

# GCSE Art and Design Option

Information and Guidance

Art and Design Department @ ACS

First read the lines on the left side pane only and then read them across (e.g., Art is pointless without passion) to see how the meaning changes.

ART IS POINTLESS  
YOU HAVE TO GO OUT  
GET AN ACTUAL JOB  
AND MAKE A LIVING  
YOU CAN'T JUST LET  
THE REST OF YOUR LIFE  
BE A JOKE, A FAILURE.  
YOU WILL END UP  
A STARVING ARTIST.  
CONTRIBUTE TO SOCIETY  
INSTEAD OF WASTING TIME  
YOU'RE WORTHLESS.

WITHOUT PASSION.  
AND CREATE ART.  
DOING WHAT YOU LOVE  
BY BEING YOURSELF.  
OTHER PEOPLE DEFINE  
AND SAY YOU WILL  
FOLLOW YOUR HEART.  
HAPPY AND FREE, NOT  
LOVE YOUR ART AND  
BY INSPIRING PEOPLE  
LETTING OTHERS TELL YOU  
YOU CAN CHANGE THE WORLD.

# Studying the Arts subjects (Art and Design, Textiles, Product Design, Graphics) - some myths:

- If I study Art I will earn little money and starve as an artist.
- Creative subjects are 'soft' subjects, they are 'easy' / irrelevant.
- I don't need creative skills to survive in life.

# Answers to the myths:

- You don't have to become an artist if you are studying the subject for GCSE or A Level. There are hundreds of possible careers in the creative industry.
- Creative subjects enable you to become a stronger, more resilient character, a problem solver, a risk taker.
- Creative subjects expand your mind.
- Creative careers are wide-ranging and with high average salaries.

**To balance academic subjects with creative subjects is beneficial because it will develop you as a whole person and will also help you in the actual study of the academic subjects.**

**Study of a creative subject alongside academic subjects will help you develop the following academic and life skills:**

- **Skills of Creativity and Imagination-beneficial for further studies and careers in the fields of Maths, Science, English, Languages, Humanities, Medicine**
- **Skills of Dexterity (hand-eye coordination) – beneficial for further studies and careers in the fields of Medicine (e.g., Surgery, Dentistry)**
- **Skills of Problem solving – beneficial for further studies and careers in the fields of Science, Maths (e.g. Statistics, Accountancy)**
- **Skills of Resilience - beneficial for further studies and careers in any field and walk of life**
- **Knowledge and Understanding of different cultures, histories and movements - beneficial for further studies and careers in the field of Humanities**
- **Appreciation of Historical, Cultural, Ethical, Religious and Spiritual aspects of humanity - beneficial for further studies and careers in the field of Humanities**

# GCSE Art and Design at ACS

## Course Structure with Exam board Edexcel/Pearson

### **1) Unit 1 Coursework Unit (60%)**

- Year 10 sketchbook (Structures theme) September-May of Y10
- Final outcome (practical exam around July, 10 hours)
- Y11 sketchbook (Identity theme) May of Y10 to December of Y11
- Final outcome (Identity theme) (practical exam around November, 10 hours)

### **2) Unit 2 Exam Unit (40%)**

- Exam theme sketchbook (January-May of Y11)
- Final Outcome (practical exam around April, 10 hours)

# GCSE Art and Design at ACS: what will I do?

From September we will start a new sketchbook with the theme of Structures, which will last for most of Year 10. This will count towards the 60% Coursework Unit 1 (internally set and externally moderated.) From May we will start a new sketchbook on the theme of Identity, which you will need to complete by December. You will also complete a mock practical exam around November on the theme of Identity. From January to May of Y11 you will work on the third (exam theme) sketchbook (40%) and will complete a practical exam around April.



You art teacher will support you throughout the course but you should be prepared to work independently and complete all your homework.

Here are links to visual samples of Y10 and Y11 art GCSE sketchbooks:

Y10:

<https://drive.google.com/drive/folders/13oWJgUILRaNe3knSwy20pQNhe2V3Bxum>

Y11:

<https://drive.google.com/drive/folders/1UUIjIFclGuCZOICIDtVnXiatxcULXeQp>

## Further study and Progression to A Level

You can choose subjects such as: Art and Design, Photography, Textiles. The following pages give some possible subject combinations in your further studies:

# Possible A Level Subject Combinations

## Art, Mathematics, Physics

This is the perfect A-Level combination for students looking to study architecture at university. Architecture applicants need to have good grades in maths and physics to demonstrate an understanding of the basic principles of architecture, such as how forces impact upon buildings, to accurately estimate the quantities of materials required in a build, and to work to and manage construction budgets.

They also need to align these practical skills with an understanding of creative thought and process, different styles and eras of architecture, and skills such as drawing and painting and a grasp of scale.

# Art, Business Studies, Mathematics

Taking Art in combination in business and mathematics can lead to a wide range of creative and business related courses such as fashion or media management.

The creative industries are already huge and are growing, so there are great opportunities for students who are able to combine creative flair with understanding of business and finance.

# Art and Double ICT

Studying Art with Double ICT would enable you to study Graphic Design Courses at University. The publishing/graphic design industry in the UK and beyond is wide-ranging and well paid.

# Photography, Art, Sociology

Photography, Art, and Sociology go hand in hand in a great university application. ***They all tie in with each other, and Sociology can be used to inspire your Art and Photography, making university life easier.***

Universities know the sheer amount of work you have to do for both Photography ***and*** Art, and take this into consideration. They also know the difficulty of Sociology and what kind of student you need to be to succeed in it – the kind of student they want studying with them.

***Sociology may not be a facilitating subject, but it is a social science.***

Just bear in mind that Photography and Art can be paired with pretty much any other academic subject, but especially the sciences.

# Computer Science, Graphic Design, Art

*This combination of A-Levels is good for students who are looking to go into graphic design, or even videogame animation.*

This combination of A-Levels mixes logical with the creative, to show that you can apply yourself to anything. ***Universities love to see this in students, as it means that they can stretch and succeed in whatever they put their mind to.***

# What kind of jobs will studying creative subjects enable me to find?

- Illustrator, Theatre Set Designer, Web Designer, Product Designer, Artist, Art History Lecturer, Art Teacher, Fashion Designer, Textiles Designer...
- Magazine Editor, Comic Book Writer, Costume Designer, Make up Artist, Curator, Gallery Coordinator, Art Critic, Interior Designer, Furniture Designer...



## **Perhaps some lesser known creative careers:**

- Assistant technical director (visual effects)
- Cultural heritage conservation technician
- Historic environment advice assistant
- Junior 2D artist (visual effects)
- Post-production technical operator
- Archaeological specialist
- Assistant technical director (visual effects)
- Bespoke tailor and cutter
- Broadcast and media systems engineer
- Creative industries production manager
- Cultural heritage conservator
- Graphic Novelist

**Finally, some new types of creative careers, some of which did not even exist 10 years ago:**

- Design Director
- 3-D Print and Additive Manufacturing Manager
- Structural Engineer
- Director of Innovation, Brands and Values
- Art Director
- Flame Worker
- Glass Artist
- Detail Designer (Jaguar)
- Game Designer
- Magazine Illustrator
- Stage Set Designer

Really useful links for further information on creative subject options and creative careers:

- <https://www.cwjobs.co.uk/salary-checker/average-creative-salary>
- <https://creativejourneyuk.com/>
- <https://www.tate.org.uk/art/talking-point/why-study-art>

WHAT DID YOU DO AS A



CHILD THAT MADE THE  
HOURS PASS LIKE MINUTES?

HEREIN LIES THE KEY TO  
YOUR EARTHLY PURSUITS.

CARL JUNG

# Yes, I am an artist. No, I'm not going to end up poor and jobless

## Salary

The VFX industry is mainly made up of freelancers and fixed-term contracts. A common way to enter this industry, especially within film, is as a runner.

- A runner earns between £15,000 and £17,000.
- The average salary for a visual effects artists with one to three years of experience in the industry is £27,000.
- A mid-level artist with three to seven years' experience can expect to earn in the region of £38,000.
- Senior VFX artists with over seven years' experience earn an average of £54,000.

## Visual effects (VFX) Animator

### What does an animator do?

- VFX artists create photoreal, digitally-generated imagery.
- VFX artists use the latest technology to produce computer-generated creatures, crowds and stunt doubles.
- You need to make the viewer believe that what they are seeing is real. This could be a dragon, a fairy-tale castle, a rain storm, a big wave, spaceships, superheroes, alien cities or entire planets.



# Yes, I am an artist.

# No, I don't just draw.



## Costume Designer

A Costume Designer is the person responsible for designing the costumes for a production, making sure they match the time period, style and Director's vision for the piece, as well as being practical for the Performer.

### What are the main responsibilities of a Costume Designer?

Reading the full script, marking and making notes on areas that will affect costume

Research the time period and setting of the play

Researching fashion in certain time periods and places

Design the costume for each character

Liaise with the Director on the overall vision of the play

Costume is at the core of a film or TV drama. As well as contributing to the look, it helps actors feel emotionally connected to the character they are playing through wearing the character's clothes.

Costume designers design, create and hire the costumes for the cast. They research, sketch and draw mood boards of characters and clothes to communicate the style.

## Salary

Pay for a Costume Designer can vary depending on their level of experience:

Starting/Trainee: £13k

Experienced: £18k - £28k

Highly experienced: £35k



Concept artists come up with ideas for the look of the film or animation. They draw the very first sketches. Their artwork is then used as a reference points.

### What's a concept artist good at?

- Drawing: have a very high level of skill at drawing, painting, or using computer software to create artwork, produce varied work, develop your own style
- Creativity: produce innovative work, in the form of storyboards, graphic designs and paintings, that spark the director's imagination
- Communication: be able to take direction and use constructive feedback to make changes to your work
- Knowledge of animation: have a strong and wide-ranging interest in animation and live-action film and TV, understand the medium for which you are producing artwork and the way in which your work will be used
- Freelancing: find work opportunities for yourself and manage your finances, be self-motivated and work efficiently to deadlines



Starting salaries for entry level or junior concept artist positions are between £17,000 and £20,000.

Experienced concept artists can earn between £24,000 and £30,000.

For concept artists with 10 years' experience or more, earnings are usually £37,000 and above.

Freelance rates for concept artists are around £14 per hour on average.

**Yes, I am an  
artist.  
No, I'm not going  
to end up poor and  
jobless**

Film Concept Artist - Dean Sherriff

For many Art students, the notion of creating beautiful, imaginary worlds is the dream career. Dean Sherriff does this for a living, as a concept artist for Universal Pictures. He has produced concept designs for popular films such as After Earth, X-Men Origins: Wolverine, Day the Earth Stood Still and Night at the Museum. Dean trained at Ontario College of Art and Design in Canada, gaining an Honours in Illustration.



**GCSE & A Level Art and Design**

# Yes, I am an artist. No, I'm not going to end up poor and jobless

## Salary

A head make-up artist can earn £170 to £320 a day of editorial work. A junior make-up art artist can earn £45 to £150 a day. For fashion shows, lead make-up artists can earn £450 a day. On major feature films, with budgets over £30million, a trainee make-up artist can earn £140 a day, while the senior make-up artist with several years' experience, will earn £390.



## Make-Up Artist

A Make-Up Artist ensures that Performers have suitable make-up and sometimes hairstyles for appearing in front of an audience for a production. Make-Up Artists can work in film, live music, photo shoots, television and theatre. Their work involves creating images and characters through make-up, hairstyles and prosthetics according to a brief.

## What are the main responsibilities of a Make-Up Artist?

- Communicating with clients to clarify visual requirements
- Reading scripts to ensure they find the right materials and styles that may be required. E.g. a production set in a particular period such as Shakespearean
- Research where required
- Creating sketches designed for hairstyles and make-up
- Liaising with other members of the team to ensure all are focusing on the correct thing and aiming towards the same outcome
- Ensuring that appropriate action is taken to reduce the risk of side effects from using special effects make-up/hairdressing techniques
- Casting facial and body moulds and sculpting latex foam, these are called prosthetics
- Fitting and maintaining wigs, hairpieces and prosthetics



# Yes, I am an artist.

# No, I don't just draw.



## Digital Designer

Similar to graphic designers, digital designers use creativity and problem solving to design visuals for an electronic/technology-based environment. This ranges from websites to special effects for film.

### What's a digital designer good at?

Digital designers:

- are good with technology
- are creative and have an eye for colours, shapes and fonts
- can find solutions to problems
- have a good imagination and
- have an interest in the world around them

The purpose of a **Digital Designer** is to create digital assets for multimedia and graphics projects, including websites, mobile apps, advertising, animation, emails, social media, video games, and interactive displays. Some Digital Designers work exclusively on digital projects; some also design print collateral.

### Salary

The average salary for a digital designer is £34,941 per year in United Kingdom.

# Yes, I am an artist. No, I'm not going to end up poor and jobless

## Salary

### How much does a Audio Programmer make?

The national average salary for a Audio Programmer is £45,753 in United Kingdom. Audio Programmers work in the digital games industry. They are responsible for the processing, storage and playback of sound effects and music in the game. They write the software tools and utilities to support the sound and music. ... They will often work both for the game team directly and the software department.

## Audio programmer

**Also known as:** Audio developer, Audio engineer, Audio tools programmer

### What does an audio programmer do?

Audio programmers write the code that makes games sound awesome. The sound of a game, both the sound effects and music, are integral to the gameplay experience. Audio programmers write the script that determines functions like volume and makes it possible for effects like gunshot or footsteps to be triggered by the player's actions.

They are also responsible for developing the software which integrates the audio files into the game. Having designed and created new audio tools, they support programmers and designers in using them. They are also responsible for testing and debugging the audio code.



**Yes, I am  
an artist.  
No, I don't  
just draw**

### Shigeru Miyamoto

Bringing character to gaming.

Arguably the most respected game designer in the world to this day, Shigeru Miyamoto is the creative brain behind some of Nintendo's biggest hits. He is the inventor of franchises such as Super Mario, Donkey Kong, Star Fox, and The Legend of Zelda, and was also a key proponent in the success of the Nintendo Wii. One of the most important and famous people in the history of game design a young Shigeru loved to draw.



Gameplay designers are responsible for the central part of the game experience – how it plays. They design the mechanics of the game - how high a character can jump, how long it takes to accelerate to maximum speed or when you can gain points. They plan and define the game's structure, its rules, characters, objects, props and vehicles and think about different modes of play, like story mode or multi-player.



- Salaries for entry-level positions, such as a junior/intern, typically range from £17,000 to £18,000. Salaries for quality assurance (QA) tester roles, another common way into games design, are approximately £18,000 to £22,000.
- Level designers can expect to earn in the region of £20,000 to £35,000.
- The average salary for a game designer is £30,000, although you can earn up to £45,000. As a senior game designer you could earn up to £65,000.

Gameplay programmers write the code for the interactions that make a game fun to play. While lead designers decide on the combat, gameplay programmers make it happen.

# Yes, I am an artist. No, I don't just draw.



## Picture framer

Picture framers mount items like photographs, paintings and other artwork for display.

Professional picture framers create custom picture frames to preserve people's treasures. They work with sentimental photographs, valuable artwork, high quality images, hard earned medallions, autographed sports jerseys, time tested needlework's, priceless paintings, respected diplomas, and other keepsakes.

Many things must be considered in picture framing. First, a particular type and style of frame must be chosen. The frame is often complemented with a mat to enhance the border. Then protective glass or plexiglass must be chosen that can prevent glare and other damage. It's up to the picture framer to help guide the customer through the decision making process.

## Salary

Starting **salaries** for **picture framers** in the **UK** can vary greatly, but a trainee starts on around £15,000 a year. Experienced **framers** may expect to earn in the range of £18,000 to £22,000 a year. Specialist **framers** may earn up to £28,000 a year.

## Fashion Designer

A Fashion Designer works on the design of clothing or accessories. They need to keep up to-date with emerging fashion trends but usually specialise in one area.

### What would you do?

Tasks depend on the market the fashion designer is producing for, but core responsibilities include studies of seasonal trends such as styles, colours and textures and design of new garments or accessories. They record their designs using computer aided design programs or hand sketching. They liaise closely with sales, buying and production teams to analyse designs and making amends if necessary. They may also negotiate with customers and suppliers and oversee production. The role is very competitive and demanding.

A Fashion Designer Day to day tasks include:

Identifying new trends

Developing new designs

Reviewing, evaluation and approval of samples

Producing specifications

Identifying suitable materials and accessories

# Yes, I am an artist.

# No, I'm not going to end up poor and jobless



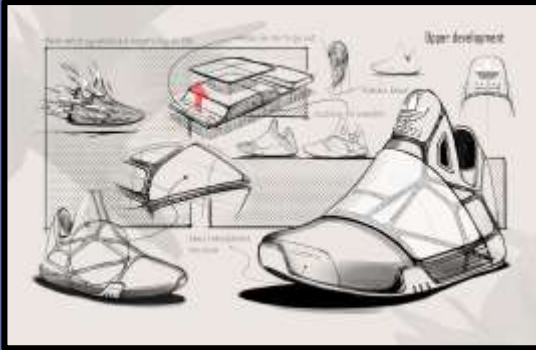
### Salary

- A Fashion Designers starting salary on average is £14,00 to £18,000 per year
- Experienced Fashion designer salary on average is £25,000 to £35,000 per year
- Senior Fashion Designers salary on average is £45,000 to £50,000 per year



# Yes, I am an artist.

# No, I just don't draw.



## Salary

The average footwear designer salary in the United Kingdom is £31,500 per year or £16.15 per hour. Entry level positions start at £25,000 per year while most experienced workers make up to £69,765 per year.

## Footwear designer

Alternative titles for this job include

Footwear designers create new designs and sample patterns for men's, women's and children's footwear.

Footwear designers come up with creative and practical designs for shoes and other footwear. The footwear market ranges from catwalk and High Street fashion shoes, to sports footwear such as football boots and training shoes.

### The work may involve:

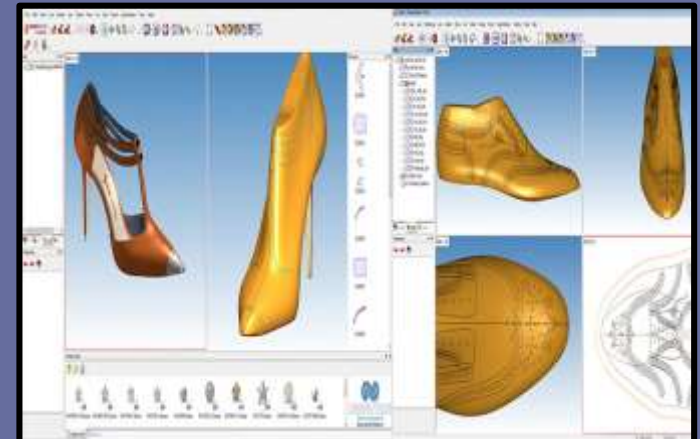
working with other designers on styles and trends

making rough design drawings by hand or using a computer

researching ideas at fashion shows and events

making sample shoes to present their ideas

conducting quality checks and overseeing production.





Graphic designers create images that communicate ideas or products to people, either by hand or with computer software. They can work on layout and production of anything from adverts for magazines through to business reports. You would work with text and image, selecting the best colours, fonts and detail to deliver the right message.

Graphic designers often:

- have a good eye for detail
- can find solutions to problems
- have an awareness of the world around them, and
- have a good imagination.

- Starting salaries for junior graphic designers are in the region of £15,000 to £19,000. Once you've gained some experience, salaries can rise to £27,000.
- At a middle level, you can expect to earn £25,000 to £35,000.
- Salaries for senior graphic designers or creative leads range from £35,000 to £55,000. A creative director can make £60,000+.
- As a freelancer, you can earn between £200 and £400 a day with experience. You'll be able to charge more once you have an impressive track record and recommendations.

**Yes, I am  
an artist.  
No, I don't  
just draw**

Magazine Art Director, Graphic Designer, Photographer -  
Adrienne Pitts

Adrienne Pitts discovered a passion for photography at age 16. Adrienne studied both Photography and Design in her senior high school years and, after a year-long student exchange in Chile, completed a Bachelor of Design from Massey University, achieving First Class Honours. Although majoring in photography, Adrienne ensured that all of her elective papers helped prepare her for a graphic design job, allowing her to get the best out of her four-year degree.

Adrienne is currently an award-winning Art Director for the Jamie Oliver magazine in London.



GCSE & A Level Art and Design

## Graphic designer

### What does a graphic designer do?

Graphic designers create images that communicate ideas or products to people, either by hand or with computer software. They can work on layout and production of anything from adverts for magazines through to business reports. You would work with text and image, selecting the best colours, fonts and detail to deliver the right message.

### What's a graphic designer good at?

Graphic designers often:

- have a good eye for detail
- can find solutions to problems
- have an awareness of the world around them, and
- have a good imagination.

Graphic designers often have good analytical skills, an artistic ability, strong communications skills and be able to manage their time well.



# Yes, I am an artist.

# No, I'm not going to end up poor and jobless



### Salary

Starting - £15,000 to £19,000. Once you've gained some experience, salaries can rise to £27,000.

At a middle level - £25,000 to £35,000. Senior graphic - £35,000 to £55,000. A creative director can make £60,000+.

Freelancer - £200 and £400 a day with experience.

Salaries vary depending on the sector of employment, location and your experience and reputation. The best paid jobs are usually in London and other large cities. In-house design teams tend to offer higher salaries than design agencies.



# Yes, I am an artist.

# No, I don't just draw.



## Salary

When starting out, you can expect to earn between £18,000 and £25,000.

With some experience, you can earn around £30,000.

Furniture designers with several years' experience can earn £40,000 or more.

## Furniture designer

Furniture designers create designs for mass-produced furniture, furniture made in small batches and one-off pieces.

Your work activities as a furniture designer will vary according to whether you are self-employed working alone or with one or two other craftspeople or employed by a manufacturing company, with a group of experienced furniture designers.

You may need to:

- study, research and plan various styles of furniture design
- find ways to improve furniture items already manufactured
- stay informed about design trends and developments
- select suitable materials, which might include wood, metal, plastic and textiles
- use software packages such as AutoCAD, Inventor, SolidWorks and Photoshop
- prepare detailed final designs
- liaise with craftsmen or production department staff (such as production managers, marketing staff and design engineers) about the process of construction or manufacture
- evaluate issues such as pricing and fixing costs, fashion, purchasing, safety, materials and manufacturing methods and techniques
- use various tools to complete projects from raw materials to finished furniture items
- attend workshops, seminars and training on various types of manufacturing and furniture design.

## COMMERCIAL ART GALLERY MANAGER

Commercial art galleries are privately owned, for-profit galleries that select and represent artists and sell their work via the contemporary art market. They have a significant role in the infrastructure of the art world and can help determine which artists end up in major collections or being shown by large public museums and galleries.

A commercial gallery manager will work alongside the director of the gallery to determine the overall focus of the gallery and work towards ensuring that the gallery is both commercially and artistically successful. The responsibility of a gallery manager may include: sales and marketing; artist selection; liaising with artists, dealers and collectors; managing a team of staff; arranging the transportation and installation of artworks; curating exhibitions; liaising with and attending art fairs; managing an artist's estate; general administration; managing a budget.

**Salaries** at this level can be around £16,000 to £19,000.

**Gallery managers** can earn in the region of £25,000 to £40,000, whereas **salaries** for **gallery** directors can be in excess of £60,000. **Galleries** may pay commission/bonuses for sales of **art** work in addition to your **salary**, which can increase your earnings.

# Yes, I am an artist. No, I'm not going to end up poor and jobless



### What skills do I need to become a gallery manager?

- Strong organisational skills
- Financial acumen and the ability to manage a budget
- A flair for sales
- Strong communication and interpersonal skills
- A passion for art and a strong knowledge of contemporary art practices

# Yes, I am an artist.

# No, I don't just draw.



## Salary

Starting salaries for specialist photographic technicians, working in labs, in the UK tend to be in the range of £14,000 to £18,000 a year. With more experience, salaries can rise to £30,000 a year and above.

## Photographic technician

Photographic technicians help photographers and produce images from digital files.

In large companies **photographic technicians** usually specialise in film processing (developing and printing the film), digital scanning and manipulation of images, or print finishing (laminating and mounting the prints for display).

### The Work

You could be:

- mixing chemicals to develop photos and loading films into processing machines and setting controls
  - checking negatives and correcting marks before printing
  - making adjustments to digital images using specialist software
  - using a machine to print photos in large numbers or printing individual photos by hand
  - saving processed images digitally onto CD, DVD or memory (USB) stick for customers or clients
  - regularly checking the accuracy of digital and printing equipment
  - using precision cutting and laminating equipment and mounting prints
  - preparing and packaging images for exhibitions and displays
  - if working for a retail company, carrying out general customer service tasks.
- As most photo images are now digital, there are fewer jobs in film processing.

**Illustrators** are commissioned to create still drawings and images to communicate a story, message or idea, which are then used in advertisements, books, magazines, packaging, greeting cards and newspapers. As an illustrator, you'll work to commercial briefs to inform, persuade or entertain a client's intended audience, adjusting the mood and style of images accordingly.

You'll typically specialise in a particular design medium, such as drawing, photography or digital illustration.

Types of illustrator

Work is predominantly freelance and most illustrators are self-employed. Areas of work include:

**advertising** - posters, storyboards, press

**publishing** - books

**corporate work** - brochures, catalogues

**editorial** - magazines, newspapers and comics

**fashion** - forecasting

**merchandising** - greetings cards, calendars, t-shirts and ceramics

**multimedia** - TV, film, computer games, websites, apps and animation.

# Yes, I am an artist.

# No, I'm not going to end up poor and jobless



## Salary

Starting salaries for illustrators are in the region of £18,000 to £20,000. In London, starting salaries are higher - around £23,000.

As an experienced illustrator with several years' experience, you may earn £20,000 to £30,000 a year.

Well-established illustrators may earn up to £40,000 or more.



## Art therapist

Alternative titles for this job include Art psychotherapist  
Art therapists help people express difficult thoughts and feelings through creative activities.

**Art therapists** use visual art media to help people who struggle to express their feelings verbally confront difficult emotional issues. Those who are referred to an art therapist don't need to have experience of, or be any good at, art.

Art therapists play an active part in the sessions, guiding patients through the creative process and encouraging them to engage with their feelings and explore the thought processes behind them.

### Typical activities in the role include:

- meeting patients or clients and arranging activities and sessions
- planning and facilitating activities, and maintaining the workshop and equipment
- organising and carrying out one-on-one and group workshops
- in group workshops, encouraging members of the group to relate to each other through their art
- attending seminars, workshops and conferences to discuss treatment methods and share ideas and experience
- encouraging patients or clients to explore their art and think about it means to them.

# Yes, I am an artist.

# No, I don't just draw.



## Salary

As a newly qualified art therapist, your starting salary is likely to be £31,365, rising up the pay scale to £37,890. Experienced NHS art therapists can earn between £38,890 and £44,503. NHS senior and principal art therapists earn salaries of £45,753 to £51,668.

**A career as a jewellery designer enables you to combine your creative talent and business skills with hands-on crafting ability**

Jewellery designers design and make jewellery using a variety of materials, including gold, silver and precious stones.

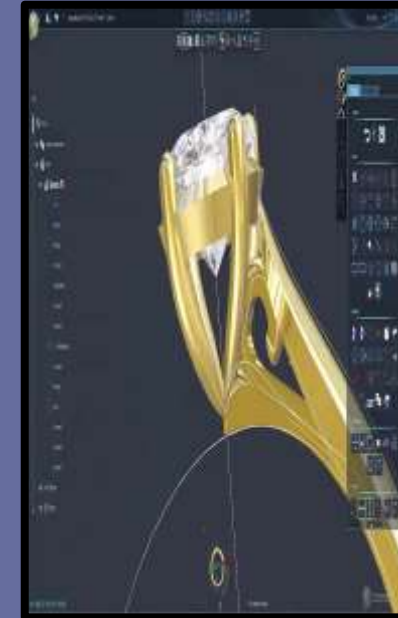
You could either produce designs for mass production, make jewellery in small numbers or create bespoke pieces commissioned by a client. If you work for a company, it is likely that other members of staff will make your designs.

Practising one of the oldest crafts, jewellery designers create pieces which can have great sentimental significance or symbolic meaning. Jewellery designers must be able to relate well to their clients in order to understand design specifications, as well as master the creative and practical skills needed to make a product.

A mixture of creative skills and commercial awareness is vital in designing original pieces of jewellery. The design process is complex and involves a series of stages, each requiring different abilities on the part of the designer.

**Yes, I am an artist.**

**No, I'm not going to end up poor and jobless**



### **Salary**

Starting salaries for jewellery designers in an employed position can be around £16,000.

Salaries for experienced designers can range from £20,000 to £50,000