

ART & DESIGN

UNDERGRADUATE PROGRAMME GUIDE
2019

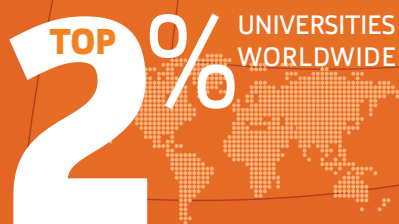
AUT



AUT graduates have work
experience where they apply
their learnings



EMPLOYABILITY
QS STARS 2017/18



Art & Design TOP 100

Welcome to Art & Design



An education in art and design at AUT is an exceptional studio culture experience. We seek to inspire and challenge students, and to amplify their ambitions and skills. The School of Art and Design offers two undergraduate bachelor's degrees in a range of different disciplines, all driven by the custom studio experience.

We focus on curiosity and experimentation, technology and strong industry links. Our programmes balance originality, creativity and conceptual development with theoretical and professional studies. We provide world-class facilities including three galleries, a 3D lab, digital, photographic and moving image facilities (including a motion capture studio), a textiles and design laboratory, and specialist design studios.

AUT's industry-led art and design school focuses your innovative art and design thinking. Our graduates develop the vision and skills to transform the way that creative industries and businesses appear to the world – often working on real-life, national and international projects, and winning international awards.

An education in art and design provides a gateway to outstanding career opportunities. If you have a passion for bringing new concepts to light and seeing the results become tangible, you'll find a community of like-minded people at AUT.

We hope you'll join us and change the world with your take on creativity.

Professor Thomas Mical

BDes(Hons) *University of Florida*, MArch *Harvard Graduate School of Design*, MBM *RMIT University*, MSc, PhD *Georgia Institute of Technology*
Head of School, Art and Design

Welcome to AUT

E ngā mana, e ngā reo
E te iti, e te rahi
E ngā mātāwaka o ngā tōpito o te ao
Ngā mahuetanga iho e kawe nei i ngā
moemoeā o rātou mā
Tēnā koutou katoa

Piki mai rā, kake mai rā,
Nau mai, haere mai ki tēnei o ngā wānanga
Whakatau mai i raro i te korowai āhuru
o Te Wānanga
Aronui o Tāmaki Makau Rau

To the prestigious, the many voices
The few, the great
To those of all races and creeds
We who remain to fulfil the dreams and
aspirations of the ancestors
Greetings one and all

Climb, ascend
Embark on the journey of knowledge
Let us at AUT embrace and empower you
To strive for and achieve excellence

Te whakatupu i te kōunga, i te mana taurite me ngā
tikanga matatika, i ngā pūkenga ako,
i ngā pūkenga whakaako me te āta rangahau hei hāpai
i ngā hāpori whānui o te motu, otirā, o te ao.

To foster excellence, equity and ethics in learning,
teaching, research and scholarship, and in so doing
serve our regional, national and international
communities.

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Key: F/T = full-time, P/T = part-time

Cover: 89% work experience (AUT Annual Report 2016), 5 out of 5 (QS Stars University Rating 2017/18), Top 2% (Universities New Zealand website www.universitiesnz.ac.nz)

International students should visit www.aut.ac.nz/international for entry requirements and detailed application information.

Disclaimer: Although every reasonable effort is made to ensure accuracy, the information in this document is provided as a general guide only for students and is subject to change. All students enrolling at AUT should consult its official document, the AUT Calendar, which is available online at www.aut.ac.nz/calendar, to ensure that they are aware of, and comply with, all regulations, requirements and policies.

The information contained in this programme guide was correct at the time of print, December 2017.

AUT's faculties and schools

AUT has five faculties and 17 schools. The light orange box in the diagram below shows where the programmes in this programme guide sit within AUT.

FACULTY OF BUSINESS, ECONOMICS AND LAW

TE ARA PAKIHI, TE OHANGA ME TE TURE

Business School
Te Kura Kaipakihī

Law School
Te Kura Ture

School of Economics
Matauranga Ōhanga

FACULTY OF CULTURE AND SOCIETY

TE ARA KETE ARONUI

School of Education
Te Kura Mātauranga

School of Hospitality and Tourism
Te Kura Taurimatanga me te Mahi Tāpoi

School of Language and Culture
Te Kura Reo me te Ahurea

School of Social Sciences and Public Policy
Te Kura Pūtaiao ā-iwi me ngā Kaupapa Tūmatanui

FACULTY OF DESIGN AND CREATIVE TECHNOLOGIES

TE ARA AUAHA

School of Art and Design
Te Kura Toi a Hoahoa

School of Communication Studies
Te Kura Whakapāho

School of Engineering, Computer and Mathematical Sciences
Te Kura Mātai Pūhanga, Rorohiko, Pāngarau

Colab: Creative Technologies
Maraunga Matatini

FACULTY OF HEALTH AND ENVIRONMENTAL SCIENCES

TE ARA HAUORA A PŪTAIAO

School of Clinical Sciences
Te Kura Mātai Haumanu

School of Interprofessional Health Studies
Te Kura Pākeho Ngaioatanga o Ngā Marau Akoranga Hauora

School of Public Health and Psychosocial Studies
Te Kura Hauora Tūmatanui

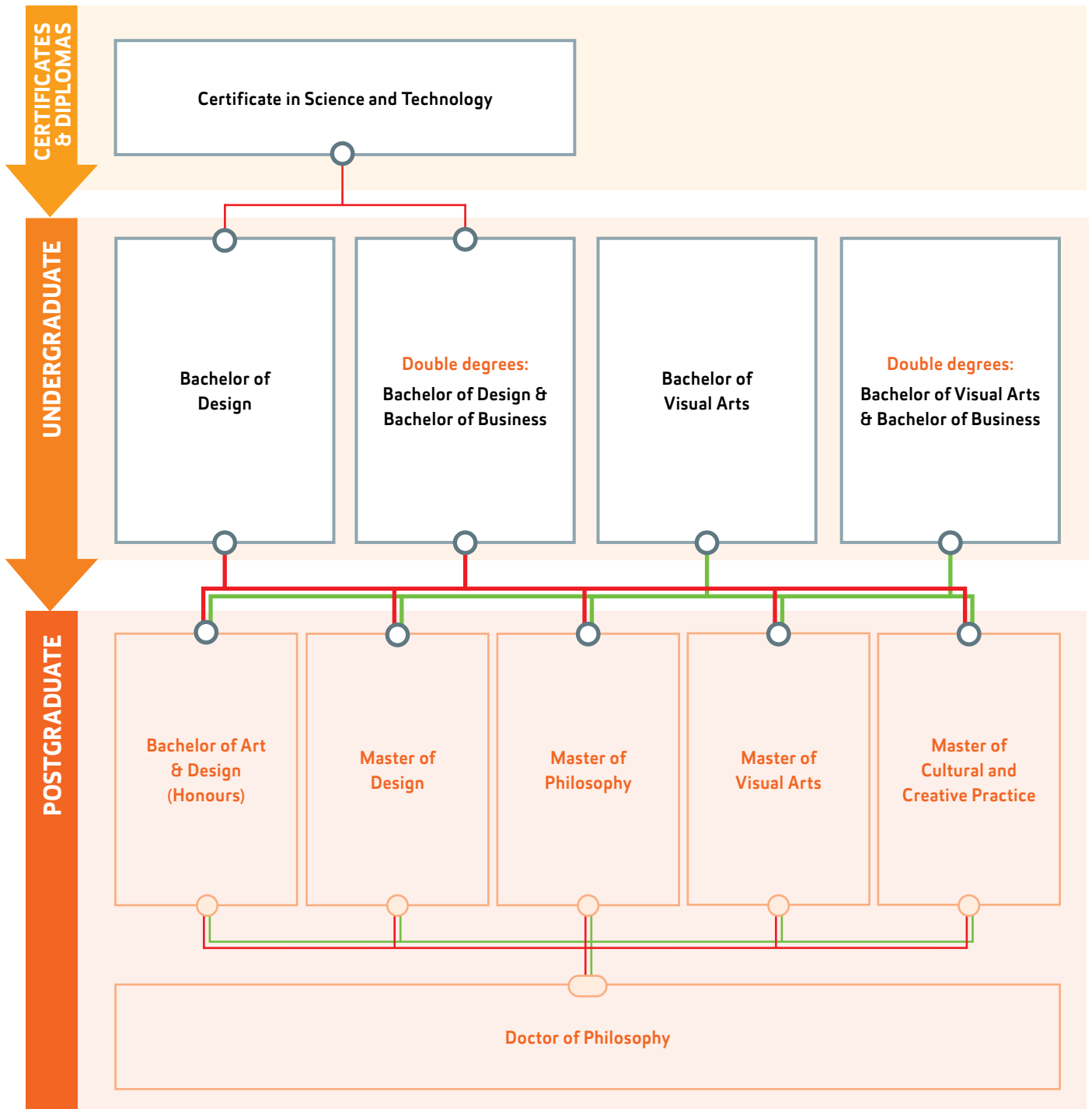
School of Science
Te Kura Pūtaiao

School of Sport and Recreation
Te Kura Hākinakina

TE ARA POUTAMA

FACULTY OF MĀORI AND INDIGENOUS DEVELOPMENT

Qualifications and study pathways



Note:

- 1) Completion of one qualification doesn't guarantee entry to a higher level qualification.
- 2) Apply for the qualification you are best suited for – you don't necessarily have to enrol in the qualification that appears at the top of the above diagram.
- 3) Some qualifications in the above diagram may be prerequisites to – and not credit towards – higher level qualifications..

For more information, visit www.aut.ac.nz/artdesign

WHY STUDY ART & DESIGN?

RANKED



TOP 100
WORLDWIDE



Industry-leading studios,
labs and technology



Award-winning, industry-
experienced teaching staff



1



2



3

1 Bachelor of Visual Arts students have their own studio space 2 The AUT Rookie fashion show is the launchpad for many successful fashion design careers 3 As an art and design student, you learn in an interactive environment where you collaborate with your classmates and share ideas

Top 100 in the world

Study with us and you join a diverse community of creative people in an environment from which new ideas emerge on a daily basis. You work in shared studio spaces, constantly surrounded by innovation and technology to fuel your creativity. Many of our academic staff are actively involved in their professional fields, and we often invite industry experts to come in and share their knowledge with you. They're all reasons why we're ranked in the top 100 art and design schools worldwide.

Outstanding facilities and services

As an art and design student you have access to a range of high-end facilities – the same facilities industry and creative professionals often come in to use.

We're proud of our industry standard facilities which include photographic facilities and lighting studios, specialist printmaking workshops, 3D labs, bindery workshops, digital textile machines, and rapid prototyping and 3D printing facilities. At AUT, you have access to the latest technology to create your work – from augmented and virtual reality to smart phone devices and 360 degree photography.

Our ST PAUL St gallery is one of the leading university galleries in New Zealand and the foremost gallery for contemporary art and design in Auckland.

Connected to business and community

As an art and design student you could work with one of our many industry partners, giving you valuable industry experience and networking opportunities. Industrial design students, for example, work on live briefs for Kathmandu, Snowplanet, Zespri or the Auckland District Health Board. Students in all majors may also be able to showcase their work to industry and the media at the AUT School of Art and Design festival or the AUT Rookie fashion show.

Social and collaborative

You study in an interactive environment where you collaborate with your classmates, debate and apply your knowledge to find innovative solutions. As you would in the workplace, you work with people from different disciplines – students, staff or industry contacts – to come up with a complete solution. This collaborative approach creates a close-knit, supportive environment, and for many of our students it's the highlight of their studies.

A global perspective

Gain international experience as part of your degree and study overseas at one of our partner universities. As an art and design student you could study at a number of renowned institutions in Canada, Europe, Mexico or the USA.

University life

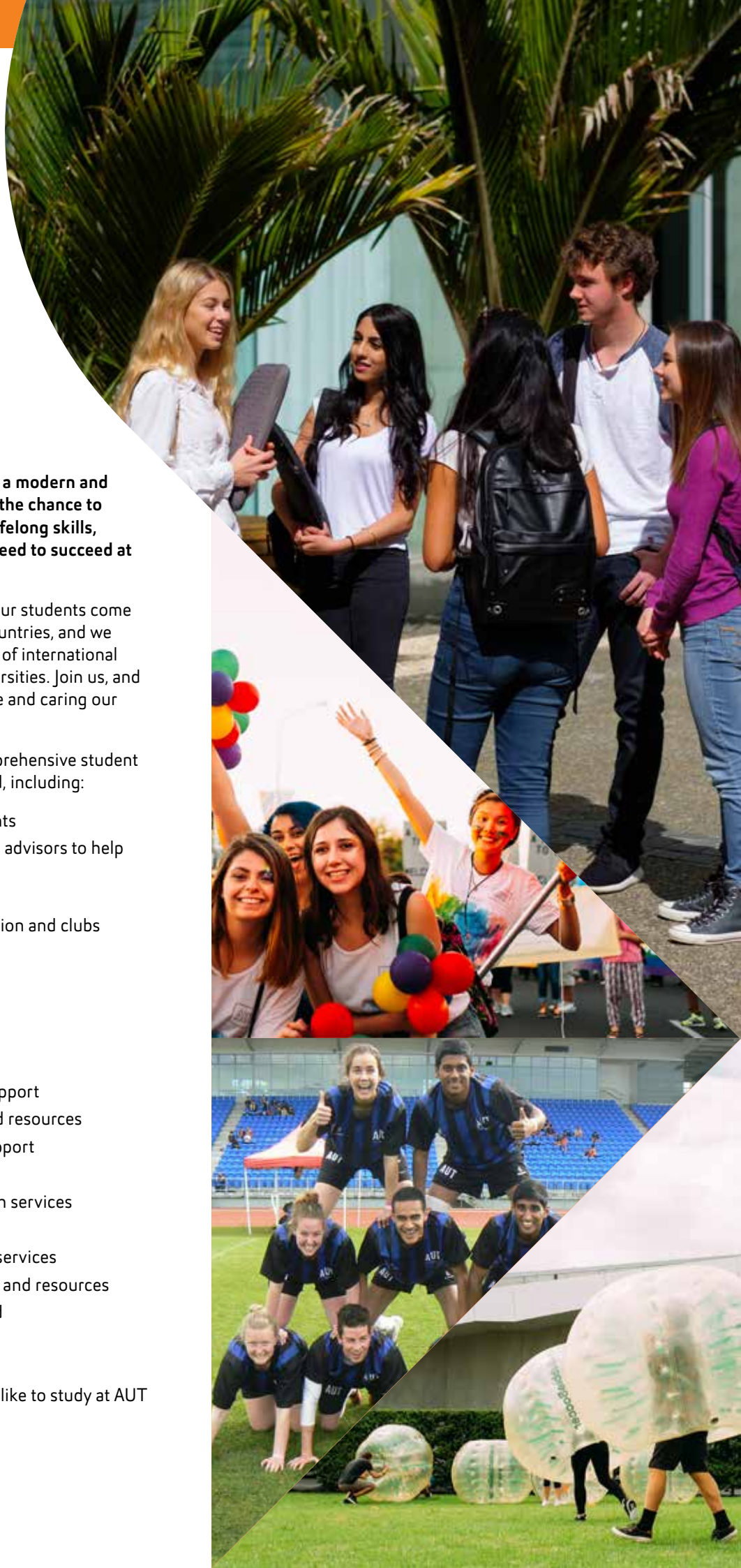
As an AUT student you study at a modern and innovative university, and have the chance to meet new people and develop lifelong skills, while getting the support you need to succeed at university and beyond.

At AUT, we celebrate diversity. Our students come from more than 140 different countries, and we have the second largest number of international students of New Zealand's universities. Join us, and you'll quickly learn how inclusive and caring our community is.

We offer some of the most comprehensive student support services in New Zealand, including:

- Orientation for all new students
- Student Hub – with dedicated advisors to help with any issue
- Accommodation on campus
- AuSM – AUT student association and clubs
- International student support
- Sport and fitness centres
- Childcare centres
- Māori student support
- Pacific student support
- Chinese-speaking student support
- Disability student support and resources
- Employability and careers support
- Student medical centres
- Counselling and mental health services
- IT support and computer labs
- Library and student learning services
- Rainbow community network and resources
- Student financial services and scholarships office

To find out more about what it's like to study at AUT visit www.aut.ac.nz



Creating career-ready graduates

The AUT Employability and Careers team helps you plan in advance for your future career by developing job search and interview skills, while building your personal brand and networking skills. We'll also introduce you to employers looking to recruit AUT graduates.

Gain an edge on the competition

The AUT Edge Award challenges, rewards and formally acknowledges the 'C skills' – collaboration, co-operation, community, curiosity, communication and creativity – gained through your volunteering, leadership and employability activities.

International study opportunities

An international student exchange offers an amazing opportunity to study overseas as part of your degree. Study for a semester or a year at one of our partner universities around the world, and immerse yourself in another culture, make lifelong friends and get international experience before you graduate.

Helping you succeed

Our library and learning support team offers a wide range of services and resources, including access to an extensive collection of print and online databases, as well as workshops to help you get a head start on your studies. Drop in any time, we're happy to help any way we can.

Easy to get help

The AUT Student Hub is the place to go for help. Located on each campus, the Student Hub provides a range of services, from academic or personal advice to questions about fees and support for our diverse student communities.

Support for first-year students

Studying at university can be quite an adjustment. That's why AUT is proactive in helping you transition to university life. From Orientation to our peer mentoring programme where senior students share their experience with you, our student support services make a huge difference to life as a first-year student.

Top internships around the world

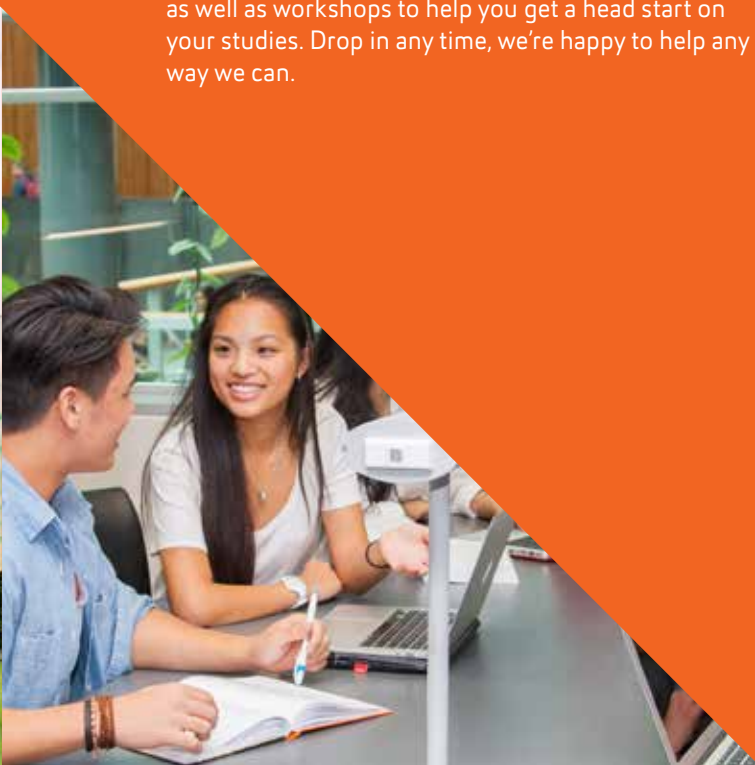
A good internship can be the foundation of a great career. That's why AUT Internz places students and graduates with top companies in NZ, Canada and the USA – including Facebook, Paramount Recording Studios, the Sundance Institute, Oxfam, the Metropolitan Museum and Westpac Institutional Bank in New York.

A launchpad for entrepreneurs

Every entrepreneur starts somewhere. At AUT, the best place for aspiring entrepreneurs is CO.STARTERS@AUT. This nine-week programme helps you turn your entrepreneurial ideas into a viable business.

An outstanding learning environment

At AUT you study in an innovative and interactive environment that embraces creativity, collaboration and the sharing of ideas and culture. A number of our buildings have won prestigious architecture awards, and we're constantly improving our built environment to offer students the best possible learning experience.





1 Natalie Barke, Product Design 2 Thanushi Marage, Fashion Design 3 Sukirti Lakhani, Spatial Design 4 Georgia Bretnall, Textile Design 5 Vivian Jin, Communication Design (Postgraduate) 6 Jewel Yan, Spatial Design (Postgraduate) 7 Annabel McKinnon, Visual Arts 8 Stephanie Zwerink, Communication Design

Bachelor of Design [BDes | AK3619]

Overview

Study with us and we'll help you turn your creative ideas into reality. The Bachelor of Design is creative and practical, with strong input from industry partners like Weta Workshop, Fisher & Paykel Healthcare, Auckland Art Gallery, Creative New Zealand and Kate Sylvester.

You collaborate with other art and design students, and in your final year you may be able to showcase your work at the AUT School of Art and Design festival or the AUT Rookie fashion show. Our School of Art and Design is ranked in the top 100 worldwide – so why would you choose to study anywhere else?

Entry requirements

Minimum entry requirements

- University Entrance or equivalent
- Portfolio of artwork³

Selection criteria

Interview may be required

English language requirements

IELTS (Academic) 6.5 overall with all bands 6.0 or higher; or equivalent.

Preferred New Zealand school subjects

Communication Design, Fashion Design, Spatial Design, Textile

Design: Classical Studies, Design and Visual Communication (for Spatial Design only), Design (Practical Art), English, Geography, History, History of Art, Media Studies.

Digital Design: Classical Studies, Design and Visual Communication, Design (Practical Art), Digital Technologies, English, Geography, History, History of Art, Mathematics, Media Studies, Photography (Practical Art), Physics.

Industrial Design: Classical Studies, Design and Visual Communication, Design (Practical Art), English, Geography, History, History of Art, Media Studies, Physics.

Majors

- Communication Design
- Digital Design
- Fashion Design
- Industrial Design
- Spatial Design
- Textile Design

Minors

- 3D Visualisation
- Cinematic Arts
- Contemporary Pacific
- Creative Entrepreneurship

QUICK FACTS

Level: 7

Points: 360

Duration: 3 years F/T, P/T available

Campus: City & South¹

Starts: 25 Feb 2019

Apply by: 28 Sep 2018²



Lucie Sutichunta

Fashion & Lifestyle Writer,
Vogue Thailand, Bangkok
Bachelor of Design in Fashion Design

"I've loved everything related to art and fashion since I was a little girl. When I moved to New Zealand as a teenager, I researched where I could study fashion design and saw an issue of Fashion Quarterly that featured work by AUT fashion students. I thought 'This is where I want to be'. AUT was like my second home, with amazing friends who treated each other like family. Being at AUT helped me develop essential fashion industry connections. I got to intern for Trelise Cooper and Karen Walker, which were excellent experiences to put on my CV. I was also selected to show my final-year collection at the AUT Rookie fashion show. As a fashion and lifestyle writer for Vogue Thailand, I now get to share my love for fashion with our readers."

Bachelor of Design

Overview continued



Work showcased at major exhibitions and through the media



Andrew Lowe

Master of Design student
Bachelor of Art and Design (Honours)
Bachelor of Design in Spatial Design

"I initially considered studying architecture, but then I realised that spatial design is more multi-disciplinary and spans from interiors and architecture to art and urban design. I like that it offers more opportunities. I'm fascinated by the Japanese tea ceremony. My installation 'Host of Shadows: Slowness, wabi-sabi, and the tea ceremony' is designed to reflect the essence of a tea ceremony. It was my Bachelor of Art and Design (Honours) project, and I'm extremely proud that it received a gold award in spatial design at the Best Awards. I really enjoyed working with clay for my tea ceremony installation. In fact, I enjoyed it so much that I'm also using clay now to create tiles for my master's research project, a native bird centre."

- Creative Sound Design
- Design for Sustainability
- Design Thinking
- Digital Fabrication
- Experimental Surface Design
- Game and Play Design
- Motion Capture
- Photographic Practice
- Temporary Practices/Temporary Publics
- Urban Practices
- Visualising Information

What this qualification covers

To help you develop a broad range of skills, you study a major (300 points of your degree) and a minor (60 points) across your three years at AUT.

Year 1

You complete two design studio papers and three other core papers related to your major, developing practical skills and a sound understanding of your chosen area of design. You also take the first paper from your minor.

Year 2 & 3

Build on what you have learnt in Year 1 and specialise further in your major and minor. You develop specific technical skills, and an understanding of design processes and theories. At the heart of Year 3 is your final-year project, and you may have the opportunity to exhibit your work at the AUT Art and Design festival.

Further study options

Postgraduate study will open up even more career opportunities. A one-year honours degree or 18-month master's degree enable you to specialise in and research a particular area within your chosen discipline.

AUT encourages early application by 28 September 2018. Places are limited.

1. City: all majors, South: Communication Design only.
2. Acceptance into this programme is based on academic achievement, the work submitted in a portfolio, and if required, an interview. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2019), those who submit their full applications, including a portfolio of work, by 28 September 2018 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines see page 33.



For more details visit www.aut.ac.nz/artdesign

Course planner – Bachelor of Design

Bachelor of Design – programme structure

CHOOSE ONE OF THE FOLLOWING MAJORS:		300 points
Communication Design	Industrial Design	
Digital Design	Spatial Design	
Fashion Design	Textile Design	

PLUS

ONE OF THE FOLLOWING MINORS ¹ :		60 points
3D Visualisation	Experimental Surface Design	
Cinematic Arts	Game and Play Design	
Contemporary Pacific	Motion Capture	
Creative Entrepreneurship	Photographic Practice	
Creative Sound Design	Temporary Practices/Temporary Publics	
Design for Sustainability	Urban Practices	
Design Thinking	Visualising Information	
Digital Fabrication		

360 points total

Bachelor of Design – papers

YEAR	SEMESTER 1	SEMESTER 2
1 120 points	Design Studio I (30 pts)	Design Studio II (30 pts)
	Major paper (15 pts)	Major paper (15 pts)
	Major paper (15 pts)	Minor paper (15 pts)
2 120 points	Design Studio III (30 pts)	Design Studio IV (30 pts)
	Major paper (15 pts)	Major paper (15 pts)
	Minor paper (15 pts)	Minor paper (15 pts)
3 120 points	Design Studio V (30 pts)	Design Studio VI (45 pts)
	Major paper (15 pts)	Major paper (15 pts)
	Minor paper (15 pts)	

360 points total

1. Refer to page 27 for a description of minors



KEY FEATURES:

- Covers a range of tools and materials for print and digital media
- City Campus pathways: Advertising/ Branding, Graphic Design, Illustration, Photography and User Experience/ User Interface (UX/UI)
- South Campus pathway: Visual Communication



SEE YOURSELF AS:

- A visualiser and brand aware
- Interested in advertising and packaging
- Having strong drawing skills and story-telling skills



CAREER OPPORTUNITIES:

- Advertising creative
- Communication or graphic designer
- Magazine art director
- Multimedia or web designer
- Photographer

Bachelor of Design Communication Design

Communication design focuses on developing and visually communicating ideas and messages. You examine historical and modern concepts of visual design through projects in a number of industry-relevant areas. You work closely with lecturers and professional designers, and may work on real-life design projects.

What this major covers¹

You study core papers each year. In Year 2 you choose a specialised pathway. Each pathway has a limited number of places.

Year 1

The core Communication Design Studio I and II (Visual Language) papers cover line, tone, composition and colour, layout design, typography, drawing, and photography. Design Research I (Design History) investigates the ideas that have shaped design as a profession. You also study Materials and Media I and II (Design Fundamentals), which covers principles of graphic design for both print and screen applications.

Year 2

Your core studio papers focus on your chosen pathway. Pathways at the City Campus are Advertising/Branding, Graphic Design, Illustration, Photography, and User Experience/User Interface (UX/UI). The pathway at the South Campus is Visual Communication (moving image). All students also study Design Research II (Design Theory), Materials and Media III and two minor papers.

Year 3

You further your understanding of communication design through Design Studio V and VI. The papers Design Research III and IV (Design Context and Professional Practice) develop your ability to apply your critical thinking and write formal reports about your own work. You also study one minor paper.

Pathways at the City Campus:

Advertising/Branding

In this pathway you study idea generation, campaign design, social media marketing, identity design, design systems, and strategy. Possible careers include creative direction, marketing, account management, and design strategy in corporate or studio/agency environments.

Graphic Design

Graphic designers combine type and image to inform, persuade or instruct people. This pathway prepares you – through a range of briefs and live projects – for digital and traditional publishing, book and magazine design, visual identity, environmental graphic design, and typeface design.

Illustration

Illustration focuses on visually communicating messages for specific contexts, using images and narratives. It provides a grounding in both drawing and traditional illustrative media, as well as digital painting and underlying communication theories. A range of briefs and live projects helps you develop a personal visual signature, which you can apply through working as an art director and designer.

Photography

This pathway explores the potential of photography and moving image in a digital environment, with a focus on idea generation, visual language, and creative workflow. Learning photography and moving image can lead to a career in visual content production and art direction for many areas.

User Experience/User Interface (UX/UI)

UX/UI covers the design of systems and interfaces to create useful, usable, and joyful experiences. It spans a range of media, from website design to app design and design for wayfinding. There's growing demand for designers with these skills, and career pathways include digital product design, front end design, and app design.

Pathway at the South Campus:

Visual Communication

Visual communication design brings together technology, communication design and moving image. You use the latest technology, including augmented reality/virtual reality, smart phone devices and 360 degree photography, and work on print publications, e-publishing, visual identity development, information and environmental graphics, music videos, movie titles, social awareness campaigns, and digital animations.

AUT encourages early application by 28 September 2018. Places are limited^{2,3}.

1. To ensure our curriculum remains current, papers may change from year to year.
2. Acceptance into this programme is based on academic achievement, the work submitted in a portfolio, and if required, an interview. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2019), those who submit their full applications, including a portfolio of work, by 28 September 2018 will be prioritised.
3. For portfolio guidelines see page 33.



Finn Clark

Product Designer, Xero
Bachelor of Design in
Communication Design

"Design was a field I excelled in at high school, and I knew that a communication design degree would give me the best opportunity to find a path that fits me. AUT is known for having one of the best graphic design courses in New Zealand. I applied knowing this and fortunately was accepted into the degree. What I found really amazing about AUT was that my degree enabled me to explore many unique avenues of design, from calligraphy to web design.

"After I graduated at the end of 2015, I travelled to New York to intern at branding agency Red Antler through the AUT Internz International Scholarship Programme. Living in New York City gave me so much perspective on my career – I met so many amazing people and learned more than I could have ever imagined. The highlight for me was working in a company that is truly at the top of their game in terms of the quality of work they produce.

"As a product designer for Xero, I enjoy the challenge of creating a visually appealing piece of design that functions in the most natural and uncomplicated manner. I also love working with teams of people to create the best possible user experience."



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Growing demand for digital design skills, in the entertainment industry and beyond
- A future-focused, cutting-edge and innovative creative field
- 60 hours of work experience in the digital design industry



SEE YOURSELF AS:

- A story-teller
- Technologically savvy
- Visually creative
- A problem-solver
- Innovative



CAREER OPPORTUNITIES:

- VFX artist
- 3D animator
- Games designer
- Virtual reality artist
- Interactive designer
- Motion capture artist
- Motion designer

Bachelor of Design Digital Design

Digital design skills are in high demand in the moving image, interactive and immersive fields – from animation, motion capture and visual effects, to gaming, cinematic production, and augmented and virtual reality. To succeed in these growing industries, you need expertise in a range of digital production and software tools, as well as an understanding of how to create and communicate stories visually, design compelling user experiences, and visualise data in engaging ways.

At AUT, you learn in a future-focused environment with cutting-edge and innovative digital practices. This major offers a lot of flexibility, and you could work on projects that bring together live action and digital elements in a cinematic production, or 3D animation and interactivity for a gaming or virtual reality experience.

What this major covers¹

Year 1

The Digital Design major is both studio production and software lab-based. You stay in these classes for the three years but have plenty of opportunities to interact with other classes and other years.

Year 1 introduces you to all aspects of digital design, including animation, visual effects, gaming, cinematic production, motion capture, and augmented and virtual reality.

Papers you complete this year:

- Digital Design Studio I
- Digital Design Studio II
- Theory and Context I
- Theory and Context II
- Introduction to 3D Animation

Plus one paper in the minor of your choice.

Year 2

Papers you complete this year:

- Digital Design Studio III
- Digital Design Studio IV
- Theory and Context III
- Theory and Context IV

Plus two papers from the minor of your choice.

Year 3

In the third year the core papers include:

- Digital Design Studio V
- Digital Design Studio VI
- Theory and Context V
- Professional Practice for Digital Design

You also complete the last paper of your chosen minor.

Workplace experience

You complete 60 hours of workplace experience in the digital design industry in the Year 3 professional practice paper – a great opportunity to network, gain work experience, and develop your show-reel and digital portfolio.

Recent placements included:

- Weta Workshop
- Flux Animation Studio Ltd
- Watermark
- Toybox
- TVNZ (TV Three)
- Ogilvy and Mather
- Yukfoo Animation
- Brandspank Ltd
- Images & Sound
- Fish 'n' Clips
- One To One Hundred
- Warner Bros.
- Cirkus
- Xero
- Augusto
- Cino Cine Film Productions Ltd
- Kaleidoscope

World-class resources

AUT has a state-of-the-art motion capture studio used for both body and facial motion capture. You'll gain skills in this area and develop your own projects and work on industry projects in this lab. As a digital design student you can also access our dedicated greenscreen studio and virtual reality lab.

AUT encourages early application by 28 September 2018. Places are limited^{2,3}.

1. To ensure our curriculum remains current, papers may change from year to year.
2. Acceptance into this programme is based on academic achievement, the work submitted in a portfolio, and if required, an interview. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2019), those who submit their full applications, including a portfolio of work, by 28 September 2018 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines see page 33.



Olivia Farrar

Motion Capture Technical Director /
Motion Edit, Worldwide FX – Nu Boyana
Film Studios, Sofia, Bulgaria
Bachelor of Design in Digital Design

"Weta Digital was my first job out of uni, which was amazing. I got to motion edit *Valerian* and the *City of a Thousand Planets*, and I learned so much in that year, both about work but also about who I am and where I want to go. After that, I moved to London to work on *War for the Planet of the Apes* for Andy Serkis' *Imaginarium*.

"I've recently been hired to create a brand new motion capture stage for Worldwide FX in Bulgaria for the upcoming *Hellboy* film, set to release in 2019. Worldwide FX is one of the biggest special effects companies in Europe, and when my work in Bulgaria is complete I'll be joining the company's London office, to work as a motion edit for the *Hellboy* movie.

"Being able to explore and learn animation and special effects at AUT was amazing. I loved every minute of it, and constantly being top of my class gave me reassurance that I was doing the right degree. I was extremely proud when I received the visual effects award and the award for most dedicated student."



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Covers all aspects of the fashion industry
- Access to leading edge facilities
- Present your work to the media and industry
- Opportunity to showcase your collection at the AUT Rookie fashion show



SEE YOURSELF AS:

- Having a strong grasp of design and style
- A creative problem-solver
- Visionary, with an eye for texture, shape and detail
- Interested in contemporary society



CAREER OPPORTUNITIES:

- Fashion designer
- Workroom assistant
- Fashion and textiles buyer or merchandiser
- Fashion marketing or public relations
- Production manager
- Fashion writer

Bachelor of Design Fashion Design

Fashion marks time. It inspires change and responds to the cultural and political issues that underpin society. Study fashion design with us, and you'll be encouraged to develop a strong conceptual design style and practical design skills – from drawing and pattern cutting to an understanding of the business of fashion.

The Fashion Design major encourages you to be adept in creative reasoning and problem-solving. It promotes originality in your chosen field of fashion, enabling you to create innovative fashion work for a multifaceted global industry. Many of our fashion design graduates have taken up exclusive roles in New Zealand and around the world.

What this major covers¹

Year 1

You develop practical fashion design skills including pattern cutting and drawing, and are introduced to creative design thinking and fashion theory. You also complete the first paper of your chosen minor.

Core papers you complete this year:

- Fashion Design Studio I
- Fashion Design Studio II
- Fashion Design Theory I
- Fabric Interfaces
- Human View

Year 2

Your first-year skills are put into practice through a series of challenging industry-orientated projects that focus on developing design ideas across broad fashion areas – from streetwear to high fashion.

Core papers you complete this year:

- Fashion Design Studio III
- Fashion Design Studio IV
- Fashion Design Theory II
- Industry Practice

Plus two papers from your chosen minor.

Exchange opportunities

As a second-year student you have an opportunity to study overseas in:

- San Francisco
- Amsterdam
- Toronto
- London
- Aarhus

Year 3

Through the final-year papers, you develop your own self-directed projects that cover the spectrum of fashion-related disciplines, resulting in a body of work that is selected for a professional presentation (runway or showroom) at the end of the year to the fashion media and industry. You also complete the final paper of the minor you have chosen.

Papers you complete this year:

- Fashion Design Studio V
- Fashion Design Studio VI
- Fashion Design Theory III
- Technologies for Design

Workplace experience

You complete 60 hours of workplace experience in the fashion design industry – a great opportunity to network, gain work experience and develop your CV and portfolio.

Recent placements include:

- Charles Parsons Textiles
- Bianca Lorrene
- Lothlorien Knitwear
- The Textiles Collective
- Private Collection
- Kylee Davis
- Standard Issue Knitwear
- Northbeach Ltd
- Beverley Productions
- Cybele

Rookie fashion show

The top fashion students showcase collections in the AUT Rookie fashion show, and this exposure often leads to great career opportunities after graduation. For many years the show has been a rite of passage for outstanding New Zealand fashion designers including Glen Prentice, Nadeesha Godamunne, Sam Hickey, Jaron Lingard, Glen Yungnickel, Tia Feng and Thistle Brown.

AUT encourages early application by 28 September 2018. Places are limited^{2,3}.

1. To ensure our curriculum remains current, papers may change from year to year.
2. Applications for admission close on 28 September 2018. Acceptance into this programme is based on academic achievement, the work submitted in a portfolio, and if required, an interview. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2019), those who submit their full applications, including a portfolio of work, by 28 September 2018 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines see page 33.



Courtney Pellow

Fashion Designer
Bachelor of Art and Design (Honours)
Bachelor of Design in Fashion Design

“Getting valuable industry experience as part of my degree was a highlight of my studies. In the third year of my AUT fashion degree we had a paper on professional practice, which included an industry placement in an area of design we were interested in. I interned at an eyewear label for my placement. It was a unique opportunity that gave me invaluable knowledge of the fashion industry and the world, which I can now apply to my own endeavours.

“There were so many highlights during my time at AUT! The facilities and technology meant that there were endless ways you could make your work that little bit more personal and exclusive. The studios were high-paced and highly energised, with a great support system from the other students and the tutors. I also got to participate in the AUT Rookie fashion show, and along with some of my classmates ran a pop-up shop for Heart of the City’s 10 Days of Fashion in the City.

“I’ve opened a shared space creative studio on Karangahape Road in Auckland, together with another fashion graduate from AUT. I felt it was time to focus on my own work. My namesake label references my identity as a Kiwi, and the New Zealand lifestyle and sensibility. At the moment, I’m working on unisex designs, using recycled New Zealand woollen blankets and denim.”



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Real-life projects alongside our industry partners
- Dynamic and collaborative learning environment
- World-class facilities including 3D labs, rapid prototyping laboratory and the Textile and Design Laboratory



SEE YOURSELF AS:

- An idea generator
- Environmentally conscious
- A design thinker
- A practical problem-solver



CAREER OPPORTUNITIES:

- Product and industrial designer
- Furniture or packaging designer
- Ergonomic medical equipment, sport or performance wear designer
- Service and experience designer

Bachelor of Design Industrial Design

Industrial design is an exciting and rapidly evolving profession. Products can be tangible, three-dimensional manufactured objects like consumer products, furniture, packaging, medical and sports equipment or they can be systems, services and interfaces. Many products are solutions to real-life problems.

The Industrial Design major helps you develop key research, critical and creative thinking, design thinking, ideation, prototyping and communication skills. AUT design graduates are award-winning and well-prepared for a changing future. Ethical practices, along with environmental and social responsibility underpin all aspects of the Industrial Design major. You work in open plan design studios and individual student work areas with wireless networking, and have access to world-class laboratories and workshops.

What this major covers¹

Year 1

You're introduced to the design process and design thinking, and learn fundamental design skills, theories, methods and processes through a range of projects.

Papers you complete this year:

- Industrial Design Studio I
- Industrial Design Studio II
- Industrial Design Technology I
- Industrial Design Theory I
- Industrial Design Drawing and Communication

Plus one paper from your chosen minor.

Year 2

You undertake more sophisticated creative product design projects. You become familiar with computer aided design (CAD), production technology and theory.

Papers you complete this year:

- Industrial Design Studio III and IV
- Industrial Design Technology II
- 3D Digital Modelling I

Plus two papers for your chosen minor.

Year 3

Papers you complete this year:

- Industrial Design Studio V
- Industrial Design Studio VI
- Human Centered Design
- Industrial Design Theory II

A paper for your chosen minor.

Industrial design projects

You work more independently on projects, and more clearly identify your area of specialisation. Many of these projects are professionally focused, and undertaken in partnership with industry-based clients. The projects usually involve a design brief developed in conjunction with the partner business or organisation, visits, as well as a final presentation.

Industry partners include:

- Medicine Mondiale
- pHd 3
- Essenze
- Fisher & Paykel Healthcare
- Zespri
- Trade Aid
- Return to Sender Coffins
- Consortium
- Zephyr Technologies
- Kathmandu
- Freedom Camping
- Snow Planet
- Auckland District Health Board
- Blender Design
- Adept
- Auckland Transport
- Auckland Council

AUT encourages early application by 28 September 2018. Places are limited^{2,3}

1. To ensure our curriculum remains current, papers may change from year to year.
2. Applications for admission close on 28 September 2018. Acceptance into this programme is based on academic achievement, the work submitted in a portfolio, and if required, an interview. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2019), those who submit their full applications, including a portfolio of work, by 28 September 2018 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines see page 33.



Catherine Campbell

Experience Designer, DNA Design
Bachelor of Design in Product Design

“After attending one of the AUT art and design information evenings and hearing about the product design degree, I was sold in an instant. I love that product design is concerned with finding design solutions to difficult problems, and has the potential to have a meaningful impact on the world we live in. In my role, I’m involved from start to finish, briefing to delivery – designing products and services to make things better. In any given week I can be working with a range of clients – public sector organisations, banks, telcos or FMCG clients with great new to market products. I love working as part of such a fantastic team on problems that matter.”

Employer comment

“We employed Catherine because of her ability to translate people’s needs into design solutions that will solve their problems or provide opportunities for organisations to better deliver experiences. Catherine has a unique ability to develop empathy with people’s needs, translate that empathy into structured thinking and then work in a flexible way when it comes to implementing solutions. Her willingness to learn and support the senior team, no matter what the task or its challenges, has made Catherine an extremely valuable member of the team.”

Stephen Maskell, Experience Director, DNA Design



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Hands-on, studio-based learning
- Includes authentic spatial design projects
- Work with full-sized prototypes, installations, moving images and emergent technologies



SEE YOURSELF AS:

- Fascinated with the spaces people live, work and play in
- Someone with a love of exploring and experimenting
- A thinker, maker, or planner



CAREER OPPORTUNITIES:

- Interior/building design
- Theatre, film, TV or digital environments
- Urban design
- Event design
- Furniture and object design

Bachelor of Design Spatial Design

The Spatial Design major is a contemporary multidisciplinary programme that explores space through interior and architectural design, exhibition, event and performance design, visualisation and virtual environments. We were the first to expand interior design by exploring how space transforms and enriches us. For thirty years, we've supported our students to become visionary, flexible, collaborative, interdisciplinary and self-motivated problem solvers.

At AUT, you'll analyse and interpret existing sites and conditions to build a sense of place, visualising immersive spaces and helping others visualise the space. You'll learn to work with what already exists – refitting, reusing, adapting, and attending to materials, surfaces, patterns, fabrication and connections. You'll frequently collaborate with others to develop coherent, customised and conceptually driven spaces.

What this major covers¹

Year 1

Papers you complete this year:

- Spatial Fabrication Studio I
- Spatial Design Studio I
- Spatial Theory I
- Digital Techniques I
- Spatial Drawing

Plus one paper from your chosen minor.

Through Fabrication Studio I in the first semester and Spatial Design Studio I in the second semester, you learn conceptual thinking, and the making skills and communication skills to become a spatial designer. The papers Theory I, Digital Techniques I, and Spatial Drawing further your creative thinking ability and visualising skills. In the second semester, you complete the first paper of your chosen minor.

Year 2

Papers you complete this year:

- Spatial Fabrication Studio II
- Spatial Design Studio II
- Spatial Theory II
- Digital Techniques II

You deepen your design skills through Spatial Fabrication Studio II in the first semester and Spatial Design Studio II in the second semester. Both papers integrate skills from the second year of your minor. You also complete the papers Digital Techniques II and Spatial Theory II.

Year 3

Papers you complete this year:

- Spatial Fabrication Studio III
- Spatial Design Studio III
- Spatial Theory III
- Digital Techniques III

Fabrication Studio III in the first semester focuses on creative assembly, innovative fabrication and critical construction knowledge. In your first semester you also complete your minor and the paper Digital Techniques III.

In the second semester you complete a design project in Spatial Design Studio III, integrating knowledge from the minor, Spatial Theory III and the building expertise provided by earlier papers. You have the opportunity to exhibit your design project at the AUT School of Art and Design festival, showcasing your work to key representatives from media, industry and the design professions.

Spatial design project

Recent projects included:

- Test pod science pavilions at Wynyard Quarter
- New entry design proposals for Auckland Hospital
- Urban and landscape design proposals for the Aotea Quarter with Auckland Council
- New reception facilities and wayfinding strategies for Vision West in Glen Eden
- New gallery spaces at Auckland Museum

AUT encourages early application by 28 September 2018. Places are limited^{2,3}.

1. To ensure our curriculum remains current, papers may change from year to year.
2. Applications for admission close on 28 September 2018. Acceptance into this programme is based on academic achievement, the work submitted in a portfolio, and if required, an interview. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2019), those who submit their full applications, including a portfolio of work, by 28 September 2018 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines, see page 33.



Zammia Weatherall

Freelance Scenic Artist
Bachelor of Design in Spatial Design

“As a freelance scenic artist I produce props, models and sets for the film industry. Every project is so different, new and exciting. The job itself is extremely hands-on and requires a huge amount of problem solving, as a lot of the time the things we produce are fictional and don’t come with a ‘how to manual’. I’m constantly learning new techniques and ways to use materials, for example how to make concrete look like wood or stone.

“One of my career highlights so far has been working on Thor: Ragnarok. Soon after I graduated, a fellow AUT spatial design graduate contacted me about a job offer to work on the next Marvel/ Disney film in the Gold Coast. Living in a new place and working in a real fairy-tale environment was both challenging and really rewarding. That was a very exciting opportunity straight out of university!

“The community and the support from both the tutors and students at AUT was a highlight for me. It provided me with a safe platform to experiment, ask questions and challenge the ways in which we ‘normally’ inhabit our environment and how we understand our relationship with space. It meant that I could push my own boundaries, and sometimes the university’s too.”



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Strong industry partners, including Global Textiles, Private Collection, Optimum Knitwear, Charles Parsons and Mollers Textiles
- Opportunities for work experience and industry projects
- AUT's leading edge Textile Design Lab
- Present your work in a showroom environment or at a runway show



SEE YOURSELF AS:

- Experimental
- Having a good eye for colour, pattern, texture and detail
- Creative and flexible
- Interested in the future of fabrication technologies



CAREER OPPORTUNITIES:

- Textile designer
- Knitwear designer
- New material designer
- Textile product designer
- Interior designer
- Homewares designer

Bachelor of Design Textile Design

Develop an in-depth understanding of textile design practices, and the future possibilities for textile design. The Textile Design major has two main fields of study – knit and print, along with digital, traditional and non-traditional approaches to fabrication. You'll be encouraged to build your own design philosophy and aesthetic, and create your own opportunities in this expanding creative field.

You'll have access to dedicated design studios where you can explore knitwear, screen and digital printing techniques, and felting technologies, and can work with traditional and emerging areas like smart textiles. The Textile Design major is closely linked to the AUT Textile Design Lab and its excellent resources; new technologies that enable you to take an experimental approach to design and produce innovative textile designs.

What this major covers¹

Year 1

The focus is on core skills. You're introduced to technical and production methods used in textile and fabric design. You also explore creative development through drawing, colour work, research and practical skills. You learn how to develop your ideas into creative design concepts. The studio-based papers are supported by design theory.

Core papers you complete this year include:

- Textile Design Studio I
- Textile Design Studio II
- Textile Design Theory I
- Textile Technologies I
- Textile View

Year 2

You extend your textile design skills and use more advanced print and knit software. You engage in live projects with industry to develop fashion knitwear, and printed fabrics and textiles for interiors.

Core papers you complete this year include:

- Textile Design Studio III
- Textile Design Studio IV
- Textile Design Theory II
- Textile Technologies II

Year 3

You continue to expand your design practice – you may choose to specialise in print or knitwear or you may prefer to continue to work with a combination of media. You further your understanding of textile technologies, and develop your own self-directed projects that cover a range of textile-related disciplines. You have the opportunity to showcase your body of work to the media and industry at the AUT School of Art and Design festival.

Papers you complete in your final year include:

- Textile Design Studio V
- Textile Design Studio VI
- Textile Design Theory I
- Textile Technologies III

Plus the final paper in your chosen minor.

Workplace experience

You complete a workplace experience in the textile design industry – a great opportunity to network, gain work experience and develop your CV and portfolio.

Recent placements include:

- Charles Parsons Textiles
- Lothlorien Knitwear
- Private Collection
- Standard Issue Knitwear
- Beverley Productions
- Bianca Lorrene
- The Textiles Collective
- Kylee Davis
- Northbeach Ltd
- Cybele

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3. For portfolio guidelines see page 33.



Nikki Walker

Te Atiawa

Design Intern, Allbirds, San Francisco
Bachelor of Design in Textile Design

“I chose to study the Bachelor of Design because AUT is known for having the best and most relevant resources for textile design. AUT is the home of the Textile and Design Lab, and the AUT resources you have access to as a design student are excellent – from the print and knit rooms to the Textile and Design Lab.

“I returned to study after a successful 25-year career as a freelance TV advertising and stills producer. I really enjoyed studying with and learning from my younger classmates. The calibre of the academics was one of the highlights of my studies. There are some great lecturers at AUT.

“After graduating at the end of last year, I’m now using my textile design skills to help Allbirds design its signature environmentally friendly shoes. I got this sought-after internship through the AUT Internz International Scholarship Programme.

“I spent the first part of my internship working at the AUT Textile and Design Lab, knitting sample swatches, and working on colour and texture. It was fantastic to put the knowledge I had gained in my degree to use, especially for a great company like Allbirds. Now based in San Francisco, I’ve been able to immerse myself in the Allbirds culture, which has been a fantastic learning curve of a different variety. It’s an incredible opportunity.”



For more details visit www.aut.ac.nz/artdesign

Bachelor of Visual Arts [BVA | AK3352]

Overview

QUICK FACTS

Level: 7

Points: 360

Duration: 3 years F/T, P/T available

Campus: City

Starts: 25 Feb 2019

Apply by: 28 Sep 2018¹

Passionate about art? Our Bachelor of Visual Arts prepares you for the demands of a career in contemporary art, whether as an artist or in the many other roles within the art sector. AUT visual arts alumni are now carving successful careers around the world, as notable artists, curators, arts administrators, academics, teachers or technicians.

Study with us and enjoy your own studio space where you can follow your interests in art – including painting, printmaking, photography, sculpture, moving image, sound and performance, multimedia approaches, or new and emerging technologies. Your study is based in the making of art, supported by theory classes along with a mix of one-on-one tutorials, group critiques, seminars, exhibitions, visits from artists and critics, noho marae, and gallery visits. Enjoy the exceptional experience of working and learning within our close-knit visual arts studio culture.

Entry requirements

Minimum entry requirements

- University Entrance or equivalent
- Portfolio of artwork²

Selection criteria

Interview may be required

English language requirements

IELTS (Academic) 6.5 overall with all bands 6.0 or higher; or equivalent

Preferred New Zealand school subjects

Classical Studies, English, History of Art, Media Studies, Painting (Practical Art), Photography (Practical Art), Printmaking (Practical Art), Sculpture (Practical Art).

Minors

To help you develop a broad range of skills, you study a minor (60 points) as part of this degree:

- 3D Visualisation
- Cinematic Arts
- Contemporary Pacific
- Creative Entrepreneurship
- Creative Sound Design
- Design for Sustainability
- Design Thinking
- Digital Fabrication
- Experimental Surface Design
- Game and Play Design
- Motion Capture
- Photographic Practice
- Temporary Practices/Temporary Publics
- Urban Practices
- Visualising Information



KEY FEATURES:

- A mix of practical skills and the theory of art
- Creative and collaborative environment with your own studio space
- Leading edge technical facilities
- Taught by some of New Zealand's leading contemporary artists and educators
- Opportunities to engage with key players in Auckland's vibrant arts community



SEE YOURSELF AS:

- A creative thinker/interpreter
- A contemporary artist
- Independent, flexible and self-directed

What this qualification covers³

Year 1

Explore the fundamentals of visual arts theory and practice. You're encouraged to develop your own artistic interests and approaches to art-making. In Semester 2, you specialise in paint/print, photography or sculpture.

Core papers:

- Visual Arts Core Studio
- Visual Arts Studio I
- Visual Arts Theory I

You also study a paper from your chosen minor (Semester 2).

Year 2 & 3

You continue doing a mix of studio and theory papers, becoming increasingly self-reliant. You develop advanced visual, media, method and conceptual skills, and create a coherent body of art that incorporates complexity and subtlety. You complete the papers Visual Arts Studio II & III, Visual Arts Theory II & III, Visual Arts Professional Practice and three papers from your chosen minor.

At the end of Year 3, you have the opportunity to exhibit your work through the AUT School of Art and Design festival.

Career opportunities

- Artist
- Arts administrator, manager or director
- Art consultant
- Art critic, historian, commentator or writer
- Art gallery manager or owner
- Curator
- Educator

Further study options

Postgraduate study will open up even more career opportunities. A one-year honours degree or 18-month master's degree enable you to specialise in and research a particular area within your chosen discipline.

AUT encourages early application by 28 September 2018. Places are limited¹.

1. Applications for admission close on 28 September 2018. Acceptance into this programme is based on academic achievement, the work submitted in a portfolio, and if required, an interview. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2019), those who submit their full applications, including a portfolio of work, by 28 September 2018 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
2. For portfolio guidelines, see page 33.
3. To ensure our curriculum remains current, papers may change from year to year.



Benefit from AUT's world-class, professionally curated gallery



Ryder Jones

Sculptor
Bachelor of Art and Design (Honours)
Bachelor of Visual Arts

"I've always had an interest in creating art and living a creative life. Art class in high school was a starting point but I felt like my interest in art was never fully realised in that environment. Studying visual arts seemed a great way to achieve this. My first year re-arranged my understanding of art – every slide show the lecturers showed provided a new way of thinking and making artwork. Many of the staff were making really exciting work in and outside of New Zealand. We would work with them during the day and go to their exhibitions in the evening. In my second year, some of us were asked to make a sculpture exhibition on campus. This exhibition led to the opportunity to show our work at Artspace as part of the New Artists show. From this basis, I've continued to exhibit work in both group and solo shows."



For more details visit www.aut.ac.nz/artdesign

Course planner – Bachelor of Visual Arts

Bachelor of Visual Arts – programme structure

BACHELOR OF VISUAL ARTS	300 points
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PLUS

ONE OF THE FOLLOWING MINORS:	60 points
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3D Visualisation	Experimental Surface Design
Cinematic Arts	Game and Play Design
Contemporary Pacific	Motion Capture
Creative Entrepreneurship	Photographic Practice
Creative Sound Design	Temporary Practices/Temporary Publics
Design for Sustainability	Urban Practices
Design Thinking	Visualising Information
Digital Fabrication	

360 points total

Bachelor of Visual Arts – papers

YEAR	SEMESTER 1	SEMESTER 2
1 120 points	Visual Arts Core Studio (45 pts)	Visual Arts Studio I (30 pts)
	Visual Arts Theory I (30 pts, full-year paper)	
		Minor paper – Semester 2 (15 pts)
2 120 points	Visual Arts Studio II (60 pts, full-year paper)	
	Visual Arts Theory II (30 pts, full-year paper)	
	Minor paper – Semester 1 (15 pts)	Minor paper – Semester 2 (15 pts)
3 120 points	Visual Arts Theory III (15 pts)	Visual Arts Professional Practice (15 pts)
	Visual Arts Studio III (75 pts, full-year paper)	
	Minor paper (15 pts)	

360 points total

Minors

Bachelor of Design & Bachelor of Visual Arts

We aim to provide you with flexible study options through a suite of minors where you work with other students in collaborative teams across different creative disciplines. Each year the selection of available minors will change as new areas evolve. There is also the possibility of studying an additional minor or elective papers from outside art and design. This allows you to pursue an area of interest from a wide range of subjects.

3D Visualisation

Use cutting-edge 3D mapping, real-time rendering, interactive, and virtual and augmented reality techniques to examine raw data and create new applications for medicine, science, games, education, film, architecture, training, urban development, economics, legal evidence, planning consent, art, tourism and retail.

Cinematic Arts

Explore film production and cinematic languages to develop skills in research and development, analogue and digital camera work, editing, lighting and output to produce your own short film.

Contemporary Pacific

Learn, explore and innovate concepts in Pacific art, space and design: patterns that interact with movement, rituals, connecting people and the environment.

Creative Entrepreneurship

Discover business for creative concepts – covering economics, innovation, creative entrepreneurship, strategic thinking, branding and marketing.

Creative Sound Design

Learn skills and develop creative thinking around digital audio recording, editing and mixing to be utilised in moving image, gaming, performance and installation art.

Design for Sustainability

Discover how art and design can contribute to a new future where both people and our planet will prosper. Explore ecological and social aspects of design for sustainability.

Design Thinking

Use your design skills to strategically reframe problems and help to develop new business concepts and opportunities.

Digital Fabrication

Use the latest advanced technologies such as 3D printing, computer controlled CNC cutting, milling and routing, and laser cutting to explore and develop creative work.

Experimental Surface Design

Explore AUT's leading edge print and 3D lab facilities to practise contemporary and traditional methods, and create innovative experimental surface design for 2D and 3D applications.

Game and Play Design

Gain and apply practical game design knowledge to playful experiences of digital media, wearables, physical spaces, objects, social networks, performances, board-games, video games and more.

Motion Capture

Uncover a range of exciting MOCAP applications in state-of-the-art facilities, including 3D animation, digital visual effects, pre-visualisation and gaming. Become an expert with a range of approaches to motion capture, including tools and techniques.

Photographic Practice

Explore digital camera technologies, lighting, post-production, and editing, along with implications of photographic representation and communication.

Temporary Practices/Temporary Publics

Collaborate on multidisciplinary projects and create innovative temporary events. Be part of a group of artists and designers working together to create site specific works, pop-up events, residencies, installations, interventions and publications.

Urban Practices

Discover how cities touch and influence nearly everything in contemporary life. Learn cutting-edge art and design responses to city situations.

Visualising Information

Examine practices, theories and skills in visualisation and information design by applying them to a range of media and information environments.

QUICK FACTS

Level: 7

Points: 720

Duration: 4 to 5 years¹

Campus: City & South²

Starts: 25 Feb & 15 July 2019³

Apply by: 28 Sep 2018



KEY FEATURES:

- Combines creativity with business acumen
- Great preparation for running a design business
- Complete two degrees in as little as four years
- Includes 9 weeks of workplace experience and opportunities to work on live design briefs



SEE YOURSELF AS:

- Interested in business and design
- Creative and visually aware
- A highly capable problem-solver and lateral thinker

Double degrees: Bachelor of Design/ Bachelor of Business

Combine your creative talents with business acumen through these double degrees. If you're looking for a career in design, completing both degrees will help you gain a solid foundation in business as part of your studies – essential if you're planning to run your own business or advance a product or service in the marketplace. This combination caters to students wanting to do both business and design.

Applying for these programmes

You apply for both programmes separately. You need to have University Entrance and submit a portfolio for entry into the Bachelor of Design. An interview may also be required.

What these qualifications cover

The Bachelor of Design will give emerging designers the opportunity to advance their creative practice. You choose one of six majors:

- Communication Design
- Digital Design
- Fashion Design
- Industrial Design
- Spatial Design
- Textile Design

Business skills that are particularly useful if you want to earn a living off your creative skills include: design thinking for business, entrepreneurship and innovation, management, marketing and sustainable enterprise.

Career opportunities

By studying both degrees you develop design skills for roles in business. This includes the ability to create high value products, services and brands, and to balance creative design and strategic thinking to complement design and business.

AUT encourages early application by 28 September 2018. Places are limited.

1. You can complete these double degrees in four years if you enrol in business papers over Summer School and do the business Co-operative Education paper over Summer School at the end of your third or fourth year. Otherwise you'll complete both degrees during your fifth year.
2. Some Bachelor of Business majors are available at the South Campus. For more details visit www.aut.ac.nz/business
3. Only the Bachelor of Business starts in July.



For more details visit www.aut.ac.nz/artdesign

Course planner – Bachelor of Design/Bachelor of Business (Double Degrees)

OPTION 1: START WITH THE BACHELOR OF DESIGN			
YEAR	JAN/FEB (Summer School)	SEMESTER 1	SEMESTER 2
1		Design Studio I	Design Studio II
		BDes major paper	BDes major paper
		BDes major paper	Economic Principles 1
2	Management and Organisation ¹ Completed during Summer School after Year 1	Business in Context	Accounting for Decision Making
		Quantitative Methods for Business	BBus major paper
		BBus major paper	BBus major paper
			BBus major paper
3		Design Studio III	Design Studio IV
		BDes major paper	BDes major paper
		BBus major paper	BBus major paper
4	BBus Co-operative Education Completed during Summer School after Year 3	Design Studio V	Design Studio VI
		BDes major paper	BDes major paper
		BBus major paper	
OPTION 2: START WITH THE BACHELOR OF BUSINESS			
1		Business in Context	Quantitative Methods for Business
		Management and Organisation	Accounting for Decision Making
		Economic Principles 1	BBus major paper
			BBus major paper
2		Design Studio I	Design Studio II
		BDes major paper	BDes major paper
		BDes major paper	BBus major paper
3	BBus major paper Completed during Summer School after Year 2 ²	Design Studio III	Design Studio IV
		BDes major paper	BDes major paper
		BBus major paper	BBus major paper
4	BBus Co-operative Education Completed during Summer School after Year 3 ²	Design Studio V	Design Studio VI
		BDes major paper	Visual Arts Theory III
		BBus major paper	

1. Human Resource Management and Employment Relations, International Business and Management majors: you complete this paper in Semester 1 of Year 2 as your BBus major paper and don't have to complete it during Summer School after Year 1.

2. Instead of completing these two papers over Summer School, you can also complete the BBus Co-operative Education and your last BBus major paper in Year 5. You would then need five years to complete these double degrees.

QUICK FACTS

Level:	7
Points:	720
Duration:	4 to 5 years ¹
Campus:	City & South ²
Starts:	25 Feb & 15 July 2019 ³
Apply by:	28 Sep 2018



KEY FEATURES:

- Combines creativity with business skills
- Great preparation for running a design business
- Complete two degrees in as little as four years
- Includes 9 weeks of workplace experience and opportunities to work on live design briefs



SEE YOURSELF AS:

- Interested in business and visual arts
- Creative and visually aware
- A highly capable problem-solver and lateral thinker

Double degrees: Bachelor of Visual Arts/ Bachelor of Business

Do you want to combine your creative talents with business skills? If you're looking for a career in contemporary art, with a strong business focus, studying both degrees will help you develop a solid foundation in business as part of your studies. Business skills will be essential if you're planning to work as a self-employed artist. The combination caters to students wanting to do both business and visual arts.

Applying for these programmes

You'll need to apply for both degree programmes separately. You need University Entrance for both degrees and will need to submit a portfolio of artwork for the Bachelor of Visual Arts. An interview may also be required for the Bachelor of Visual Arts.

What these qualifications cover

You choose a pathway in visual arts working in your own studio space and specialising in paint, print, sculpture, photography, moving image, sound or performance.

You can also choose from a wide range of business disciplines – from management to sustainable enterprise, and marketing to entrepreneurship and innovation.

Career opportunities

By studying both degrees you develop design skills for roles in visual arts and business. This includes the ability to create high value products, services and brands, and to balance creative design and strategic thinking to complement design and business.

AUT encourages early application by 28 September 2018. Places are limited.

1. You can complete these double degrees in four years if you enrol in business papers over Summer School and do the business Co-operative Education paper over Summer School at the end of your third or fourth year. Otherwise you'll complete both degrees during your fifth year.
2. Some Bachelor of Business majors are available at the South Campus. For more details visit www.aut.ac.nz/business
3. Only the Bachelor of Business starts in July.



For more details visit www.aut.ac.nz/artdesign

Course planner – Bachelor of Business/Bachelor of Visual Arts (Double Degrees)

OPTION 1: START WITH THE BACHELOR OF VISUAL ARTS			
YEAR	JAN/FEB (Summer School)	SEMESTER 1	SEMESTER 2
1		Visual Arts Core Studio	
		Visual Arts Theory I (full year)	
			Visual Arts Studio I
			Management & Organisation
2	Economic Principles Completed during Summer School after Year 1	Business in Context	Quantitative Methods for Business
		Accounting for Decision Making	BBus major paper
		BBus major paper	BBus major paper
			BBus major paper
3		Visual Arts Studio II (full-year paper)	
		Visual Arts Theory II (full-year paper)	
		BBus major paper	BBus major paper
4	BBus Co-operative Education Completed during Summer School after Year 3	Visual Arts Studio III (full-year paper)	
			Visual Arts Theory III
			Visual Arts Professional Practice
			BBus major paper
OPTION 2: START WITH THE BACHELOR OF BUSINESS			
1		Business in Context	Accounting for Decision Making
		Economic Principles 1	Quantitative Methods for Business
		Management & Organisation	BBus major paper
			BBus major paper
2		Visual Arts Core Studio	
		Visual Arts Theory I (full year)	
			Visual Arts Studio I
			BBus major paper
3	BBus major paper Completed during Summer School after Year 2 ¹	Visual Arts Studio II (full year)	
		Visual Arts Theory II (full year)	
		BBus major paper	BBus major paper
4	BBus Co-operative Education Completed during Summer School after Year 3 ¹	Visual Arts Studio III (full year)	
			Visual Arts Theory III
			Visual Arts Professional Practice
			BBus major paper

1. Instead of completing these two papers over Summer School, you can also complete the BBus Co-operative Education and your last BBus major paper in Year 5. You would then need five years to complete these double degrees.

QUICK FACTS

Level:	4
Points:	120
Duration:	1 year F/T only
Campus:	City & South
Starts:	25 Feb & 15 July 2019

Certificate in Science and Technology

CertScT | AK1311

The one-year Certificate in Science and Technology gives you an introduction to the main areas involved in studying design, engineering, computing or mathematics. It's a great programme to gain a taste of university life and develop the knowledge and study skills for further study at bachelor's level.

Entry requirements

Minimum entry requirements

- Completion of Year 12
- **NCEA:** 48 level 2 credits or higher, plus eight level 1 credits in at least one subject from Classical Studies, Drama, English, Geography, Health Education, History, History of Art, Media Studies, Social Studies, Te Reo Māori or Te Reo Rangatira
- **CIE:** 60 points on the UCAS Tariff

Selection criteria

- Literacy and numeracy tests
- Interview may be required
- The course of study of every applicant is subject to the approval of the programme leader
- Preference will be given to applicants with:
 - NCEA:** 12 credits at level 2 or higher in Mathematics, and eight credits at level 2 or higher in at least one language rich subject.

English language requirements

IELTS (Academic) 5.5 overall with all bands 5.0 or higher; or equivalent.

What this qualification covers

- Academic Literacies

Plus select seven papers from:

- Foundation Design Technologies
- Foundation Design Principles
- Foundation Calculus
- Foundation Programming
- Foundation Problem Solving
- Tertiary English and Critical Thinking
- Foundation Mathematics
- Foundation Mathematics and Design
- Foundation Algebra
- Foundation Physics A
- Foundation Physics B
- Foundation Statistics
- Introduction to Engineering

Further study

Students who complete this programme can apply for bachelor's degrees in design, engineering, computer and mathematical sciences.

AUT encourages early application. Places are limited.



For more details visit www.aut.ac.nz

Portfolio guidelines – Bachelor of Design & Bachelor of Visual Arts

You need to submit a portfolio of work as part of your application to study at AUT.

Before you submit your portfolio¹

- Apply to AUT for entry into the Bachelor of Design or Bachelor of Visual Arts. You need to apply by 28 September 2018.
- We encourage you to submit your portfolio along with your application to AUT. However, if your portfolio isn't ready to be submitted at this stage, you can upload it later.¹
- You also need to write a cover letter – this should be the first page of your portfolio.
- We're unable to review portfolios unless they are clearly labeled with your name and the programme or majors you're applying for.

What to include in your portfolio

- 12 to 24 pages of images/photos of your creative work.
- Give a short explanation of each image including the date, title and the issue or problem you were working on.
- Include the working drawings or process work where possible.
- A one-page cover letter that outlines your background, aspirations and achievements, and why you want to study at AUT.

Please note:

- Ensure that your portfolio demonstrates both a breadth and depth of creative work, ie you should include images of a range of drawings, sketches, models and finished examples of work in your portfolio.
- Submit only one portfolio, regardless of how many programmes or majors you may apply for. If you're interested in more than one programme or major, state this in your letter.
- You can't re-submit or update your portfolio once it has been received by AUT.

How to submit your portfolio

- Your portfolio must be submitted in a single file by electronic pdf format.
- The pdf can contain between 12 to 24 pages of images/photos of your work and a cover letter (up to 30MB in total).
- Clearly include in your cover letter your name, student ID, contact phone number and the name of the major(s) or programme(s) you are applying for.
- Submit your pdf portfolio through your AUT student account.

1. Applications for entry to art and design programmes can only be considered fully once we have received your portfolio.



How to apply

Below is the step-by-step guide to the applications process for domestic students.
For more information visit www.aut.ac.nz/apply

1

APPLY EARLY

- Places are limited. Submit your application well before the semester starts

APPLYING FOR 2019

- Semester 1
 - apply by 3 December 2018
- Semester 2
 - try to apply by 3 May 2019

INTERNATIONAL STUDENTS

We recommend that you submit your application at least three months before the semester starts as places are limited and visa processing times can vary.

You can apply online or through an AUT approved international agent.

For more information visit www.aut.ac.nz/international

2

COMPLETE THE APPLICATION FORM

- Apply online
- Indicate your programme(s) of choice and major (if known)
- You will be automatically assessed for all your programme choices at the same time

SUBMIT YOUR APPLICATION

WE ACKNOWLEDGE YOUR APPLICATION

- We will send you an acknowledgment email/letter, which explains how to check the status of your application
- We will contact you if we need more information



3

WE ASSESS YOUR APPLICATION

- We assess your application to ensure you have met the entry criteria for the programme(s) you are applying for
- We consider your academic history and relevant experience to ensure you can succeed in your programme
- We let you know if your application has been successful

FOUR POSSIBLE OUTCOMES

CONFIRMED We would like to offer you a place to study at AUT

PROVISIONAL You have met some of the criteria for entry to your chosen programme of study and we would like to offer you a provisional place to study at AUT. If you don't meet the rest of the requirements, for example University Entrance, then this offer will be withdrawn

DECLINED If you don't meet the entry requirements or all places are taken, check our website for other study options

DECISION PENDING We are unable to make a decision just yet, but will let you know when we expect to make a decision

ACCEPT YOUR OFFER

University admission to AUT bachelor's degrees

For New Zealand citizens and residents and international students studying in a high school in New Zealand

To gain admission to bachelor's degrees, you must have met the requirements for University Entrance plus any specified admission requirements for a programme, such as specific subjects, portfolios and interviews.

For more information on entry requirements, including entry requirements for international students, refer to the AUT Calendar or visit www.aut.ac.nz/calendar

Please note: AUT, like all other New Zealand universities, is required to manage enrolments. This is because of government policies that restrict the number of funded places available for domestic students in tertiary education.

Admission categories

You may be granted University Entrance under one of the following categories:

- NCEA University Entrance
- Ad Eundem Statum admission (at an equivalent level) – this includes Cambridge International Examinations (CIE) and International Baccalaureate Diploma Programme (IB)
- Discretionary Entrance
- Special Admission

Common University Entrance requirements

STANDARD	NCEA	CIE	IB ²
Overall	Require NCEA level 3 certificate which consists of 80 credits, including at least 60 credits at level 3 or higher. Can include up to 20 credits at level 2. Note: Credits to achieve NCEA level 3 may include unit standards from non-approved subjects. Subject credits Total of 42 level 3 credits including: • 14 credits from one approved subject • 14 credits from a second approved subject • 14 credits from a third approved subject	A minimum of 120 points on the UCAS Tariff ¹ at A or AS level from an approved list (equivalent to NCEA approved subject list). Must include at least three subjects (excluding Thinking Skills) with grades D or above.	IB Diploma with minimum 24 points
Numeracy	At least 10 level 1 (or higher) numeracy credits (can be achieved through a range of subjects)	A minimum grade of D in IGCSE ³ mathematics or any mathematics subject at AS or A level.	Any mathematics subject – IB Group 5
Literacy	Total of 10 level 2 (or higher) literacy credits including: • 5 reading credits • 5 writing credits From specific standards in a range of NZQA English language rich subjects.	A minimum grade of E in English Language and/or English Literature subject at AS or A level.	Literature or language and literature (SL or HL) – IB Group 1, with English as the language.

1. UCAS (Universities and Colleges Admissions Services for the UK) Tariff = system which converts AS and A level grades into points.

2. New Zealand residents who have taken IB but have not been awarded the Diploma may apply for discretionary entrance.

3. IGCSE = International General Certificate of Secondary Education.

Where programmes require a specific subject, it is expected that a student will have achieved a minimum of 14 credits in that subject (unless indicated otherwise).

NCEA approved subjects

For a list of NCEA approved subjects for University Entrance visit the NZQA website, www.nzqa.govt.nz

AUT language rich subject list

Classical Studies, Drama, English, Geography, Health Education, History, History of Art, Media Studies, Social Studies, Te Reo Māori or Te Reo Rangatira.

Alternative pathways into AUT bachelor's degrees

Students who have just missed University Entrance or did not get into their chosen degree could consider enrolling in one of the foundation studies certificates offered at AUT. Please visit www.aut.ac.nz/apply

Discretionary Entrance

Discretionary Entrance is available to applicants who have attained a high level of achievement in Year 12 and want to undertake university study.

International students can't apply for Discretionary Entrance.

You can apply if you:

- Have not completed Year 13 in a New Zealand secondary school or have done Year 13 but not attempted to gain University Entrance
- Have not otherwise qualified for admission (or have attempted University Entrance)
- Are a domestic student (New Zealand or Australian citizen or permanent resident). If Australian, your most recent schooling must have been in New Zealand
- Are under 20 years of age on the first day of the semester in which you begin study and meet other requirements of the programme for which you apply

People who missed University Entrance in Year 13 may be considered for mid-year admission in the following year.

You can't apply for admission for Semester 1 if you studied in Year 13 after 1 June. However, you can apply for admission into Semester 2.

Minimum academic criteria for Discretionary Entrance

- NCEA level 2 certificate endorsed with minimum of Merit or CIE/IB equivalent
- Minimum of 14 credits in each of four NCEA level 2 (or higher) subjects, at least three of which must be on the approved subject list
- Meet UE literacy and numeracy standards, or their equivalent.

The application is a two-step process. First, you indicate you want to apply through Discretionary Entrance on the standard application form. If you meet the criteria you are sent a second form in which you provide further information and a school recommendation.

The recommendation will provide proof of your maturity, motivation, capability and readiness to undertake degree-level study and also verify that you were not enrolled in Year 13 beyond 1 June in the year prior to admission. Please refer to the AUT Calendar or visit www.aut.ac.nz/calendar

Please note: Applicants are considered on a case-by-case basis and must also meet other selection criteria for the programme for which they have applied. There is a non-refundable assessment fee of \$50.00.

Admission at equivalent level (Ad Eundem Statum)

An applicant will be considered for Ad Eundem Statum admission if they:

- Have successfully gained University Entrance through CIE or IB or an approved qualification from a New Zealand secondary school of special character
- Have successfully completed a recognised foundation programme or other recognised tertiary qualification/study of at least 120 points at level 3, or at least 60 points at level 4 in one course of study and have completed Year 13 at a NZ secondary school, or equivalent.
- Have qualifications from an overseas secondary school or tertiary institution deemed by AUT to be sufficient for entry into an undergraduate degree programme.

Please note: Applicants will be required to supply an official academic transcript with their application.

Bursary

If you sat Bursary (prior to 2004) rather than NCEA please refer to the AUT Calendar or visit www.aut.ac.nz/calendar

Special Admission

If you are over 20 years of age you can apply through Special Admission for degree-level study without a University Entrance qualification, if you are a New Zealand citizen or resident. You must be 20 years of age on or before the first day of the semester in which the programme commences. Your ability to succeed in your chosen programme will be taken into consideration.

English language requirements

If you don't have English as your first language, you may have to show evidence of your English language skills.

International students studying at secondary school and applying for University Entrance must achieve UE Literacy through New Zealand secondary school qualifications NCEA, CIE or IB. IELTS can't be substituted.

In all other cases another form of English language testing is required. Minimum IELTS requirements for each programme are included on the relevant pages in this publication. For other recognised English tests and more information, visit www.aut.ac.nz/englishrequirements

International students

Contact us for information regarding studying at AUT if you're not a citizen or permanent resident of New Zealand or Australia, or a citizen of the Cook Islands, Niue or Tokelau islands.

Visit www.aut.ac.nz for entry requirements for specific countries.

Email: internationalstudy@aut.ac.nz

Fees & scholarships

Cost is an important factor when thinking about university study. This page gives you an idea of the approximate tuition fees at AUT, and different options to help you fund your education including scholarships, student loans and allowances.

To give you an idea of approximate costs, the 2018 tuition fees are shown below (based on full-time study and completing 120 points per year). All fees are in NZ dollars and include GST. The 2019 tuition fees will be advertised on www.aut.ac.nz/fees as soon as they have been set.

Domestic student fees

First-time domestic students are entitled to one year of fees free.

Undergraduate programmes

Fee (per year)	Approximately \$6,450.00-\$6,498.00 ¹
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1. Part-time students pay a proportion of the fee based on the number of academic points they are studying.

International student fees

Undergraduate programmes

Fee (per year)	Approximately \$29,380.00-\$31,890.00
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Other fees you may have to pay:

- 2018 Compulsory Student Services Fee – \$627.10 for 120 points or \$5.23 per academic point
- 2018 Building Levy – \$69.60 for 120 points or \$0.58 per academic point
- Additional fees for course materials or elective papers (check with your faculty if there are additional fees for your programme)

Please note that you have to pay your fees in full by the date specified on your fees invoice.

To find out more about fees call **+64 9 921 9779** or the AUT Student Hub on **0800 AUT UNI** (0800 288 864).

Scholarships and awards

Scholarships and awards are a great way to fund your university study. There is a wide range of scholarships and awards available to AUT students at all stages of their study. Visit the scholarships website for a current list of scholarships offered by AUT and external funders, as well as application forms and closing dates. You can also contact AUT's Scholarships Office for advice on scholarships, awards and the scholarship application process.

To find out more call **+64 9 921 9837** or visit www.aut.ac.nz/scholarships

Student loans and allowances¹

If you are a full-time domestic student, you may qualify for a student loan or allowance. Student loans and allowances are administered and paid by StudyLink. The application process can take some time, so it's a good idea to apply early. You can apply for a student loan or student allowance before your enrolment at AUT is complete.

To find out more call **0800 88 99 00** or visit www.studylink.govt.nz

1. For domestic students only

Help with planning and budgeting

We know that studying can be hard on your finances, and we can help students manage their money and stay within budget. We also assist students in financial hardship through food and transport grants, and provide assistance with student loans and allowances.

For more information visit www.aut.ac.nz/student_services/financial

StudyLink Sussed website

A useful financial resource is the StudyLink Sussed website. The website has handy tools, tips and information to help you plan and understand the costs you will have while studying.

Visit www.studylink.govt.nz

Find out more

Visit our website

For the latest information on AUT programmes and to keep up-to-date with what's happening at AUT visit www.aut.ac.nz

Call or email us

To speak to one of our friendly advisors call the AUT Student Hub on **0800 AUT UNI** (0800 288 864). If you need help with your application to study at AUT, want more information or would like to order a brochure – we're here to help.

You can also email any questions you have to futurestudents@aut.ac.nz

International students should email internationalstudy@aut.ac.nz

Secondary schools

If you are a secondary school teacher or career advisor, our Future Students Team can help you with any questions you may have. Contact the team on **+64 9 921 9239**.

AUT Open Day

Our Open Day at the City Campus will showcase everything AUT has to offer to help you make an educated decision about university study. To find out more visit www.aut.ac.nz/live

Connect with us

AUT has a range of social media channels to keep our students and the general public aware of what is going on around the university.

Connect with us now:

    
@autuni #autuni



This booklet is printed on paper which is certified by the Forest Stewardship Council (FSC). It is manufactured using FSC Mix source pulp from well managed and legally harvested forests. The inks are 100 percent vegetable oil based and the printer is FSC certified.

Drop in and see us

AUT Student Hub

City Campus

Level 2, ground entry, WA building, 55 Wellesley Street East, Auckland

North Campus

AS building, 90 Akoranga Drive, Northcote, Auckland

South Campus

MB building, 640 Great South Road, Manukau, Auckland

Campus tours










If you want to check out the campus and facilities, contact us and we will arrange a campus tour for you and your family. Call **0800 AUT UNI** (0800 288 864) for more information.



Campus maps



Key

-  AUT Student Hub
-  Café
-  Conference facility
-  Intercampus shuttle bus stop
-  Mobility parks
-  Student lounge
-  Gym
-  Library
-  Creche

City Campus

55 Wellesley Street East
Auckland Central

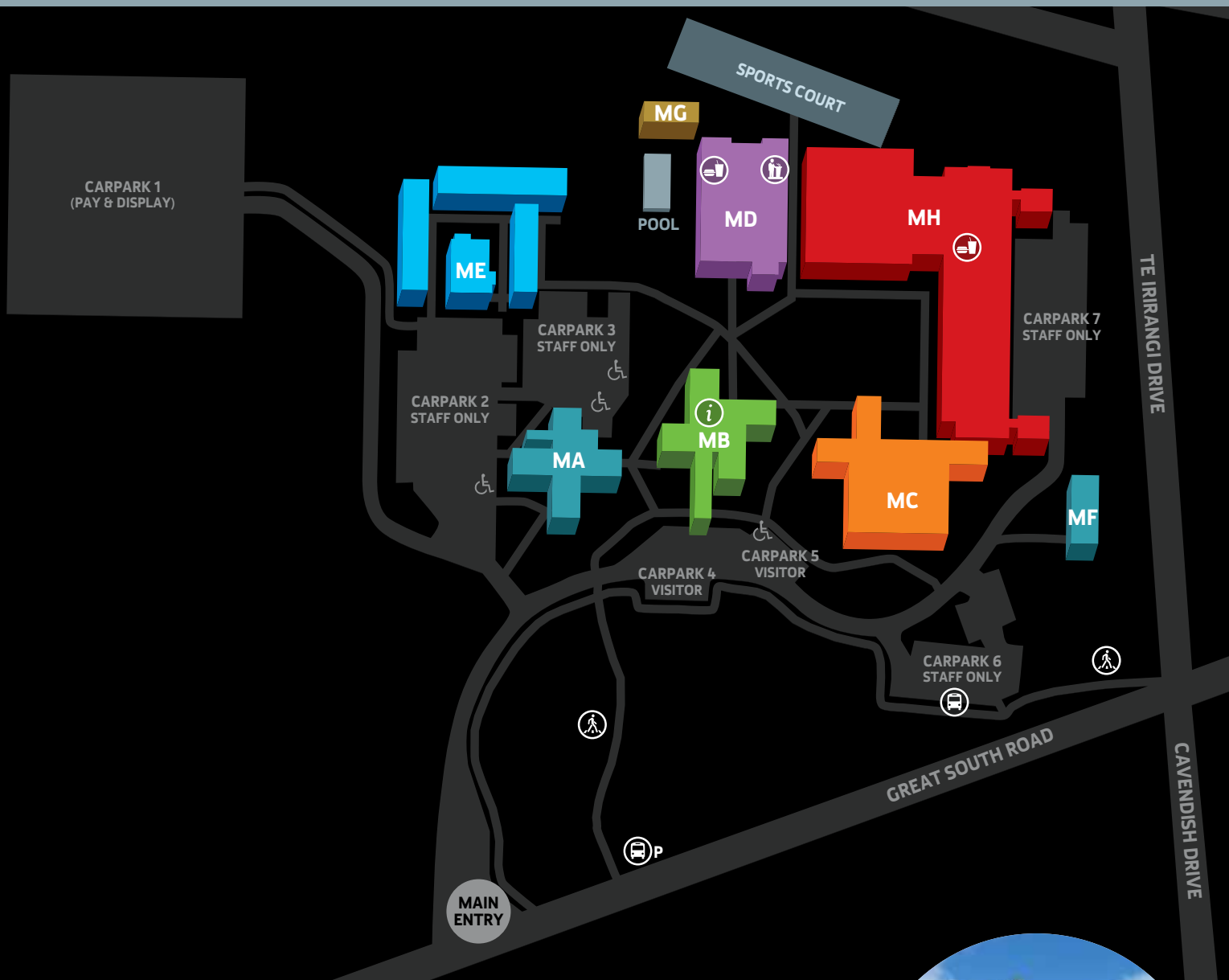
Art & Design

WE - Communication Design, Digital Design,
School Administration Centre








WM - Fashion Design, Industrial Design,
Textile Design, Visual Arts

WW - Spatial Design





Key

-  AUT Student Hub
-  Café
-  Conference facility
-  Pedestrian access
-  Intercampus shuttle bus stop
-  Public bus stop
-  Mobility parks

South Campus

640 Great South Road
Manukau, Auckland



**0800 AUT UNI (0800 288 864)**

Auckland University of Technology
futurestudents@aut.ac.nz
www.aut.ac.nz

International future students

internationalstudy@aut.ac.nz
+64 9 921 9099

CITY CAMPUS

55 Wellesley Street East, Auckland Central

NORTH CAMPUS

90 Akoranga Drive, Northcote, Auckland

SOUTH CAMPUS

640 Great South Road, Manukau, Auckland

Connect with us now:

@autuni

#autuni