

wire

JOE DEMPSIE

TALKS SKINS,
THIS IS ENGLAND '90
& GAME OF THRONES

CONFETTI SURVIVAL
YOUR A-Z GUIDE

GAMECITY
THE LOW-DOWN

THE PETEBOX
FUTURE SOUNDS

DESTINY
DESERVE THE HYPE?

SUEDE
DEATH BY PIZZA



wire

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It's been a pretty busy three months since the last edition of the WIRE.

We've welcomed a whole load of new students, greeted back some old faces and partied hard at some pretty awesome FRESH events. Were you there? Our Gallery's on pg 38.

This edition is packed full of interviews with successful artists – people like ex-Confetti student THEPETEBOX, special effects make-up artist Jayne Hyman and an EXCLUSIVE chat with our cover-star, Game of Thrones heart-throb, Joe Dempsie (he's from Nottingham, don't you know). Plus, you'll find the usual discounts and deals (obvs) and brand new feature – 'What's in your bag?' Yup, we've asked one of you to empty your bag – don't worry, not half as illegal as it sounds...

Finally, this is your mag and we're really chuffed that so many of you want to get involved.

Want to be one of those making it happen? Email us at marketing@confettimedialogroup.com

Enjoy,
The Confetti Team

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NEW FOR YOU

WE'VE INVESTED OVER 220K IN TECHNICAL EQUIPMENT OVER THE LAST YEAR. HERE IS JUST A SELECTION OF SOME OF THE HIGHEST SPEC TECH AVAILABLE ON THE MARKET

GE FORCE SHADOWPLAY GAMEPLAY CAPTURE

Available for HE Games students, ShadowPlay is gameplay capture software allowing you to capture, export and upload gameplay footage at up to 4k resolution at 160Mbps. In Shadow Mode it will record up to the last 20 minutes of gameplay, allowing further flexibility.



LINE 6 SPIDER IV

The Line 6 Spider IV 150w 2x12 combo boasts over 500 pre-sets, 300 of which have been crafted by 50 of the world's finest guitarists, and 200 of which were inspired by classic guitar tones of years gone by! With 16 amp models varying from vintage tones to modern classics, 20 great on-board Smart FX, a built-in looper function and Celestion speakers, you'll have a powerful and incredibly versatile amp with an enviable selection of tones.



SSL NUCLEUS

The SSL Nucleus redefines the professional project studio with a perfect blend of advanced DAW control, transparent SuperAnalogue™ monitoring, high-class analogue mic pres, pro-quality USB audio interface and bundled SSL Duende Native plug-ins.



MARSHALL MG102CFX

The MG102CFX is a 100 Watt 2 x 12" combo. It has four channels: Clean, Crunch, OD1 and OD2, driven by famed Marshall solid-state tonal circuitry! The MG102CFX also features an impressive selection of digital FX. In addition to the Chorus, Phaser, Flanger and Octave (fixed), it has a Vibe effect, two Reverb types, and an independent Delay section which consists of: Hi-Fi, Tape, Multi and Reverse Delays.



UNITY ENGINE

Available for HE Games students, Unity is a powerful rendering engine for creating 2D and 3D content. Used by both independent developers and big Games studios; it's been used on games such as Game of Thrones: Seven Kingdoms, Thomas Was Alone and Oddworld: New 'n' Tasty.



AT4041 CARDIOID CONDENSER MICROPHONE

The AT4041 Cardioid Condenser microphone gives a smooth, extended frequency response with a slight rise occurring in the high-frequency region. Low-mass diaphragm improves transient response, increases response bandwidth and reduces handling and mechanical noise transfer. Transformerless circuitry virtually eliminates low-frequency distortion and provides superior correlation of high-speed transients.





UNDER THE SPOTLIGHT: **JAYNE HYMAN**

Want to know what goes into making the gore and grime in a Hollywood horror?

Photos: Forecast Designs



We had a catch-up with special effects make-up artist, Jayne Hyman. Fresh from a week in LA - Jayne's a Confetti Industry Week favourite, back again next year to share her industry tips and tricks. Read on to find out how it all started with Freddie Kruger.

It started in...
2004 when I took a Media Make-up course at Shepperton Studios - branching out from make-up into prop-making and art department work. I wanted to be a special effects artist ever since watching the 'Nightmare on Elm Street' films as a child and realising it was someone's job to make the gore!

I moved to Nottingham in 2007, Notts has a good creative vibe which is why

I've stayed here for so long. I didn't work full-time in the industry straight away; I did factory work and retail whilst practising make-up for unpaid projects, before finally becoming fully freelance at the start of 2011. I took some work experience in a theatre which led to paid work, and things have just spiralled from there.

Right now I've...
just returned from a week in Hollywood where I was supporting a short film called 'Cannibals & Carpet Fitters', which was playing at Shriekfest Horror Film Festival. The producer and director are currently looking for funding to make the feature film version of the short film, so I'm keeping my fingers crossed it happens - it was a lot of fun to work on! I'm also part of a film-making collective called Team Chameleon, we're

seeking funding for a horror feature film about deadly worms! Other than that I have lots of little jobs coming up such as a workshop, and make-up for events.

In the future, I'm...
keeping my fingers crossed that funding will come up for several feature films I've been involved in. I'll be working on a Sci-Fi film next month, and have some potential work on a feature film outside the UK in the New Year; although all plans may change! If you want to work in the film industry (or generally as a freelancer) you have to be ok with the fact that plans can change at a moment's notice. You definitely have to be unfazed by the unpredictability of not knowing what your work situation will be in a few weeks' time!

“I’M FUELLED BY THAT MOMENT WHEN THE LIGHTS START FLASHING, MY MONITORS ARE POUNDING AND I CAN FEEL THE BASS”

**the
PETE
BOX**

CONFETTI CATCH-UP: **THEPETEBOX**

Ex-Confetti student THEPETEBOX is a solo performer, musician, songwriter and multi-instrumentalist, whose pioneering live shows have ignited audiences across the world.

Headlining last year’s Confetti Christmas party in spectacular style, we caught up with THEPETEBOX to find out what he’s been up to since.

Give us the low-down, what’s the last year been like for you?

It’s been a hectic year of almost constant touring. I’ve visited Germany, France, Lithuania, Austria, Tunisia, Bahrain, Czech Republic, Croatia, Russia, Norway, Spain, Poland, UK, Ireland – some of them more than once, sounds pretty nuts when you write them all down!

I never get tired of playing music to people around the world, no matter where the stage is, what the crowd is like or what country I’m in. I’m fuelled by that moment when the lights start flashing, my monitors are pounding and I can feel the bass I create resonating round the room. Getting stuck into my set, performing my tunes for people I’ve never met before – it’s a special rush.

You recently launched a Pledge Music crowd-funding campaign. What’s the update?

Great, I made my target so it’s all ready to go. It’s cool to know there are people on board who have faith in me creating something they’ll enjoy.

These sort of campaigns are great because they enable me (and other artists) to create and maintain a career in music - DIY style. There’s just me and my manager Tom Reed, we run things, we make the decisions and we’ve made everything happen.



You were born and bred in Nottingham and studied at Confetti – how would you describe the music scene here?

It’s buzzing, it always has been. I cut my teeth playing open mic and indie club nights around Nottingham over ten years ago. There were, and still are, some incredible musicians, venues and promoters working their asses off to bring the people something new and exciting. Many of my favourite bands are from Notts, there’s always been something pretty unique about what’s coming out of here.

So, what’s next for you?

By the time you read this, I’ll have completed my first US tour. As the Pledge campaign worked out, I have my album to make; so lots to do ready for the New Year!

We’re looking forward to hearing it! And finally, what advice would you give an aspiring musician?

Most importantly, work dead hard and believe in what you do. Learn every aspect of it, from the music, to the business; don’t rely on anyone to do anything for you. If you sign a major deal and get an agent and a manager tomorrow – still do everything for yourself, don’t expect it to be done.

And finally, remember – you don’t need all those things to build a career; you can do it on your own and still have a rad time!

www.thepetebox.com

WHAT'S IN YOUR BAG? JAKE SHARPE



Jake Sharpe,
FdSc Music Technology



We caught up with Confetti HE Music Technology student Jake Sharpe. He emptied the contents of his bag to show us what kit he rolls with.

1. AKGK701 studio mixing headphones
2. Plectrum holder and plectrums
3. Torch
4. Nintendo 3DSXL hard case
5. Apple magic mouse
6. ALP demo album
7. My lucky Buddha
8. Guitar slider
9. 32gb memory stick
10. Nintendo 3DSXL
11. Circle Pad Pro
12. Tools for guitar and cable maintenance
13. Fold-out pliers
14. IEM RH450 earphones
15. Nintendo DS Games
16. Leftlion mag

FIND YOUR VOICE

Wonder what it's like to sing in front of Jessie J, Danny from the Script and the legend that is Tom Jones?

After gracing us with a set at this year's FRESH party, we had a chat with Music Technology Level 2 student Dana Dempster, to find out more.



Dana Dempster,
BTEC L2 Music Technology

**Hi Dana. So, The Voice eh?
How was the experience?**

Incredible. From the first audition to the blind auditions they treat you like you're part of the team. They really took care of me. They gave me vocal coaching, paid for my transport and hotel, and even food! I would highly recommend auditioning for the show.

Is it true you're returning?

I got invited back to the show! I decided not to return as I am travelling to the USA next year to try and make it in the City of Angels...

You're a Confetti student; how do you manage your time between singing and college work?

I sing everywhere, all the time. Sometimes in my sleep! There's always time to do the things you love, it's just a matter of making the time.

"TAKE REJECTION WITH A PINCH OF SALT AND NEVER STOP UNTIL YOU GET WHAT YOU WANT."

So, what are you currently working on?

I am actually looking to do an acoustic project, but until that happens, I'm working on more originals, some covers and looking for more gigs around the UK to get myself noticed.

What's next for Dana?

Anything could happen, right? I will try my absolute hardest to make my dreams come true. I can't tell you what comes next, but I hope one day I'll be able to prove wrong those people that didn't believe I would make it.

On that note, what advice would you give an aspiring singer?

Don't be scared. I always think to myself that you can't please everyone, but there's always someone that will love what you do.

The music industry is one of the hardest industries to be in, but if you believe in yourself enough and push yourself to achieve your dreams, then one day they'll come true. Take rejection with a pinch of salt and never stop until you get what you want. All it takes is that one person in the room you're performing in.

NEW: THE FOLEY SUITE



FOLEY TRICKS

- Corn starch in a leather pouch makes the sound of snow crunching
- A heavy staple gun combined with other small metal sounds make good gun noises
- Audio tape balled up sounds like grass when walked on
- Gelatin and hand soap make squishing noises
- Frozen romaine lettuce makes bone or head injury noises
- Coconut shells cut in half and stuffed with padding makes horse hoof noises - this is parodied in Monty Python & the Holy Grail!
- Cellophane creates crackling fire effects
- Acorns, small apples and walnuts on wooden parquet flooring can be used for bones breaking



Developed by sound effect technician Jack Donavon Foley in 1914, 'Foley' is the reproduction of all those extra everyday sound effects that are added to film, video, and other media during the post-production process.

From the swish of clothing and footsteps to squeaky doors and breaking glass; the best Foley art is so well integrated into a film that it goes unnoticed by the audience, helping to create that vital sense of reality within a scene. Confetti's Foley room is a brand new facility specifically designed for HE students studying an FdSc.

With several traps that can be used to simulate multiple floor surfaces record footsteps in post-production and for film & TV sound designs - the suite also has audio assets that help create the sounds for computer games. But, it doesn't stop there.

A specially-designed diffuser helps treat the acoustics of the space, making it suitable to record all forms of audio assets, including voice over & ADR and replacing or complementing dialogue on video productions that are shot in difficult production environments.

An HD Video Patch Bay streams high definition video from the newly designed control room next door, allowing actors to lip-sync their lines in a controlled environment, creating seamless dialogue to accompany atmosphere that's

been recorded on location, as well as other subtle sounds such as move tracks.

The new control room provides students with the facilities to mix in 5:1 surround on the new M&K surround structure - installed to complement the existing Dynaudio Stereo monitoring system.

Paul Wallis, TV & Film Production tutor, knows that having industry-standard equipment is essential to the development of his students' work:

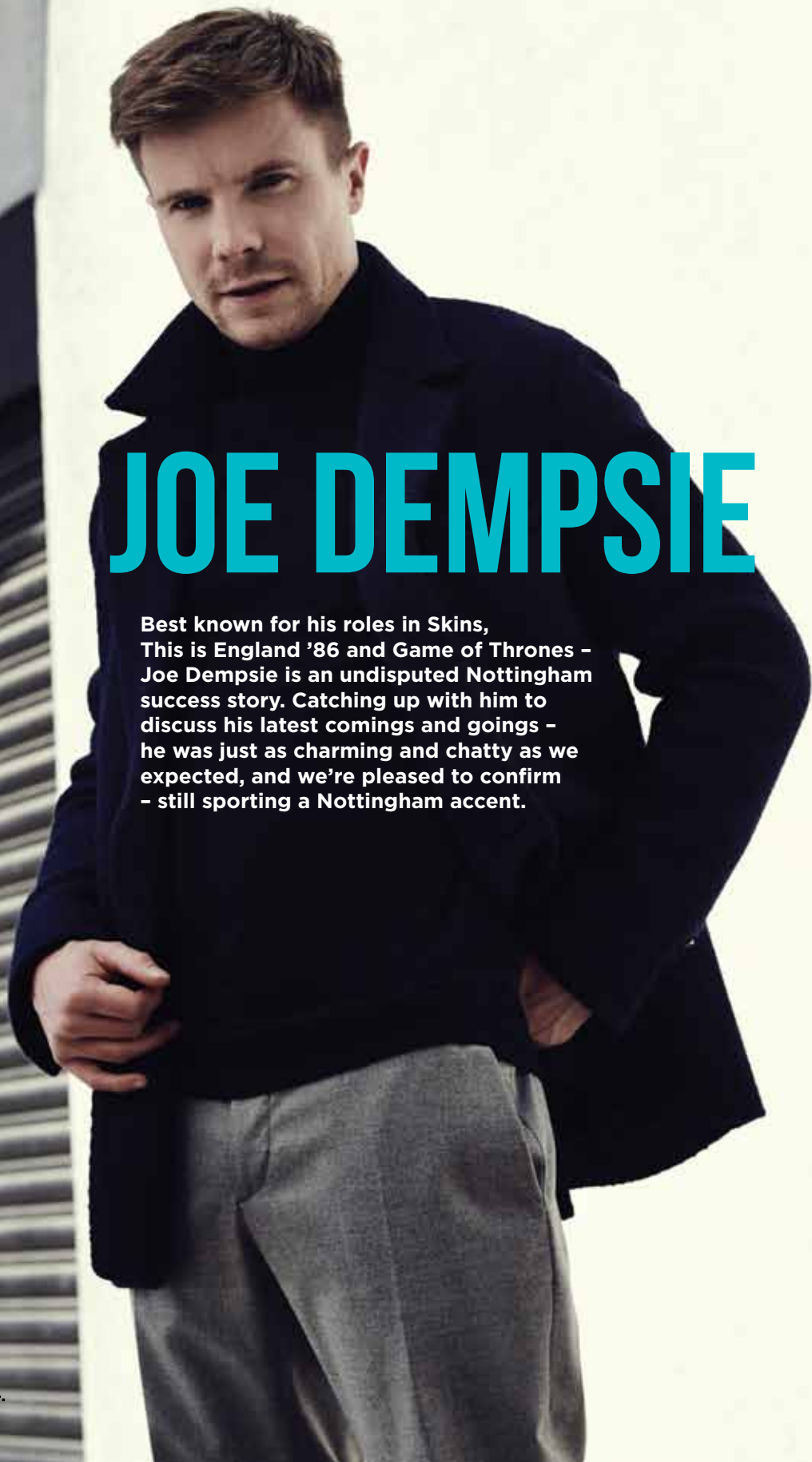
"The completion of the new Foley room has provided a professional working space for our undergraduates to develop their skills. Students have been having a great time recording footsteps and various other sounds in the

new space; it will be of huge benefit to all the courses."

"THIS ROOM IS GOING TO HELP ME SO MUCH IN THE PRODUCTION OF MY FILM BECAUSE I KNOW EVEN IF I CAN'T GET GOOD SOUND ON THE SHOOT, I'LL HAVE THE OPPORTUNITY TO GET IT RIGHT IN HERE."

Naiya Esaya-Chiwembu
FdSc TV & Film Production Technology,
2nd year student

Are you an FE student thinking about your next step? Visit our undergraduate pages on the Confetti website www.confetti.uk.com or have a chat with your tutor about carrying on your studies over at our HE centre.



JOE DEMPSIE

Best known for his roles in Skins, This is England '86 and Game of Thrones - Joe Dempsie is an undisputed Nottingham success story. Catching up with him to discuss his latest comings and goings - he was just as charming and chatty as we expected, and we're pleased to confirm - still sporting a Nottingham accent.

“IS GENDRY RETURNING? THEY WOULD HAVE MY HEAD OFF IF I SAY ANYTHING!”

Like many Nottingham-born actors, it all started for Joe at The Television Workshop. At just 13, Joe's mum encouraged him to join; “My sister has cerebral palsy and my mum didn't want me to miss out on anything,” he says. “It was all sort of by accident really, I didn't expect it to turn into a career.” To fund his career path, Joe took on a part-time job at Cineworld at the Cornerhouse. His intention was to watch loads of films, but jokes that this didn't quite pan-out; “after a ten hour shift and a ton of popcorn, the last thing you want to do is stay in a cinema!”

1.5 million viewers

During his gap year, Joe got his break with Channel 4 hit show, Skins. After being called to an audition in London, Joe met the casting director and landed the part of Chris Miles.

“It was a lot of fun, but it didn't feel like something big,” he explains. “The cast couldn't believe it when Channel 4 invested £1 million in the launch campaign - resulting in 1.5 million viewers just for the pilot.”

“The overnight success of the show was full-on for all the cast, we went from small parts to being spotted everywhere - it was crazy!”

Right now

Joe's currently in York finishing an independent film called 'Burn Burn Burn' - working alongside Downtown Abbey star, Laura Carmichael. Joe describes the film as “a really sweet 'coming of age' film - it's real and straight forward.”

As well as that project, Joe's also filmed several episodes for This is England '90. For the fourth and final episode, Joe hints at big things - “It's going to be epic, all the episodes we've done so far have been pretty special, expect a dramatic finish!”

The return of Gendry?

We're all massive Game of Thrones fans here, so we couldn't resist asking about Joe's character, Gendry. Will he be back for the next series? Joe's response was quite simple - “they would have my head off if I say anything! It was amazing to be part of, and it would be really great to do it again, but that's all I'm saying...”

Passion? Let's talk real-time

With a whole load of successful work under his belt - what's next?

“That's such a difficult question!” says Joe, going on to explain his feelings about the industry.

“There's a beauty and frustration with having such a lack of control over your career,” he says.

“On one hand, it's great that you don't know what's around the corner. You have a feeling that there's no limit on how far your career can go. But, being realistic, the other side is that it's hard - you can't plan things, and you never know where you'll be in a year.”

“I know the scripts I'm looking for, and I hope I'm fortunate enough to get the parts I want,” he says. “But, in a nutshell, I just wanna do good stuff, whether that's TV, theatre or film. Something worthwhile and original - and something that I'd watch with my mates.”

Enjoy the journey and all that jazz

Best piece of advice. “Just enjoy it. I hear actors giving advice all the time and saying - make sure you have the passion! To be honest, I think the word passion is so hyped up.”

Joe's motto is 'As long as you're enjoying it, that's all that matters'. He believes you have to enjoy the journey, he admits he's guilty of rushing through his career but feels - 'it's important to celebrate every success, no matter how big or small.'

“Obviously have ambitions,” he finishes “but make sure you appreciate every step of the way.”

Monsters: Dark Continent will be in cinemas from 27th February 2015.

Catch Joe at Confetti's Industry week 2015 - week commencing 2nd March. Book your space for his talk from January.

CONFETTI STUDENT SURVIVAL GUIDE:

A-Z

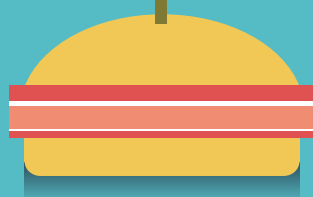
A - APPAREL

Available from Confetti reception and online at www.confetti.uk.com – get your hands on your own little bit of Confetti history. Prices start from just £8.

B - BACON BUTTIE

The ultimate in breakfast sandwiches is served right here in the Confetti Café. Anne-Marie's award-winning* sarnie is yours for the bargain price of £1.70.

ANNE-MARIE'S



C - CHRISTMAS PARTY

Held on 10th December at the Rescue Rooms, tickets for this exclusive event are extremely limited! Keep your eyes on Facebook & Twitter and your ears open in lessons to find out when and where to get yours.

D - DESTINY

Played it? Love it? Does it live up to the hype? Read our review from Games tutor Pete Salt on page 18 and let us know what you think on twitter. We're at @Confetti_ICT.

E - EST

There to help with everything from your Uni application to advice about managing your money, pop in to see the team in their office opposite Confetti main reception or email: ESTeam@confetti.uk.com.

F - FREE STUFF

Who doesn't love a freebie? As well as all the discounts available with your NUS card, this copy of the WIRE is full of discounts and BOGOFs from a range of retailers across Notts.

G - GAMECITY

One of the biggest video game festivals in Europe, it's a Games students' must-visit. This year, Confetti was all over it. Read more on page 24.

H - HIGHER EDUCATION

Yup, you can go to Uni right here at Confetti. For details of all our Undergraduate courses visit www.confetti.uk.com. You need to get a wriggle on though, the deadline is looming.

I - INDUSTRY WEEK

The biggest week in the Confetti calendar. From actors to musicians; performers to bigwigs in the digital world, it's like nothing you've ever experienced. 2nd-6th March '15!

J - JOBS

It's why you're here after all. Become a fan of Confetti Grads on Facebook for access to all the latest job opportunities across the Creative Industries and top tips for how to bag one.

K - KICK STARTER

The world's largest funding platform for creative projects. Over 7.4 million people have backed a Kick Starter campaign, so click 'Start' and get your own project crowd-funded now.

N - NOTTS TV

Where else would you get to hone your craft on a real-life TV channel?

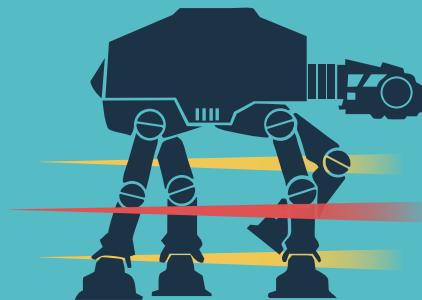
Study a TV & Film course with us and you'll be making real 'telleh!'

P - PIZZA

Pretty much what Confetti students want on the menu at every student party. Turn to page 29 for a BOGOF offer for Suede Pizzeria, located almost directly opposite Confetti. You're welcome.

S - SPOOL

Based right here at Confetti, Spool's a film and post-production company with some heavyweight BAFTA-winning films behind them. www.spool.uk.com.



X - XBOX

Xbox V PlayStation The age-old debate. Discuss. @Confetti_ICT #Xbox #Playstation

L - LIBRARY

Not only a place to get your assignments typed up, did you know you can hire DVDs? Good, eh? Oh, as well as that, library assistant Jade's on hand to help with your work.

O - ON TIME

Get to lessons on time and get your work in on time. If you're going to be late or won't make it to a lesson, it's important we know – ring the Absence Line on 0115 993 2315.

Q - QUEUES

Beat the queues at Rescue Rooms by adding yourself to their guest-list via Facebook. Takes two mins and is totally FREE. Find their page at: facebook.com/RescueRooms.

T - TECH STORE

Open with a brand new look, from early next year, you'll be able to buy a whole range of course-related tech, directly from the Tech Store. Watch this space....

V - VFX

It's one of the fastest-growing sectors in the Creative Industries. Our FdSc in VFX is NEW for 2015. Visit www.confetti.uk.com. Hurry though, UCAS deadline is Jan 15th 2015.

Y - YCA

The Young Creative Awards are now open! This year's theme is 'Made in Nottingham'. To find out more head to www.youngcreativeawards.org.

M - MONEY

Managing your finances while you're studying isn't easy. Pop into EST next to Confetti reception for a bit of advice about what extra help you might be entitled to.



R - RESCUE ROOMS

Nottingham's premier live music venue. The home of indie, dance & everything in between! Also happens to be the venue for our Christmas party this year!

U - UCAS

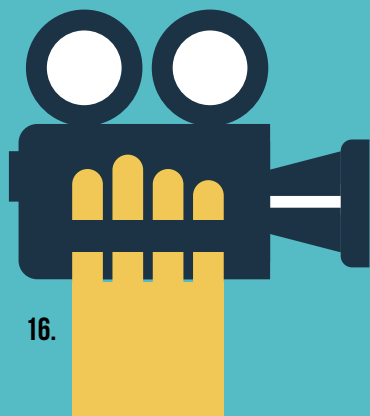
Planning to head to Uni? Whether you're going next door to do an Undergraduate qualification at our HE centre, or you plan to go elsewhere, the deadline is looming, so hurry up.

W - WIRE

Want to be one of our guest writers? Or, maybe you're a great photographer? Turn to page 34 to see how you can get involved.

Z - ZEN

Very much part of the English language, but what exactly does it mean? The whole point of Zen practice is to become fully aware, here and now. It's #theConfettiWay





IS THERE LIGHT AT THE END OF THE (10 YEAR) TUNNEL?

WRITTEN BY PETE SALT
FE GAMES DEVELOPMENT TUTOR

Where do you start on something as big as Destiny? Even its name has been aptly named to imply visions of fate and feelings of providence, responsibility and 'walking the path'. I suppose the best place to start is at the beginning, if you'll forgive the cliché, and the beginning for me was the announcement of a 10 year project. My instant reaction was 'wow', a game project that will last over 10 years, that's crazy mad. But, the notion kept niggling at me; I couldn't help shake the sense that this was a marketing ploy, a way of being sensational in an already sensational industry. I thought about Halo and how long that had been running for, how long Assassin's Creed and Call of Duty had been making new appearances. I then caught myself wondering did Activision's involvement have something to do with this. Possibly with all the madness between them and Infinity Ward, they wanted to get back up there, a way of showing 'anything you can do, I can do better'? I even considered the possibility that someone from the PR team happened to be in Bungie's kitchen and overheard two Bungie employees discussing how much longevity they felt was in this new IP.

I certainly can't claim to have read even half the articles that are circulating the web on this 10 year framework, but they all seem to indicate that there's either a fair amount of uncertainty about how this will play out, whether it will actually be 10 years or not, or perhaps they're keeping their (Grimoire) cards close to their chest. Playing devil's advocate, a part of me can't help ponder what happens if the players get bored of the project before the 10 years are up?

Bungie have confirmed that players are feeding back and that they're taking all of it into consideration. Producers listening to their audiences is exactly how Assassin's Creed II happened (although I'm not sure what went wrong with 3!?) and also how 10 iterations of Call of Duty games came about. However, Bungie committing to a 10 year project without knowing how players will respond is an interesting strategy that might prove a step too far in the fast-moving world of games development. None of this necessarily impacts on the game or how I view the game but as someone interested in the creation of games, with a project like this, I like to see what kind of ball game the developers/publishers are playing.

When I first started playing Destiny, one of the things I picked up on was the scale of the universe. Having spoken to other players about their experience of the game, most have expressed their disappointment, but then most of these people are seasoned FPS players and may have higher expectations than me. I'm someone who spends most of my game-playing time focusing on more narrative-driven IPs. I was impressed that the different environments all showed different aesthetics dependant on the planet/location you were in, with some careful consideration of the architecture that would be found in those scenes. As I explored Venus, jumping over old abandoned cars, I found myself making assumptions on how humans had terraformed the planet and had occupied it until these invading forces had waged war on them.

The enemy design also seemed to pay close attention to the colour used in the surroundings. One of the points not explored well, was how one could access the Grimoire cards to tell more about the worlds. I can see the logic in this, 'let's make it so they can find out about the deeper story and history of Destiny, but only if they want to/are interested in that' - let's face it, most players just want to blow aliens up. But given how interactive games are, it seemed almost backwards to have to then go to a website to check these out.

I've heard about an app for Android and iPhone, which granted, will let players interact with Destiny on-the-go through 'second screen' interaction. But I was labouring under the impression that second screen was an idea that was originally conceived as a way of having an audience interact with something that was otherwise linear - i.e, a television show. I wonder if by doing this, it takes away from the immersion of the game experience?

There are definitely other areas that could do with slightly better explanation, such as sub-classes, how to get light points, locking your class, etc. But then I wondered if this again had something to do with a player that enjoys story-focused games? I'm used to being told everything I need to do, getting my character to develop skills and then using them, with each completion of a sequence revealing more of the story and what must be done next (with a hefty bag full of emotional themes and characterisation to light and motivate the way).

However, perhaps the beauty of not telling me everything I need to do and how it works is core to the Destiny experience. One of its platforms, amongst the campaign, exploration and side-missions, is co-operative play or collaboration with other players, potentially from all over the world. Maybe Bungie wanted me to not only interact with the game and the different players, but resources that I could access outside of the game. If you've had a look, there are literally hundreds out there. I've even stumbled across a site that claims to have cracked the algorithm Bungie use to implement public events that offer their own rewards in the game.

Final thoughts

A small part of me can't help but acknowledge that in a time of DLC, it feels like the players may get exploited a little in this game too. But until people stop buying it, they'll keep dishing it out. There are definitely some areas that could be improved, but to say I haven't enjoyed playing this game, would be a big lie. I've been moved by team mates putting themselves in the line of fire to avoid me being killed, felt dizzy from the amount of focus I put in trying to complete certain strikes (I got you in the end Sekrion!) and spent hours exploring the different planets. Also, anyone want to join me in writing a petition for some ship space battles?! I promise I'll buy the DLC if they do!

AN INTERVIEW WITH JIM PARKYN

Senior model-maker for Aardman Animations



How did you end up getting into stop-motion animation?

I suppose that it all started with modelling clay! Once I discovered it, I never really stopped playing. I was on a product design National Diploma and I was introduced to a film maker who ran animation workshops; that made me seriously think about a career in animation.

What has been the highlight of your animation career?

There have been lots of highlights, but for me I think running the puppet department on Creature Comforts USA was so exciting; it led me to running the puppet build on several series and short films.

What was the first televised animation project you worked on?

The very first animation project I worked on (that actually aired on television) was 'The Miller's Tale' which was part of an animated Chaucer series. I had been working in animation for nearly two years before I got to this point.

Who is your favourite Aardman character?

My favourite Aardman character is always a tricky choice! If pushed I would say my absolute favourite is Rex The Runt!

I especially like Rex as I got to appear as an animated dog shop assistant (with my own voice) in an episode and I still have the contract for 'voice actor'!

Are there any exciting future projects lined up that you can let us in on?

Lots of exciting things happening, but the biggest has to be our new Feature 'Shaun the Movie' and 'Shaun in the city' where we will have a trail of giant Shauns decorated by artists and celebs in London and Bristol.

Find out more at: www.shauninthecity.org.uk and www.shaunthesheep.com/movie

You've been a guest at Industry Week several times now and we hear you'll be back for 2015! Are we allowed to know what we can expect from you this year?

I love coming to Confetti it's become a real favourite. To keep an air of excitement, I think I'll keep it under wraps!

What's the best piece of advice you can offer students at Confetti?

Getting started after a course can be really tricky. Gaining experience through internships/work experience is a great way of seeing if it's the right direction for you.

I think the best piece of advice is to keep playing. Keeping a sense of fun in what you do is really important. When deadlines are tight and there's real pressure to get the job done, it's hard to remember that.

Catch Jim at Industry Week on Friday 6th March 2015. Details of how to sign up will be available in the new year.



SELF

PROMOTION

MATTERS

One of the most important things you'll put together - your portfolio is a representation of you as a creative industries professional. But which site to use?

We've made a list, so you don't have to...



Coroflot
FREE

A quick look at the Coroflot homepage reveals that this isn't just a site for graphic and web designers.

The design portfolios of Coroflot feature everything from 3D printing prototypes to rock climbing gear and candy wrappers.



Vimeo
FREE

Vimeo Plus
£7.95/month or £49.95/year
(5GB a week, unlimited HD upload within storage limit + much more)

One of the world's leading video-sharing sites, Vimeo provides easy ways to share, discover, and be inspired.

With easy-to-understand privacy controls, you can decide who gets to see your videos and where they can be shown; make use of Vimeo Video School to help sharpen skills or pick up a few new ones.



Behance
FREE

Owned and operated by Adobe, Behance was founded on the premise that designers should devote their time and energy to creating work, not maintaining and promoting it.

Search Behance by creative field (there are hundreds of them), or filter results by a specific country, school, creative tool, or favourite colour.



PostFolio
FREE

At PostFolio, you can showcase your portfolio without going through the hassle of creating and promoting your own website.

All you need to do is sign up; then upload your Showreel, FXBreakdown and a gallery of your work, as well as your CV. Simple.



BandCamp
FREE

Pro
£6/month
(ad-free, batch upload, private streaming, own domain name)

BandCamp's core resource is a solid song player that includes the ability to sell the song; give it away for free; and basic statistics on the plays you get.

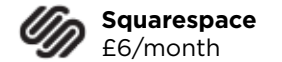
The other resources on BandCamp include the ability to sell merchandise, including printing the shipping labels for each sale; discount or free download codes; a growing fan base; and a reasonable rate (even if you don't choose the pro plan)



Carbonmade
FREE

£10/month
(500 images, custom domain, 10 HQ videos)

Taking the process of creating an online portfolio and adding unicorns, moustaches, and magic octopuses (or is it octopodes?). Carbonmade promises a platform that's easy to use, easy on the eyes, chock-full of features, and requires no coding knowledge.



Squarespace
£6/month

Squarespace provides beautiful, imagery-rich, designer templates that undeniably command attention right off the bat.

Templates are clean, minimalistic and give off a sophisticated vibe. Great for designers, photographers, musicians and more.



DeviantArt
FREE

Premium
£3/month or £19/year
(additional domain choices, no DeviantArt branding, unlimited images)

DeviantArt gets over 160,000 daily uploads of original artworks, ranging from traditional media to digital art, pixel art, films and anime.

As well as having your own personal page, DeviantArt gives you the option of creating a portfolio website. Here you can fully configure your site and start submitting your creative work for review by potential employers and clients.



Soundcloud
FREE

The world's leading social sound platform, SoundCloud allows you to share your voice and music worldwide.

Recording and uploading sounds to SoundCloud lets you easily share privately with friends or publicly to blogs, websites and social networks.

And with just a click, share your stuff on Twitter, Tumblr, Facebook and Foursquare.

FdSc Games Development student Ashleigh Holland was amongst the thousands of people who headed to GameCity this year - read on for Ashleigh's insight into one of the biggest gaming events in the world.



GAMECITY9 - THROUGH MY EYES

I ended up going to the festival with a small group of friends from Uni, wanting to try a few new games and see what they had on offer. From previous GameCity events, I knew the festival was based around indie games and their developers, but I didn't expect that there'd be so much to do, and so many new games to try.

They had a variety of different games on offer as soon as you walked in; the ground floor hosted 'Nidhogg' on the projector screen and several card-based games. The next set of floors hosted new indie games and several 'Oculus Rifts'; a virtual reality headset that allows you to immerse yourself in the game. There were also some cool retro consoles, including a PlayStation and a SNES with racing games.

The festival was a lot of fun and introduced me to indie games that I'd never heard of. My favourite game at the event by far, was one called 'Tap Happy Sabotage' - this allows up to 52 players to search for a single image like an ice cream or a traffic cone, while avoiding a 'broken' version of that image. My friends and I ended up getting hooked on a couple of games, we even ended up playing the 'Dash' version of 'Tap Happy Sabotage' afterwards - a more active version of the game, where you have to run to hit a button when you see your image. The game brought back that intense feeling of rivalry like when playing Mario Party or Mario Kart!

In short, GameCity9 was a great event with some fantastic games on display, I can't wait to see what they'll do next year!

THE WORLD'S LARGEST CENTRE FOR GAMING

Chosen as the location for the National Videogame Arcade (NVA), Nottingham has launched a £2.5m project to open 'the world's first cultural centre for gaming' - set to attract international attention from gaming companies all over the world.

The centre will span all the gaming industries, from web-based games to console, app and virtual reality versions.

Headed up by GameCity, which works to celebrate the medium worldwide, the venture has also been funded by Confetti, Nottingham City Council and Nottingham Trent University. Ian Livingstone CBE, a member of GameCity's advisory board and the Government's creative industries champion, said: "For the millions of people who love them, it's only natural that videogames should have their own, permanent cultural home.

Just as fine art enjoys the National Gallery, performance has the National Theatre, and

film and music have many permanent spaces that celebrate them - it's fantastic news that GameCity are pioneering this vital and much needed new space."

The NVA will become a research hub for videogame culture, according to GameCity, and attract investment and gaming operations from all over the world. The centre will put Nottingham on the cutting edge for the development of new digital interactive works.

Featuring quarterly interactive videogame exhibitions, a permanent exhibition of 'treasures' from the National Videogame Archive, and an educational centre - where students can build and play games.

Iain Simons, GameCity Director, said: "We're just getting started with hatching plans for the NVA, and want to make sure that GameCity stays at the heart of the videogame culture for Confetti."

CLOCKING ON AT THE BBC

Will Hollis, aspiring broadcast journalist, currently studying Level 3 TV and Film at Confetti - takes us with him to BBC East Midlands for the day:

07:15

Wake up to a condensation-covered window & a cup of tea placed at my side (cheers Mum). Can't wake up without my morning brew!



09:15

The team have a meeting about the day's stories - organising who's going where, and what they'll be reporting on.



08:30

Jump on the 44 bus and head into town - sit back, chill out to the sounds of Black Sabbath and a bit of Nas.



09:30

After the meeting, I buzz around the newsroom, talking to different journalists about what their job is. Got some great advice on how to get experience in the industry - "say yes to all opportunities".



16:00

After getting back from the Derby story, I chat with a graphic designer, editor and presenter. Everyone on the team is really busy, but the atmosphere is surprisingly relaxed.

12:00

Head out to a school in Derby with journalist Paul Bradshaw to do a story about a school library. He's a VJ (video journalist), he writes the script, shoots it and edits it, all by himself. He advises that good time-management is essential to a career in Journalism.



17:00

Have a chat to a producer in the radio studios - she explains that during the live show, she co-ordinates the live interviews, traffic and news updates. She does all this and still makes time to offer me some top career advice.

18:00

Sat in the gallery whilst the team organise the live news show. If anyone was stressed, they weren't showing it.



18:30

Absorbed by the excitement of the show, everyone in the gallery is hitting their timings perfectly.

19:10

Back in the newsroom, the executive producer delivers the debrief - outlining what went well and what could be improved.

Overall, my day couldn't have gone any better. I headed home (after a quick stop for chicken!), with loads of new experiences and useful advice.

JOE BUHDHA



We caught up with music producer, DJ and promoter, Joe Buhdha - we chatted about his career, famous friends, top tips and more.

On Confetti...

Working with the college is great. I never got the chance to study here, but I wish I did! I believe the students have a great opportunity to learn and progress within their chosen subject. The facilities for the urban and electronic course are astounding!

Making it...

There wasn't a 'big break' moment for me. I've had many different breaks - producing and remixing so many great artists; Jurassic 5, John Legend, Supernatural, Ian Brown, Jungle Brothers, Estelle, Klashnekoff, Terri Walker, Ronika, Professor Green, Wretch 32, Juganaut, Rodney P, to name a few. I have been lucky and blessed with those opportunities, but I believe you make your own luck.

What's success?

For many, success is fame and fortune in this business. But, for me, I love what I do, so I believe in trying to stay humble. I'm proud of my achievements, but I would be if I was a plumber and just fitted a new bathroom.

Paying the bills...

It's easy to get wrapped up in the hype, but when you have two children, a mortgage and a business to run, it really does keep you in-check. Paying the bills by doing something I love, whether it's club nights, events, DJing, producing, teaching, basically anything to do with music, is a success to me. Don't get me wrong, it takes a lot of work and you burn the candle at both ends. It takes a lot of belief and support, as there'll be very testing times. But, I live for it, and if you feel that way - then any achievement feels like a success.

Calling MistaJam a mate...

We're pretty tight as we go back some years now. If he's in town, we always try our best to link-up.

We met when I was doing a club night and Jam asked if he could warm up. Wow, this kid was amazing! He got his opportunity and was prepared for it, after that he became our resident DJ.

Following this we started promoting nights and releasing music together. We did an event called 'UK Takeover', the UK's biggest rap event at the time, sponsored by BBC Radio 1Xtra. The Head of Music and Events from BBC 1Xtra came to the event - Jam did his usual and 'killed it', he was offered an audition and the rest is history.

One top tip...

Work hard, stay humble, practice, practice, practice and, don't think - feel. That's four, I couldn't choose just one!

Joe Buhdha Presents Terri Walker - Untitled to Entitled

Out Now 'Can't Stop Won't Stop' records via iTunes

'Can't Stop Won't Stop'

Every 3rd Friday of the month at The Market Bar
Twitter @JoeBuhdha
www.cantstopwontstop.co.uk

#EVE_NT

WITH OVER 500,000 SUBSCRIBERS WORLDWIDE, EVE ONLINE IS A MULTIPLAYER ROLE-PLAYING GAME, SET IN A SCIENCE-FICTION SPACE ENVIRONMENT.

Receiving praise for its focus on community, there are a number of highly attended EVE events held across the world every year. The latest of which, #EVE_NT, took place right here at Confetti on 13th September.

Held in Antenna Bar & Kitchen, this was the first event of its kind to be held in the UK outside London and was sponsored by the Confetti Media Group as well as numerous other local businesses.

Supported by Confetti students from across Games Development and TV & Film, as well as by Games tutor, Kyle Cherry - Events organizer, Lau Wensink (Bar and Restaurant Manager at Antenna) co-ordinated a day of talks from well-known figures within the world of EVE, gaming tournaments and the chance to win PLEX (Pilot License Extension - tokens used for renewing your game subscription that can be exchanged for in game currency).

Wensink, better known by his gamer tag Nashh Kadavr said: "EVE is a unique kind of game - all the content is created by players. This is a part of the reason that people play it for so long, and know all the players in the game, with most people playing the game for three or four hours a day. Events like this are a great opportunity to meet each other in

person. We ended up with 177 people signed up to come, so in terms of turnout, it was really, really good."

Guest speaker Marc Rosenberg, a.k.a Kane Rizzel, one of EVE's most well-known gamers, said: "The community itself is what makes the game. When there's a player-run event like this it means a lot - people start to put faces to names of people they've been playing with for years, but have never actually met. Events like this help bring these people together from all around the world - it forms closer bonds. What starts as being friends online then turns into being friends in real-life."

The next #EVE_NT will be held at Antenna on 7th February 2015 and will feature a visit from CCP Games Developers as well as an Oculus Rift set-up! Also, Chillblast will be bringing two water-cooled gaming beasts to play the tournament on. You do NOT want to miss this.

For more information and to get your ticket, visit www.eve-nt.uk. There are a limited number of tickets available, so book early!

To get involved, send an email to: lau.wensink@confettimedialogroup.com or give him a shout on Twitter @Nashh_Kadavr.

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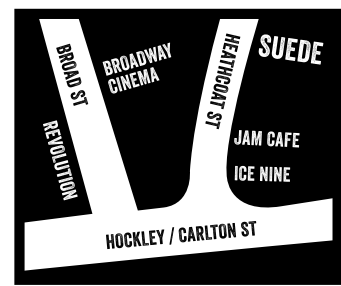
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Want to contribute to the next edition of the Wire?

We're always looking for students to feature. Whether you're a blogger, game reviewer, music journalist or just have something to say, we want to hear from you.

Submit your article (between 100-200 words) and a (high resolution) image to marketing@confettimediagroup.com to get involved.

CONTRIBUTOR?

Level 3 Digital Media & Design students worked hard to produce a piece for the Wire. This winning advert was designed by Zack Baskill, 17.



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5. Management have the right to refuse, withdraw or alter at any time.

WHAT'S ON IN NOTTS



NOTTINGHAM WINTER WONDERLAND

Old Market Square

The 'Old England' themed event is back with Christmas market trader cabins, two bars, a bandstand, rides and much more.

Plus, back by popular demand, the real ice rink is returning and it's even bigger!

Book your session online now at:
www.nottinghamwinterwonderland.co.uk



BACK TO THE 90s CHRISTMAS PARTY

Rescue Rooms

Hosted at Nottingham favourite - Rescue Rooms, this year's party has a 'Back to the 90s' theme.

We'll be kicking off the night with current music and work our way back to the 1990s; celebrating 20 years of Confetti with a Christmas spin (obvs!).

Featuring live music, gaming tournaments, a photobooth, free food and loads more, tickets are available from Confetti reception for £3.

Photos from the night will be available on
www.facebook.com/ConfettiICT



OPENING TIMES

Christmas market: 10am until 6pm
Ice rink: 11am until 10pm (last session 9pm)
Winter bars and food hall: 10am until late.

Open every day (except Christmas Day & New Years Day) until Sunday 4th Jan.

Keep up-to-date with what's going on at:
facebook.com/wonderlandnottingham



THE HOBBIT: THE BATTLE OF THE FIVE ARMIES

Cinemas nationwide

An epic conclusion to the adventures of Bilbo Baggins (Martin Freeman), Thorin Oakenshield (Richard Armitage) and the Company of Dwarves.

Having reclaimed their homeland from the Dragon Smaug, the company has unwittingly unleashed a deadly force into the world. Enraged, Smaug rains his fiery wrath down upon the defenceless men, women and children of Lake-town.



SLIPKNOT

Capital FM Arena

The multi-platinum, Grammy-award-winning, masked beast that is Slipknot is set to make a long-awaited return to UK arenas with their 'Prepare For Hell' tour.

Slipknot's frontman Corey Taylor muses; "The UK has always been very special for us. In a lot of ways, it's where this insanity began. We're coming back for the people who started this for us: that would be YOU. Prepare yourselves... Hell is coming."

Book online - www.capitalfmarena.com, call the ticket hotline on **0843 373 3000** or pop into the Arena box office.



INDUSTRY WEEK

Confetti ICT

Back for its 9th year, Industry Week 2015 is already shaping up to be a big one! The team are working hard to bring you over 60 industry professionals for interactive workshops, seminars and life-changing talks.

In the past we've seen the likes of Jamal Edwards from SBTv, Radio BBC 1Xtra's Mistajam and award-winning director, Shane Meadows.

Running from 2nd-6th March 2015, we have already confirmed: Senior Producer at Radio 1 - Andy Rogers, Games Journalist at Sky - Julia Hardy and Motion Capture Tracker at Imaginarium Studios - Rebecca Leybourne, just to name a few...

STUDENT SHOUT: MATT

20 Dec, Rock City - Lacey
3 Jan, The Maze - Notts Pop-Punk festival
20 Jan, The Malt Cross - Josh Wheatley
7 Feb, Capital FM Arena - Kaiser Chiefs



SAINT RAYMOND

Rock City

Nottingham sensation Saint Raymond is coming back to Rock City... and this time he's headlining the main stage!

In January 2014, Saint Raymond released his second EP 'Young Blood' which peaked at number 4 on the iTunes chart. The title track was named as Zane Lowe's "Hottest Record in The World" and he was invited to perform a live session in Maida Vale Studios for BBC Radio 1.

Cost: £11 - including booking fee

For more information and to book tickets visit: www.rock-city.co.uk



EM CON

Capital FM Arena

Bringing the magic of Sci-fi and Fantasy together in one place, EM Con 2015 promises to be as great as ever!

You can get professional photographs and autographs with stars from Game of Thrones, Red Dwarf, Harry Potter, Star Trek, Star Wars and Dr Who. There is something for everyone.

Tickets available from
www.capitalfmarena.com/online/emcon

Silver ticket: £12.50 - entry from 10am
General ticket: £8 - entry from 11am

21 Feb, Theatre Royal - Milton Jones
4 Mar, Rescue Rooms - Room 94
7 Mar, Rescue Rooms - Fozzy
14 Mar, Rock City - Royal Blood

THE GALLERY

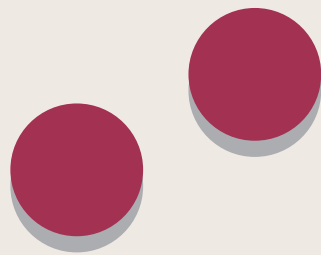
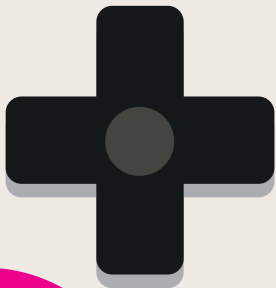
Fresh, Filthy's, filming and fajitas - the last couple of months have been a right laugh.

Here's a few highlights...



#90sBaby

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