Each year, we ask our final year students to submit their work to be considered for use as promotional artwork for the final year show, and this year Jewellery & Metal Design student Beth Cameron was chosen as the winner.
Welcome to the **Graduate Showcase 2020**

"Our graduates are the future. They are the future of the creative and cultural sector and the future of society."

This year our students have completed their work and their final year in the strangest of times and the most difficult of circumstances in lockdown. They have shown the most phenomenal resilience, capacity and ingenuity to manage through that time and to produce fabulous outcomes. They have been simply phenomenal! And I’m sure that you’ll share that view when you explore the online showcase.

Our students have demonstrated their capacity to cope, to find new solutions, to be truly resilient. They take those qualities, of being independent actors, people who are self-starters, who can imagine and create new solutions, with them into their futures. And that’s where they will contribute to the cultural and creative sector and to other areas, or as they progress into different career choices, as they’ve learned in and through the subjects they’ve studied here at Dundee.

Our graduates are trained to think about how they may reimagine, respond to or to shine a light on key issues and challenges and how they can form imaginative, creative - wonderful - responses to those challenges. Our graduates are the future. They are the future of the creative and cultural sector and the future of society. Please support them - and please do enjoy the online showcase.

We all wish our graduates of 2020 every success for the future!

**Professor Anita Taylor**
Dean, Duncan of Jordanstone
College of Art & Design

View [online](dundee.ac.uk/graduateshowcase)

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University of Dundee
Welcome
Graduate Showcase Artwork
DJCAD courses
– Animation
– Architecture
– Art & Philosophy
– Digital Interaction Design
– Fine Art
– Graphic Design
– Illustration
– Interior & Environmental Design
– Jewellery & Metal Design
– Product Design
– Textile Design
Our courses
Friends of the Show
Class of 2020
The artwork

Each year, we ask our final year students to submit their work to be considered for use as promotional artwork for the final year show, and this year Jewellery & Metal Design student Beth Cameron was chosen as the winner. Her work is inspired by the architectural changes taking place around Dundee. We caught up with Beth to find out more about the inspiration behind her collection...

Dundee is undergoing a massive regeneration, at the heart of these changes is the £1 billion waterfront development which aims to reconnect the city with the river and has seen the opening of V&A Dundee, Scotland’s first design museum. Beth, who has lived in the city her entire life, found inspiration in her observations of the city changing and growing around her.

Beth explained more about the creation of her ‘Changing City’ collection:

“These reference sketches lead on to origami style paper models, folding and crafting paper to create sharp lines and folds, recreating the architectural structures and experimenting with scale and shape in a 3D form. This development process is then replicated in a more permanent material, using copper shim, which can be folded and manipulated in the similar way to paper.”

After studying Textile Design at Dundee and Angus College for two years Beth joined the Jewellery and Metal Design course at DJCAD. While she enjoys the more hands on approach of working with metals, she continues to incorporate the techniques she learnt while study textiles into her jewellery pieces, often using stitches to bring metal work together and focusing on enameling and powder coating to add colour, texture and pattern to the copper structures.

When Beth talks about the design process her passion for jewellery shines through.

“I am fascinated by the process of designing a piece for somebody. The jeweller goes through a huge development and research process, but the piece can take on a completely different meaning to the person that buys and wears it, they create their own story.”

The buildings Beth photographed around the city have also inspired the paired down colour palette seen in her collection. She focuses on black, grey and white but adds a spark of colour with blues picked up from her reference images. Much like the architecture of the city, with a juxtaposition between old and new, Beth’s pieces are designed to be mix and matched. No two pieces are the same, she uses tab settings allowing multiple pieces to be worn together or layered up to create unique compositions which reflect the Dundee skyline.

“I am so excited to have my work chosen to represent the class of 2020, and feel very lucky to be given the opportunity to get my work out in the public eye. I jumped at the chance to apply.”

After graduating Beth hopes to stay within Dundee as she grows her creative practice, but what has been her favourite thing about studying at DJCAD?

“You don’t feel restricted to one area. I have had the opportunity to use so many different workshops. I have tried out digital fabrication techniques in the Make Space, created development work on sewing machines and had the chance to experiment in the wood workshop. You are encouraged to have an open mind and experiment with so many different materials and techniques. These opportunities have allowed me to hone my practice and focus down my technique to create my final collection.”
Animation

Animation is a narrative-driven course focusing on characters and storytelling. Accordingly, this year’s graduands have produced a rich array of short films and showreels that showcase their abilities across these and other skills.

There is a strong tendency toward hand-drawn animation this year, with the majority of work being produced through this method as opposed to 3D animation. From sci-fi to horror, seriousness to humour, a wide array of genres, styles, subjects and techniques have been covered by the class of 2020.

We echo commercial practice as closely as possible. This means the course is constantly evolving to reflect an ever-changing industry that constantly requires graduates able to work new processes and software.

From Home, and the Disney Channel, our course is recognised for graduates who have the skills employers need.

Over the past four years, our graduands have learned to work to briefs and about professional production practices within a variety of specialisms. During their final year with us, students work collaboratively to create a short animated film. Each student within the project will focus on two specific skills, such as storyboarding, animation or character design, and produce a showreel or portfolio to demonstrate their abilities to potential employers.

I would encourage everyone to take some time to browse through the wonderful short films and showreels they have produced and learn something of the creative development behind the final product.

Brendan Body
Programme Director
Architecture

With 6.5 billion people forecast to live in urban areas by 2050, the challenges facing cities and governments around the world are vast. Architecture and Urban Planning are disciplines with the capacity to drive change as well as respond to it, creating places for people to work and live for this century and the next.

Our graduates operate locally and internationally as architects, planners, urban designers, developers and educators. The profession continues to change and develop at speed, but will always deal with the legacies of the past, the predictions of the future, and the realities of the present. Developments in technology, manufacturing, commerce and policy require students to have access to exceptional facilities. To prepare students for the future, we challenge them to embrace collaborative learning and to work within a creative environment which facilitates ‘thinking through making’, both physically and digitally.

This year’s projects highlight examples of the varied themes and fascinations which have obsessed our students and staff over the past 12 months. This includes the work of final year M.Arch students across the three study units they select from. The Architecture & Society students are determining ‘What Society Looks Like’ with investigations of Gdansk, Poland. The MacroMicro group have focused on the socio-spatial processes resulting from the residential concentration of students in Dundee, Glasgow, and Newcastle. The work of M.Arch with Urban Planning students considers the public realm and the economic, social and political context of Perth city centre.

This year’s cohort are part of our ongoing collective story and are proud to promote their amazing work and experiences to their families and supporters, prospective and current students, industry representatives and the alumni of the future. Congratulations to all of our students for their dedication, persistence, good humour, professionalism and hard work. We wish them well whether they continue on their educational journey or progress to the world of work.

Cameron Wilson
Head of Architecture and Urban Planning

The MacroMicro group have focused on the socio-spatial processes resulting from the residential concentration of students in Dundee, Glasgow, and Newcastle. The work of M.Arch with Urban Planning students considers the public realm and the economic, social and political context of Perth city centre.

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Cameron Wilson
Head of Architecture and Urban Planning
Refinement is key to our students’ journey and evident in the diverse bodies of work produced by this year’s graduands.

Influenced by their study of philosophy as well as the contemporary art world, our students receive the conceptual grounding to grow their visual practice and tackle real-world issues. Theoretical practice is at the heart of the course and our students are encouraged to push the boundaries, be experimental and partake in ever deeper investigation to pare their art down to its core.

As you will see from the work created, it is in their final year of the course that students truly find their own voice. The resulting outcome is a distillation of self-expression across painting, sculpture, photography, performance, sound, video, printmaking, ceramics, textiles, animation and every other kind of artwork imaginable.

To enhance learning opportunities, and to empower our students to refine their practice, we run a speaker’s programme allowing them to engage with renowned artists, philosophers and practitioners. The University is home to the Scottish Centre for Continental Philosophy, and we enjoy close ties with Dundee Contemporary Arts, enabling us to benefit from a visiting network of high profile international figures.

Our course is unique in Scotland and we produce a unique type of graduate. With studio practice underpinned by rigorous studies in aesthetics, our alumni enter the world as artists, theorists, curators, critics and academics instilled with the ability to interrogate the essence of ideas and the creative works they inspire.

Philip Braham
Programme Director

Digital Interaction Design

We live in an increasingly digital world, one which raises profound questions around security, exclusion, the environment and physical and mental health. Designers working in the digital space must therefore imagine ways to tackle some of the biggest challenges of our time.

The Digital Interaction Design course aims to empower students to bring people, technology, design and place together to produce high-quality work they are passionate about. In addition to the academic programme, we have connections with major players in the tech world and our students benefit from hearing from a variety of industry voices, including high achieving alumni whose success provides the current crop with inspiration.

The final year of the course is when students become completely self-directed and see a project through from setting their own brief to realising a finished product based on their learning across their time with us. As their designs prove, this year’s graduands have done a fantastic job of responding to big societal issues.

Inclusion was a major theme across our students’ work this year. They explored ways of helping people who aren’t always able to access the latest technology and created bespoke solutions around difficulties arising from medical conditions or personal circumstances.

Our students created shared social experiences through design, encouraged people to interact with each other as well as technology and enabled individuals to feel safe online. At all times, people, and their individual needs, were to the forefront of the process.

Paul Gault
Programme Director

Graduate Showcase 2020
Embracing new and disparate areas is essential to our ethos. Students are given the opportunity to work with every School within the University and encouraged to immerse themselves in the worlds of everyone from Dundee’s world-leading medical researchers and engineers to our environmental pioneers and philosophers.

A number of initiatives are organised to encourage students to think beyond the boundaries of what they thought possible, both in terms of their own practice and the wider art world. A weekly Speaker’s Series brings students together for exciting presentations from artists and theorists from all over Europe and to engage with the ideas and debates that these stimulate.

Our staff exhibit and publish nationally and internationally and our students have the opportunity to work with them both within the tutorial system and within cross-year peer groups, attending masterclasses, undertaking study visits and participating in international collaborative projects. All students have the opportunity to participate within a professional practice programme designed to equip them with the diverse range of skills required to confidently navigate the complexities of the creative industries after graduation.

The work of this year’s graduands showcase an expansion beyond the studio environment into materials ranging from print-making and artist books, sculpture, painting, sound, film, photography, text and curatorial practices. The growing critical and contextual understanding of the theory of art and culture which is at the core of our students learning is clear to see.

Some of this year’s cohort have chosen to focus on issues and beliefs personal to them, while others elected to tackle some of the most pertinent questions of our time. In several cases, the two have been explored simultaneously. Their hard work over the past four years has been geared towards developing their own identity as an artist and the incredibly broad spectrum of projects bears witness to that journey.

Edward Summerton
Head of Contemporary Art Practice
Illustration

To be an illustrator is to be a problem solver, taking an idea from a client and turning it into something visual that can communicate in a visual world. From the outset, our students experience different aspects of an illustration practitioner’s daily life, working to tight deadlines and to industry briefs as they discover their own way of generating creative solutions to make hardworking pictures.

The projects seen within Illustration exemplify how the students have shaped their practice to work towards employment in one of the numerous branches of this exciting discipline. The subject matter is as wide ranging as it is cleverly handled and the stories they tell come in a diverse range of styles and mediums. Their personal authorship is what shines through as the students celebrate the kind of illustrator they have become.

With the incredible work being showcased in the exhibition, there is no doubt this year’s cohort will go on to emulate their predecessors successes, many of whom work with the likes of Scriberia, the New York Times, The Folio Society, The Guardian, and Time Out (to name but a few) or have gone on to land contracts with major publishers around the world.

Dr Michael Peter
Programme Director, Illustration

Graphic Design

Migration means something different to each of us and this year’s design offers a window into the myriad ways it is experienced, thanks to Graphic Design graduates who interrogated and developed a narrative around the issue.

The migration project, set by the International Society of Typographic Designers, is just one example of the high-quality work coming out of this year’s cohort. Our final-year students are challenged to develop their own body of work from briefs set by tutors, industry partners and international competitions. The results are both eye-catching and thought-provoking.

Our Graphic Design course is industry-facing, with the goal of developing skills that will support students into graduate employment. We work with top design agencies, including Dyson and Good Creative, to ensure our students meet real world challenges informed by an awareness of sustainability, the circular economy and community. Reflecting industry practice, collaboration and interdisciplinary working are a key element of the course.

Students develop skills in typographic/editorial design, branding and marketing, motion graphics, and digital media. They can also explore options in printmaking, photography, video, interaction design, ceramics, 3D printing, and laser cutting technology. We induct our students into all of the workshop spaces and encourage them to experiment broadly with the facilities.

From the moment they first set foot inside DJCAD, our students are encouraged to be inquisitive and experiment broadly. These attributes have helped shape the work of the class of 2020 and will provide the firm foundations for highly successful careers.

Gary Gowans
Programme Director

“From the moment they first set foot inside DJCAD, our students are encouraged to be inquisitive and experiment broadly.”

“The subject matter is as wide ranging as it is cleverly handled and the stories they tell come in a diverse range of styles and mediums. Their personal authorship is what shines through as the students celebrate the kind of illustrator they have become.”
Jewellery & Metal Design

What does it mean to be a designer today? By immersing our students in cutting edge technology as much as traditional skills, we help them to challenge convention and develop their own vision of what a designer can be.

They address contemporary issues linked to materials, sustainability and the emerging dichotomy between the digital and the handmade. The latter is a major focal point, with students being encouraged to experiment with digital making, computer-aided design, and wearable electronics as well as learning more hands-on making techniques. The result is the wonderful array of pieces.

Jewellery & Metal Design is about much more than aesthetics. While these collections may well be beautiful, they are also the result of extensive research and deep reflection on contemporary issues such as travel and adventure, personal identity, political and spiritual beliefs, mental health and wellbeing, and the natural and the built environment.

Our graduands have produced work in a variety of precious and non-precious materials, focusing on objects and design. Sometimes this translates into a body of handmade work or a commercial batch product. We also include all aspect of CAD, using the latest software packages and wearable electronics where more experimental pieces can be created, even incorporating media such as photography or the moving image.

Our graduates work in varied careers. They work as artists and designers. They can be found in management, education, or in specialist posts within museums and galleries. Wherever they are and whatever they do, they display the versatility and innovation that are characteristic of a true designer.

The staff on the Jewellery and Metal Design course, would like to give acknowledgement and recognition to the graduates of 2020. During these difficult times, they have shown great strength and willingness to rise above the sudden challenges place on them. The determination to achieve their goals, will place them on a high professional platform for their future careers, we wish them all the success for the future.

Teena Ramsay
Programme Director

Interior & Environmental Design

“Throughout their studies, our students are actively encouraged to establish creative links to industry, with opportunities to work on national and international projects.”

Our course operates at the intersection of architecture, design and art, and this year’s projects provides a platform for a dynamic range of proposals that explore the shifting social, spatial and technological conditions of the 21st century interior.

Our designers have been working in a variety of scales, context and sites, applying co-design and service design research to generate proposals that explore how we live, work, and play.

With a focus on societal issues, there are a variety of projects, installations and objects that reflect human occupation in the built environment, from healthcare in Dundee to disaster relief in the Bahamas. A focus on experimentation and enquiry into architecture and adaptive reuse is prevalent in many of the projects which include an exploration of immigration networking and healthy cultural exchanges in Glasgow, a bio-crematorium, an Urban Bothy Trail, and a live project with V&A Dundee that opens up the skateboarding lifestyle to a museum audience.

Throughout their studies, our students are actively encouraged to establish creative links to industry, with opportunities to work on national and international projects provided by the NHS, Marie Curie and the Royal Incorporation of Architects in Scotland. These relationships provide a creative and a critical springboard into their future careers.

These design-led engagement tasks are at the core of their learning, opening up the possibilities of primary research methods and allowing them to develop their unique stance, which is reflected in the final projects that I am sure you will be impressed by.

Andrew Milligan
Programme Director
This year our students have developed an incredible array of projects, with a clear passion for addressing the major societal challenges of our time.

Although environmentally sustainable design is a major theme this year, several students also looked at health and wellbeing, particularly social and mental health challenges. For their generation to be one of positive change, education and learning will be vitally important. To this end, many projects open up discussions around how you encourage kids from nursery age onwards to be more aware of the sort of global challenges that we face.

Our Product Design course has a collaborative ethos, whether that be with other disciplines, industry experts or real users. We focus on getting our students used to thinking critically and developing their creative and imaginative skills as they progress.

This course starts with a foundation year, which allows students to learn about several different design disciplines. From there, they hone their technical skills and learn to apply them practically. In their final year, students are encouraged to chart their own path, learn who they are as a designer, and focus on the skills that are relevant for the industry.

The end result is something to be very proud of. I am sure this year's cohort will emulate the success of their predecessors, who have gone on to work for the likes of Dyson, Lego, Nokia, Mountain Equipment, Unilever, and the Copenhagen Institute of Interaction Design, or to establish their own studios. Our students are designing the future.

Dr Chris Lim
Programme Director

Textile Design

Textiles are ubiquitous. They clothe and protect us, from jeans to spacesuits. We sleep, sit and step on them. We are in almost constant interaction with textiles of some sort. They hold meaning historically and culturally. They can communicate and we communicate through them. They can be sacred. They can be smart. They can be whatever you want them to be.

When we work with students we lay down the foundations of the design process from in-depth research, through experimental development, to finessed outcomes. Core skills in traditional processes such as knitting and screen printing feature alongside digital technologies and emerging smart materials. We set students challenging briefs that address societal issues, pushing them to consider how they, as material designers, can design solutions to issues around materials, production and consumer culture.

We do not focus on trend but rather allow students to explore projects that help them develop a portfolio geared to their individual plans and aspirations. By their final year we see an exciting breadth of work that demonstrate the practical craft skills and design thinking approach that students have developed throughout their time with us. Projects cover the interior environment, commercial and domestic, the body, education, health and wellbeing, material research and much more. This year themes around material use, circular economy and conscious consumption are prevalent.

These final projects draw on our graduands' experiences and reflect their dreams for the future. They deserve the warmest of congratulations for producing such a beautiful body of work.

Claire Adholla
Co Programme Director

“For their generation to be one of positive change, education and learning will be vitally important.”
Our courses

Duncan of Jordanstone College of Art & Design is the creative hub at the heart of the University of Dundee. The art and design courses we offer cover a range of artistic disciplines and encourage creative work across multiple media and genres. We’re a world renowned art school with a rich and creative history spanning over 130 years and have helped to develop some of the finest artists and designers across the globe.

As one of the best rated art schools in the UK, we have a number of undergraduate, postgraduate and research opportunities.

**Undergraduate**
- Animation
- Art & Design (General Foundation)
- Art & Philosophy
- Digital Interaction Design
- Graphic Design
- Fine Art
- Illustration
- Interior & Environmental Design
- Jewellery & Metal Design
- Product Design
- Textile Design

The University of Dundee also offers a degree programme in Architecture.

**World Leading Research**

DJCAD seeks to foster innovation within creative practice, employ creative practice as a methodology to enhance other disciplines or domains and contribute towards an explicit and transparent knowledge base that furthers our disciplines in the future.

To find out more about our Research Groups and current research opportunities visit [dundee.ac.uk/djcad/research](http://dundee.ac.uk/djcad/research)

**Postgraduate**
- Animation & VFX
- Art & Humanities
- Comics & Graphic Novels
- Design for Business
- Forensic Art & Facial Identification
- Medical Art
- Product Design

To find out more about our courses visit: [dundee.ac.uk/djcad/study](http://dundee.ac.uk/djcad/study)
Friends of the Show 2020

Two years ago, the University of Dundee launched the Friends of the Show scheme, inviting local businesses to support our up-and-coming artists, designers, and architects. Now in its third year, the initiative continues to be well received by local businesses, raising thousands of pounds to support the Art & Design and Architecture Degree Show.

The Degree Show presents Dundee’s talent to the global stage, the Show being a unique opportunity for graduates to promote themselves and their work to the many visitors who flock from all over the world to get a glimpse of the future of Scotland’s art and design scene.

By joining the scheme, Friends provide invaluable support to these students as they launch their extraordinary creative talent into the world. Friends also play a key part in helping to attract new visitors to Dundee’s vibrant cultural community, their business profile benefiting by association with emerging new talent from the University of Dundee. Being a Friend of the Show is an opportunity for local businesses and Duncan of Jordanstone College of Art & Design to work together, and has resulted in new collaborations between businesses, students, graduates and the College.

Businesses can choose to become a Friend at whichever level, Gold, Silver, or Bronze, best fits their business. The range of exciting opportunities available for Friends include invitations to the Degree Show opening night, exclusive tours and recognition on the exhibition website and in the show guide.

Duncan of Jordanstone College of Art & Design continues to be firmly embedded within the local community and has made a creative impact on so many lives, both locally, nationally and internationally. The support of our Friends helps our students tremendously as they strive to launch their careers in the world of art and design. We hope to welcome many more businesses as Friends of the Show as we continue to work together to support our talented artists and designers of the future.

To become a Friend of the Show or to find out more about the scheme businesses contact:

e: development@dundee.ac.uk

t: 01382 384821 or join online at uod.ac.uk/friends-of-the-show.
# Class of 2020

## Animation
- Sophia Austin
- Deborah Barker
- Lynn Biederer
- Reema Boualayan
- Chloe Butchart
- Jade Crooks
- Rebecca Emms
- Gonzalo Fragas Bringas
- Conor Fraser
- Eamonn Grady
- Marcell Guziewicz
- Abigail King
- Amy Kyle
- Zhen Lin
- Natalie Littlealloy
- Molly Lockhart
- Millie Mackie
- Alexandra McNeill
- Matthew Price
- Chloe Randall
- Molli Reynolds
- Holly Sim
- Emma Smith
- Josh Sneddon
- Kalina Staniaik
- Emma Steele
- Zoe Stewart
- Aleksandra Szejko
- Claudia Taylor-Smith
- Ha-Huin Zhang

## Architecture & Urban Planning
- Jordan Burme
- Cheyenne Lavinere
- Mohammad Lawal
- Sarah McKenzie
- Callum O’Connor
- Jodie Walker
- Liam Cox
- Alixart Battles
- Hannah Nathan
- Kirsty Watt

## Art & Philosophy
- Pete Cunningham
- Emma Doctor
- Kaya-Lana Fraser
- Katie McCauley
- Emma Mitchell
- Danielle Naylor
- Yuvan Ren
- Stella Rooney
- Andrew Rose
- Iva Sedalckova
- Ian Young

## Digital Interaction Design
- Ben Akkari
- Noel George
- Rosie Glenwright
- Cameron McFarlane
- Kathleen McBreriety
- Euan McKay
- Grant Milne
- Carys Pleace
- Lewis Smith
- Christopher Wesley
- Christie Wilson

## Fine Art
- Stephanie Angus
- William Bell
- Anna Blair
- Thomas Bucher
- Stacey Carnegie
- Morgan Cassidy
- Martin Crawford
- William Cunningham
- Kayley Davidson
- Annelisa Davis
- Dunnes Deeney
- Lewis Deeney
- Jordan Dempsey
- Riannon Dwar
- Stephanie Dulsun
- Morgan Falcoster
- Catriona Fraser
- Ernadd Gaskell
- Emma Giles
- Carly Gillon
- Sophie Glover
- Jacqueline Goodall
- Kara Griffith
- Iain Hunter
- Lucy Hutton
- Kayleigh Jones
- Jeannie Johnston
- Josie Jones
- Shonagh Kelly
- Dawn Killean
- Rebeca MacIntyre
- Robyn Mark
- Alexandra McConnell
- Katie McDonal
- Eve McGlynn
- Emily McNeill
- Shawnah Miligan
- Ellen Mitchin
- Katherine Morrison
- Erin Nelly
- Holly Orr
- Sophie Percival
- Katarina Reiterova
- Lisa Reynolds
- Kirsty Robertson
- Ishbel Ross
- Jacqueline Shanks
- Amalia Shipman-Mueller
- Danielle Stewart
- Megan Strother
- David Strab
- Meig Sutherland
- Lenka Taeva
- Heather Taylor
- Libby Thompson
- Mercedes Trin捡
- Graham Wallace
- Georgina Williams
- Jordan Wilson
- Charles Wood
- Francesca Woodcock

## Graphic Design
- Ioannis Andreouliou
- Zoe Beckett
- Jordan Birier
- Ellen Chestnut
- Stephen Christoforou
- Melissa Cocker
- Rebecca Cohan
- Neil Connor
- Lewis Cull
- Renato Thomas Cruz Costa
- Jelisia Delatousche
- Taylor Dewar
- Main Ferns
- Anna Freeman
- Iona French
- Samuel Hirst
- Callum Laird
- Helena Lindsay
- Beth McCreadie
- David McGovern
- Callum O’Neill
- Rachel Park
- Greg Rathie
- Lauryn Shankland
- Elidith Sheden
- Ka Shek
- Aaron Snood
- Marion Tinney
- Rachel Walker
- Megan Wilkinson
- Lily Wilson

## Illustration
- Andrew Bastow
- Leah Cameron
- Sophie Dalgleish
- Graeme Docherty
- Louise Elder
- Keny-Ellen Fleming
- Harriet Johnston
- Lola Kripp
- Justin Matthe
- Greg McIndoe
- Nicole McLaughlin
- Alice Prentice
- Robert Reid
- Cara Rooney
- Jagoda Sadowska
- Niamh Shaw
- Iain Smith
- Jess Smith
- Rebecca Smith
- Zoe Swann
- Rebecca Thomson
- Sorcha Tolland
- Emma Turbitt
- Arianna Vettraino
- Olivia Webster

## Interior & Environmental Design
- Melanie Chiswell
- Lisa Cochrane
- Dervia Duncanson-Cox
- Marieke Evans
- Michael Fenton
- Jenna Flemington
- Rebecca Hackett
- Catriona Henderson
- Lee Johnstone
- Roseanna Kendall
- Dalia Kvedarate
- I-Lung Lin
- Naomi Caims
- Ciara Devlin
- Euan Flynn
- Ewan Gardiner
- Laura Gilmour
- Cherie Gilruth
- Alice Heath
- Sarah Hill
- Saskia Hill
- Rachel McIndoe
- Justine Matthew
- Lola McKenna
- Oliver McGlynn
- Lewis Petrov
- Joe Shadef
- Elidith Sheden
- Ka Shek
- Aaron Snood
- Marion Tinney
- Rachel Walker
- Megan Wilkinson
- Lily Wilson

## Jewellery & Metal Design
- Andrew Bastow
- Leah Cameron
- Sophie Dalgleish
- Graeme Docherty
- Louise Elder
- Keny-Ellen Fleming
- Harriet Johnston
- Lola Kripp
- Justin Matthe
- Greg McIndoe
- Nicole McLaughlin
- Alice Prentice
- Robert Reid
- Cara Rooney
- Jagoda Sadowska
- Niamh Shaw
- Iain Smith
- Jess Smith
- Rebecca Smith
- Zoe Swann
- Rebecca Thomson
- Sorcha Tolland
- Emma Turbitt
- Arianna Vettraino
- Olivia Webster

## Product Design
- Tiffany Bachelet
- Iman Benjamin
- Douglas Black
- Kim Burke
- James Burton
- Naomi Caims
- Ciara Devlin
- Euan Flynn
- Ewan Gardiner
- Laura Gilmour
- Cherie Gilruth
- Alice Heath
- Sarah Hill
- Saskia Hill
- Rachel McIndoe
- Justine Matthew
- Lola McKenna
- Oliver McGlynn
- Lewis Petrov
- Joe Shadef
- Elidith Sheden
- Ka Shek
- Aaron Snood
- Marion Tinney
- Rachel Walker
- Megan Wilkinson
- Lily Wilson

## Textile Design
- Louis Barrow
- Emma Biggsstaff
- Catherine Brogna
- Rachael Chalmers
- Natasha Clarkson
- Gillian Connolly
- Jasmine Cook
- Maisie Cotter
- Ashley Coull
- Kirsten Croisse
- Laura Davidson
- Connie Devine
- Lucy Dickie
- Maisie Farrer
- Jessica Gentlemen
- Matthew Greene
- Sophie Harrison
- Adam Komuves
- Linzi MacLaren
- Katie Marshall
- Orla McNagly
- Eimear McNamara
- Lauren Patchett
- Jasmine Pert
- Francesca Rea
- Sarah Richardson
- Matilda Sandground
- Calum Taylor
- Lyndsey Taylor