

TIKTOP

LINKEDIN



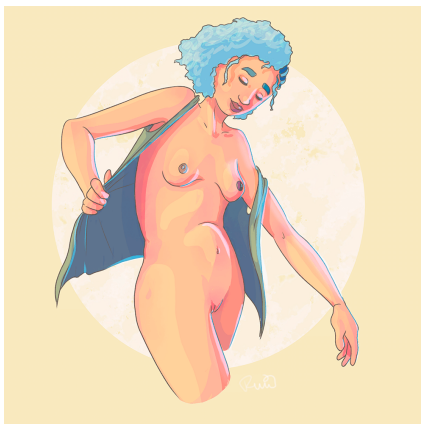
GRADUATED 2021
#WEARECREATIVESNTU

ELENA RUIZ AMANN

BA (H) ANIMATION



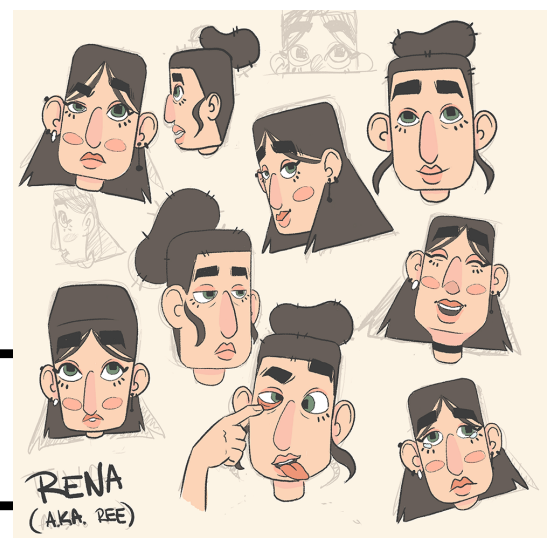
I'm an 2D animator/illustrator and aspiring director with a passion for storytelling and a love for anything creative and beautiful. I'm always trying to make whatever my mind comes up with into art and share it with the world. I've made an animated short film called "Orange" which will hopefully travel the world via animation festivals. I love getting a reaction from people when they see my work, more often than not I aim for laughter but I like to mix it up every now and then with a more serious and touching piece that brings a tear to the eye.



CONTACT

INSTAGRAM

LINKEDIN



NTU

GRADUATED 2021
#WEARECREATIVESNTU

GABI GERMAIN

BA (H) ANIMATION



I love anything creative, exploring different art styles and trying out new techniques, seeing how people react to films really inspired me to animate. During my third year I made a 2D Short Film about how kids experience grief differently to adults, animated in TV Paint in a watercolour style. Although animating is time consuming it is definitely worth every minute, it is so rewarding seeing your own drawings come to life! I am hopefully going on to do a master's degree in animation here at NTU to focus more on 2D character animation and develop my portfolio further in the coming year, I'm very excited to see what comes next!



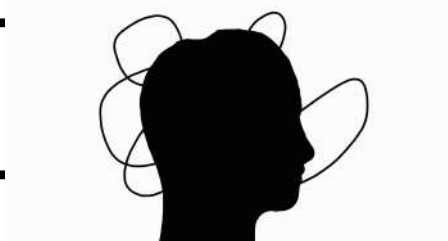
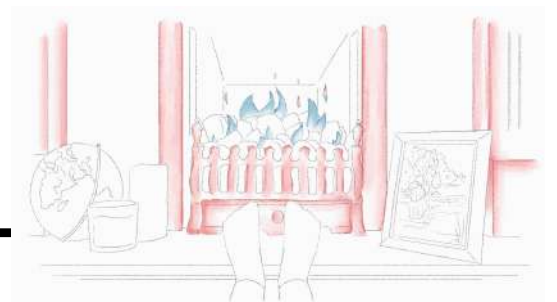
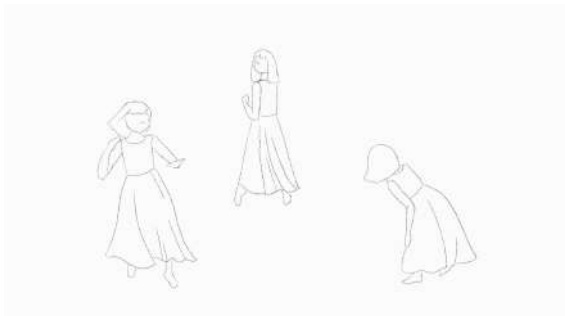
CONTACT

WEBSITE

INSTAGRAM

LINKEDIN

VIMEO



NTU

GRADUATED 2021
#WEARECREATIVESNTU

GEORGIA MCCLYMONT

BA (H) ANIMATION



"Hi! I specialise in 3D Look Development, but have a passion for all things 3D. Taking inspiration from games like Harry Potter (PS1) and Indie games such as Firewatch and The First Tree, I built a stylised environment and two character models using Blender. I wanted to dedicate time to learning sculpting, and PBR texturing. The story is about a witch who is building a scarecrow body for her husband, Oswald. After graduation, I hope to get into the industry as a 3D Artist! I am currently dedicating time to refining my character modelling skills, as well as learning about game development so that I can make my own game one day. I am particularly interested in narrative driven, first person exploration games and hope one day to release a title!



CONTACT

WEBSITE
INSTAGRAM
LINKEDIN
VIMEO



NTU

GRADUATED 2021
#WEARECREATIVESNTU

GRETA LEVICKYTE

BA (H) ANIMATION



Hello! My name is Greta, and I am a BA (Hons) Animation student here at Nottingham Trent University. My main interest in this course, as well as my passion, is 3D modelling. My curiosity in 3D began in the middle of my second year at university. I come from a traditional background in arts, and so for a long time, I looked at 3D as a rather technical, bland process. But the moment I got introduced to Zbrush, 3D sculpting software, I discovered an entirely different, creative side of the production, and I fell in love with it. The potential and complexity of the pipeline simply amaze me. Today I can say it is genuinely the most exciting field I have ever worked on, and I am thrilled to see what it will look like in the next five years. "



CONTACT

WEBSITE

INSTAGRAM

LINKEDIN



NTU

GRADUATED 2021
#WEARECREATIVESNTU

ISABEL CRISTINA TEJADA CARRASCO

BA (H) ANIMATION



Hi, I'm Isa an aspiring Visual Development artist in the animation and film industry. I was born and raised in Panama, a beautiful and multicultural Latin-American country blessed with colourful nature and landscapes which have inspired me to create Visual Development pieces based on an old Panamanian folktale as my final year project. Interacting with different people and their cultures opened my eyes to the amazingly diverse world we live in, especially since moving to the UK. Everyone has a story to tell, a distinctive background, unique experiences and a voice waiting to be heard; and I will love to translate this idea through my art. I enjoy traveling, learning languages and cultures which have influenced my personal development. I love nature and going for walks with friends and movie nights. I look forward to working in the art department of an animation studio, where I can collaborate with new ideas and develop my skills and creativity more.



CONTACT

WEBSITE

INSTAGRAM

LINKEDIN

YOUTUBE



NTU

GRADUATED 2021
#WEARECREATIVESNTU

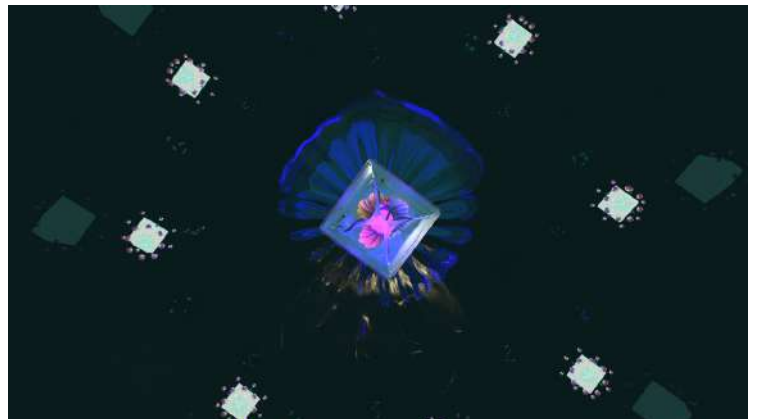
JASMINE

AUCHTERLONIE

BA (H) ANIMATION

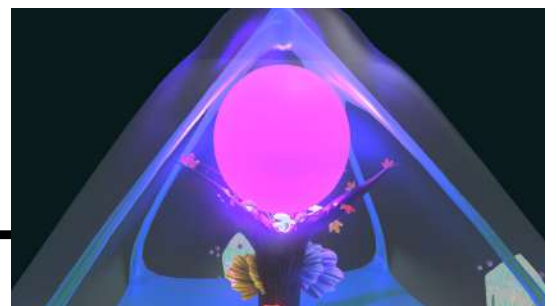
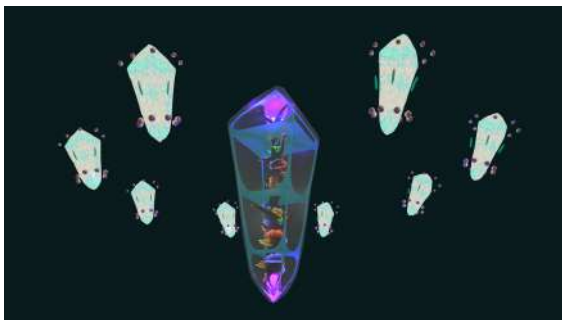


Hello, I'm Jasmine! I am a 3D artist, specialising more in environmental modelling, texturing. For my thesis film, I created a project based around Welsh mythology. The Welsh myth I used was Annwn, the Welsh Otherworld. I hope to go on to work in 3D games, films and tv in the future.



CONTACT

WEBSITE



NTU

GRADUATED 2021
#WEARECREATIVESNTU

JIANI NIE

BA (H) ANIMATION

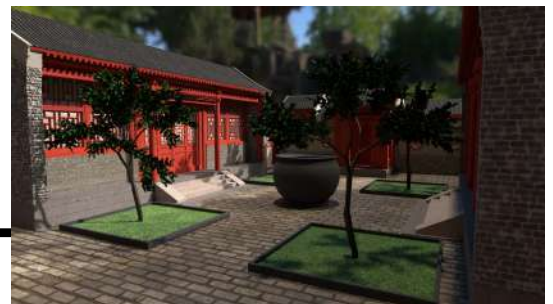
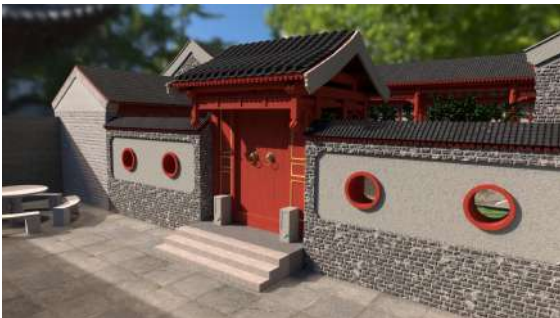


Hello, my name is JIANI. I am an animation student. In my graduation project, I made a 3D Lookdev which is an ancient Chinese courtyard. I encountered many problems during the whole production process, but in the end I solved the problems and completed my project. I hope that in the future I can continue to work towards the direction of a 3D modeler and make better works.



CONTACT

WEBSITE



GRADUATED 2021
#WEARECREATIVESNTU

JOHN MONGE

BA (H) ANIMATION



My name is John Monge, and I studied BA Animation. I love watching several animated films and I am a big fan of Studio Ghibli. Throughout my final year, I enjoyed animating characters and make them come to life either in 3D or 2D. For my project, I have decided to focus on mastering the animation principles and complete small exercises which explores dynamic and subtle performance, two-character interaction, monologue, and a character run cycle. The goal of the project was to develop an understanding of performance. I have collaborated with different film students, and I have helped them animate their characters which were very fun! During my second year, I was able to collaborate with other students and worked as a team for the client brief project. I am hoping to apply for internships or junior entry-level opportunities to kickstart my career as a character animator.



CONTACT

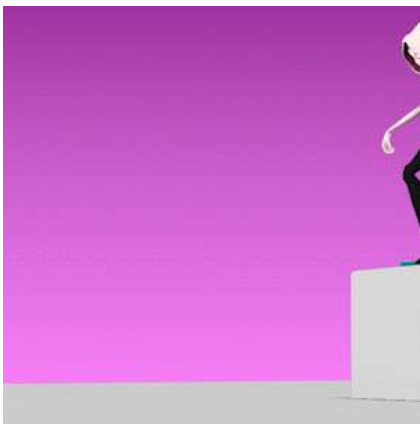
WEBSITE

INSTAGRAM

LINKEDIN

VIMEO

YOUTUBE



NTU

GRADUATED 2021
#WEARECREATIVESNTU

KATHERINE RUSHIN

BA (H) ANIMATION



I am a 2D Animator, with a passion to animate environmental and background landscapes. like buildings, streets and more. taking great time and effort to make fun and interesting camera angles and movements! I like to create both realistic and historic environments to fantasy lands. Bringing these buildings to life as well as the characters and props that inhabit them. Enjoying bringing the more lesser focused areas to light over character animation, focusing on architectural and perspective areas. Taking a great curiosity of events that have long since passed as well as creating places that are other worldly and breathing life and conservation into them. With my most enjoyed part of university being creating camera angles and movements through buildings like the Blackpool tower and running into Cromer pier. being able to discover and develop these skills to create perspectives that are intriguing and unusual within the world of 2D animation.



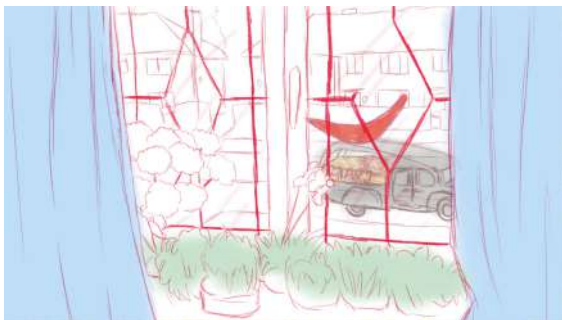
CONTACT

WEBSITE

INSTAGRAM

LINKEDIN

YOUTUBE



NTU

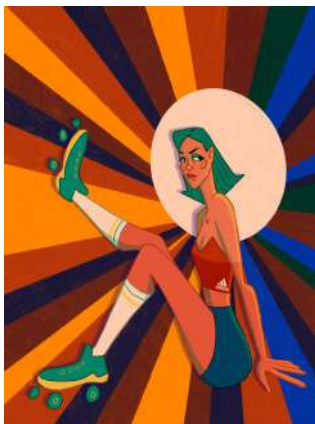
GRADUATED 2021
#WEARECREATIVESNTU

KATY TONGE

BA (H) ANIMATION

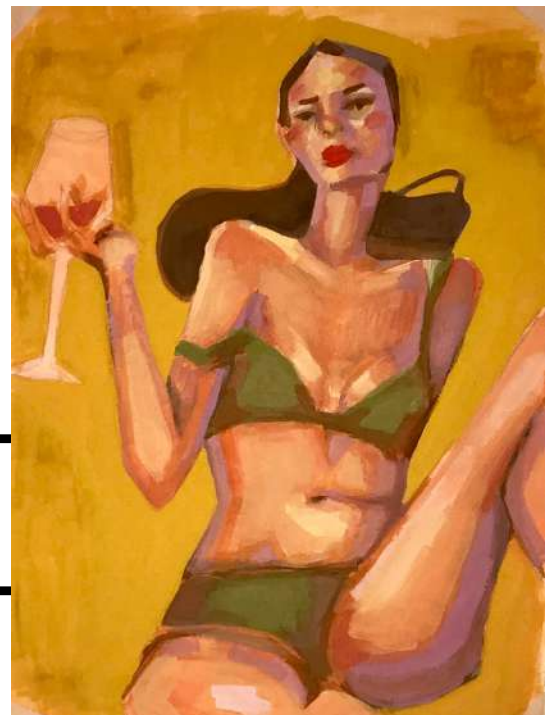


I'm Katy Tonge and I'm passionate about 2D animation, gouache painting and theatre. I love experimenting with perspective and textures in my work and enjoy exploring a range of techniques for comedy within my projects. My films often incorporate sets of interviews using visual exaggeration for comedy, as I'm really interested in the juxtaposition of animation and real-life dialogue. My graduate film 'Post Pandemic Party' explores how young people adapted their social lives during the lockdown through animation. With a keen interest in theatre, I've been heavily involved in the University's Drama Society working both as a Promotional Secretary and as President in my final year, earning myself a Student Leadership Certificate, and utilised my video editing skills for online performances during the COVID-19 pandemic. I also gained an Art and Design Foundation Diploma from Oxford Brookes University, achieving a Distinction for my final film 'Have I Got Booze for You?'.



CONTACT

WEBSITE
INSTAGRAM
LINKEDIN
VIMEO
YOUTUBE



NTU

GRADUATED 2021
#WEARECREATIVESNTU

KLEANTHIS LOIZIDES

BA (H) ANIMATION



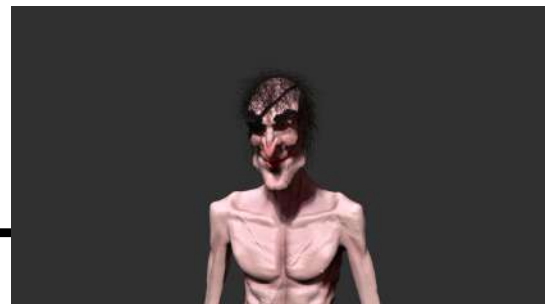
I specialize in 3D character creation for games and film. My passion is digital sculpting, I love creating engaging and memorable characters. The process of creating a living character from a sphere excites me. During my time in the university, I developed a strong skillset in 3D modelling, anatomy and texturing. Looking forward I would like to work in the games industry and provide gamers with more iconic characters.



CONTACT

WEBSITE

LINKEDIN



NTU

GRADUATED 2021
#WEARECREATIVESNTU

LEO LAMBTON

BA (H) ANIMATION



I'm Leo, I specialise in 3D animation and modelling. My final year project was inspired by Games Workshop's Warhammer 40K and follows a pair of Space Marines through a battle. After graduating I would love to work for a company like Games Workshop, but plan on working on my own projects for animation festivals.



CONTACT

WEBSITE



NTU

GRADUATED 2021
#WEARECREATIVESNTU

LUCY OMNET

BA (H) ANIMATION



I'm Lucy and this year I worked on a 2D thesis film called 'Exam Day'. The film primarily focusses around portraying the stresses and strain of school exams. I wanted to create a film that I feel could resonate with audiences of all ages and by actively not using dialogue to dictate the story, there is no limit to who can watch the film. I predominantly work using Adobe Photoshop, TvPaint, After Effects and Premiere Pro and would love to work in children's television at some point in the future, as I feel my style and aesthetic works best in that bracket. For now, I'd like to carry on building my portfolio to continue with developing my skills as an animator and maybe even character concept artist.



CONTACT

WEBSITE

INSTAGRAM

LINKEDIN



NTU

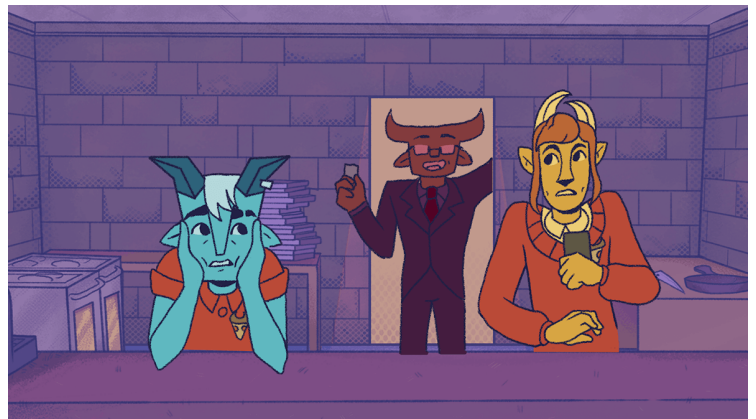
GRADUATED 2021
#WEARECREATIVESNTU

LUCY SIDDALL

BA (H) ANIMATION



Hello! I'm Lucy, a 2D animator from Derby, I specialise in hand drawn animation within TV-Paint and Visual development in Adobe Photoshop. I Love telling everyday stories with fantasy twists and using bright colour palettes within my work. For my final year project I have been producing a thesis film titled "Devil's in the details" a story that details the struggles of two demons - Erin and Greg who are pizza delivery workers trying to finish the last delivery of the night. Facing against traffic caused by tormented souls, Demonic dogs and an overbearing boss, Greg and Erin will have to work together if they plan on delivering the last order in time. Post-graduation I aim to fully complete my thesis film and continue to build upon my 2d Animation portfolio. I am hoping to work in a studio as an 2D animator and further develop my 2d animation skills.



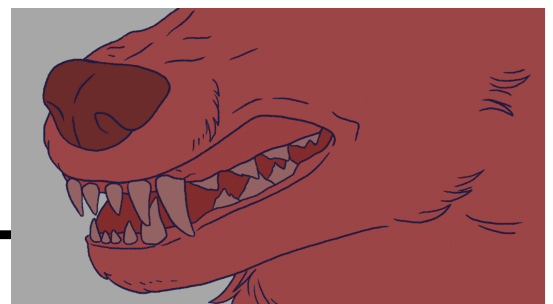
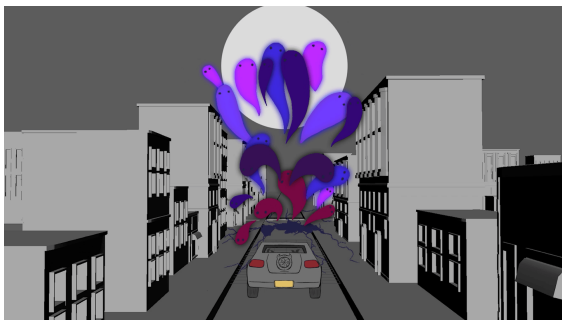
CONTACT

WEBSITE

INSTAGRAM

LINKEDIN

VIMEO



NTU

GRADUATED 2021
#WEARECREATIVESNTU

MADDY TARA REI STEVENS

BA (H) ANIMATION

Hello! My name is Maddy - I am a 2D animator and visual development artist. For my thesis project, I decided to make a film tackling current sociological adversities from the perspective of 6 young adults. Through the use of interview, a familiar setting, and a blue and purple saturated colour scheme, my aim was to immerse the viewer in the thoughts and emotions of each protagonist, in an effort to make the audience reflect on the current dialogue we are having in the UK. Now that I have finished university, I will be relocating to Manchester in aid of advancing my creative career - and hopefully furthering my exploration into more sociologically stimulating topics!



CONTACT

WEBSITE

INSTAGRAM

LINKEDIN



CHARACTER

BACKGROUND CHARACTERS

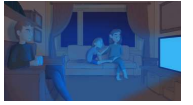


NTU

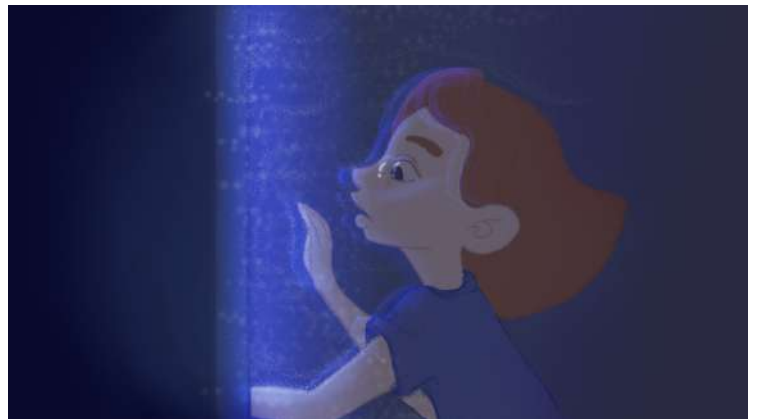
GRADUATED 2021
#WEARECREATIVESNTU

MAJA SZYNDLAREWICZ

BA (H) ANIMATION



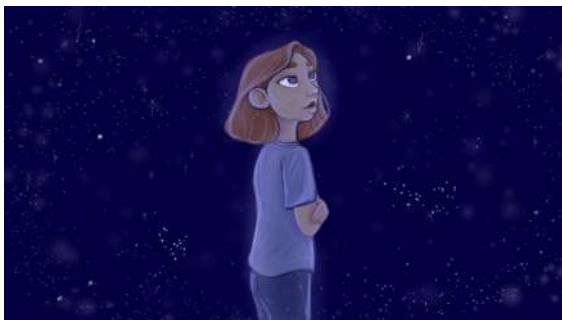
I'm Maja, I'm originally from Poland and moved to the UK at a young age. I'm aspiring to be a 2D animator. I've been interested in the portrayal of dreams and the dream state throughout my university education and would love to follow this theme in my future animations. Eventually, my main goal is to open up my own studio creating content for all audiences discussing important political movements and exploring diverse stories to inspire younger generations worldwide. I love taking care of my plants and surrounding myself with nature. My final project is about a girl that experiences lucid dreaming and gets lost in her dream world.



CONTACT

WEBSITE

INSTAGRAM

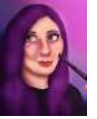


NTU

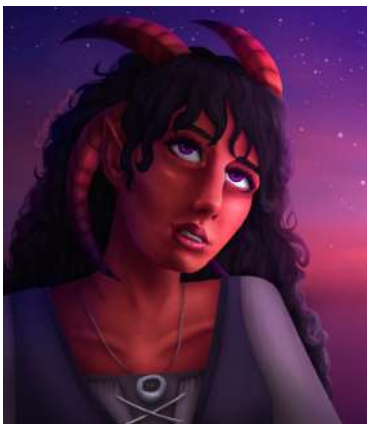
GRADUATED 2021
#WEARECREATIVESNTU

MOLLY-ANN MARSH

BA (H) ANIMATION



I'm Molly-Ann Marsh, a character animator and artist. I have always loved telling and illustrating stories, which has been my favourite part of my degree; bringing those stories into animated motion. I enjoy fantasy settings, especially in video games or table-top RPGs that allow freedom and artistic creativity such as Dungeons and Dragons. I have my own fantasy/steampunk story that I have been working on over the past 4 years and am still developing in the hopes of pitching it to a studio one day! I would love to be a part of creating more media for both TV and games and I am excited to be working within the industry to bring more diverse and interesting voices to the screen. I have already received a number of private art commissions and shown that I can work to a deadline, a skill that I've continued to strengthen whilst attending university. I am most active on my Twitter, @themollystar which is the best place to follow me for all of my art and animation updates!



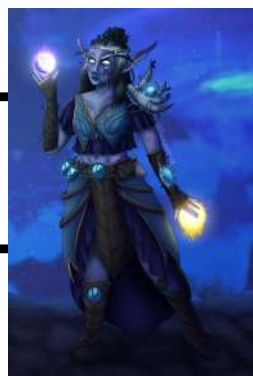
CONTACT

WEBSITE

INSTAGRAM

LINKEDIN

YOUTUBE



NTU

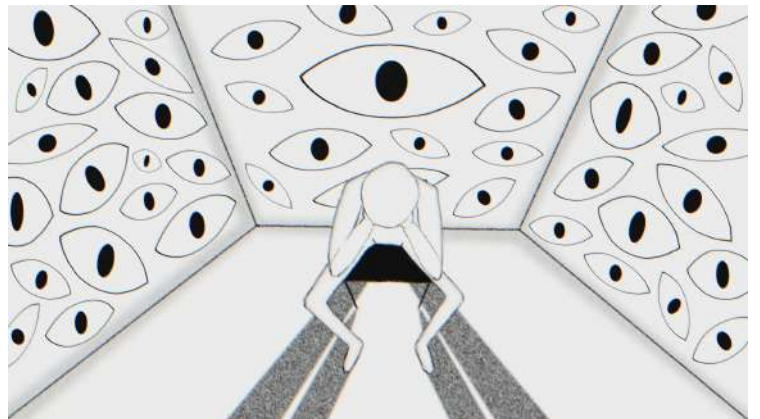
GRADUATED 2021
#WEARECREATIVESNTU

NATE BURROWS

BA (H) ANIMATION



I'm Nate, a trans animator and artist. Abstract narratives and dynamic designs are what I enjoy doing the most, with my passion being animated narratives for mature audiences. I am heavily inspired by the horror genre, with psychological horror being my primary focus. I enjoy exploring themes of identity, gender and society within my personal work. I feel passionate about telling these stories due to my own experiences and personal journey with identity. I believe the creative industry thrives on diversity and aim to bring this to every project I work on.



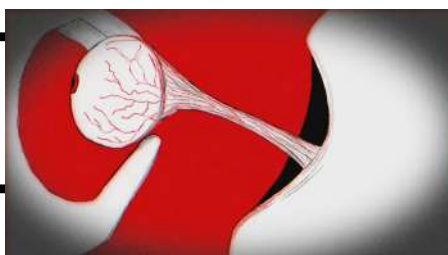
CONTACT

WEBSITE

INSTAGRAM

VIMEO

YOUTUBE



NTU

GRADUATED 2021
#WEARECREATIVESNTU

REBECCA JANE RIVERS

BA (H) ANIMATION

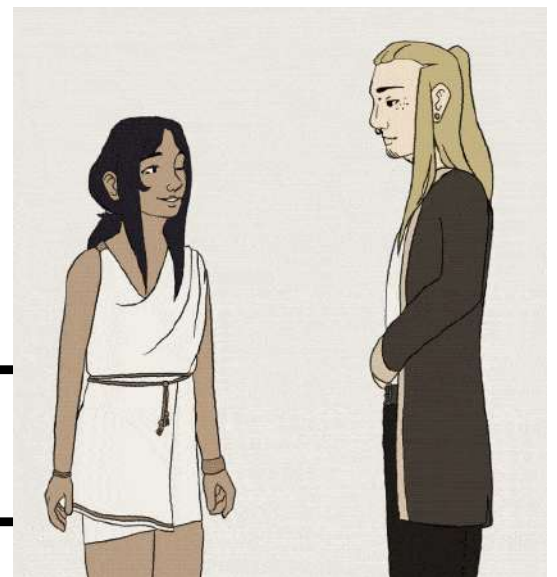


Hello! I'm RJ and I'm a character animator! My favourite pass time is creating characters and forming a story around them, which is why character animation called to me personally. I also enjoy making my own reference for my animations, and using them to bring my characters to life. My favourite projects in university were the 3 shot films and the character design. Designing a world and characters to live within it was very satisfying to me which is why even when I did character animation for my final project I wanted there to be a storyline threaded throughout. I often found my stories were too long and complex to fit into a short film, but I could focus on the details of short scenes when I solely considered the character's reactions and movements. Eventually I want to do character animation or visual development for feature length animated films or video games. I am particularly drawn to indie games since I often find their art styles more interesting and experimental.



CONTACT

WEBSITE
INSTAGRAM
LINKEDIN
YOUTUBE



NTU

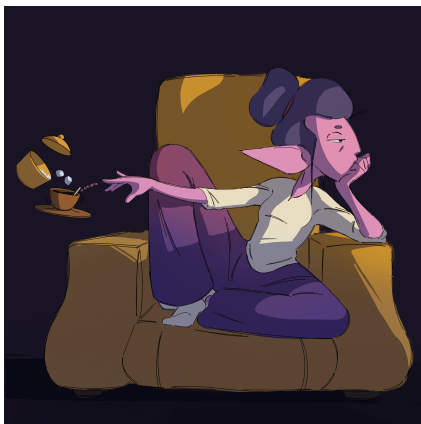
GRADUATED 2021
#WEARECREATIVESNTU

TOMMY BELL-JONES

BA (H) ANIMATION



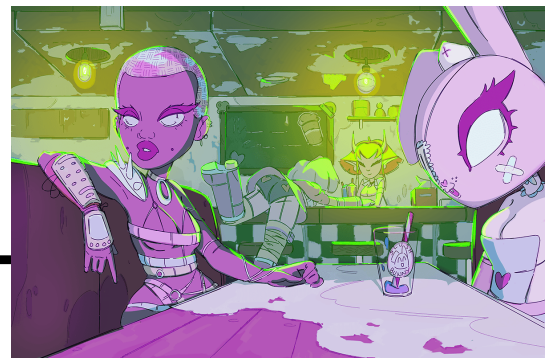
Heya! I'm Tommy and I absolutely love to tell stories; especially through a visual medium. My time this year has been focused on developing a story concept through storyboarding and illustration. The concept is an idea for a show. This show revolves around two main characters living in a high fantasy world. These characters run a magical extermination business together, and each episode focuses on the day to day encounters they experience. I would like to eventually turn this into an actual show, but that will be years from now. So for now, I'm looking to be a storyboard artist to hopefully get my foot in the door. If you want to see any more of my work, check out my insta @tom2art_



CONTACT

WEBSITE

INSTAGRAM



NTU

GRADUATED 2021
#WEARECREATIVESNTU