

**FINAL  
YEAR**

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School of Design  
& Creative Arts,  
Department of  
Creative Arts  
& Media

**EXHIBITION**  
**2023/24**

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**24th – 30th May 2024**  
ATU Galway City,  
Wellpark Road,  
Galway, H91 DY9Y



Ollscoil  
Teicneolaíochta  
an Atlantaigh

Atlantic  
Technological  
University





Bachelor in Arts (Honours) in  
Contemporary Art





## Aimee O'Brien

### Contemporary Art

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Aimee O'Brien (she/her) from Clonmel Co. Tipperary, is a multi-disciplinary process orientated artist practicing visual art, songwriting, and poetry. She wrote the lyrics to her first song aged eight and approaches visual art with a sensitivity towards language and a background in songwriting and performance. Her area of interest lies in actions of the body, objects or interactions which evoke unexpressed truths. Aimee's work is also influenced by performance art, surrealism, film, poetry, and philosophy.

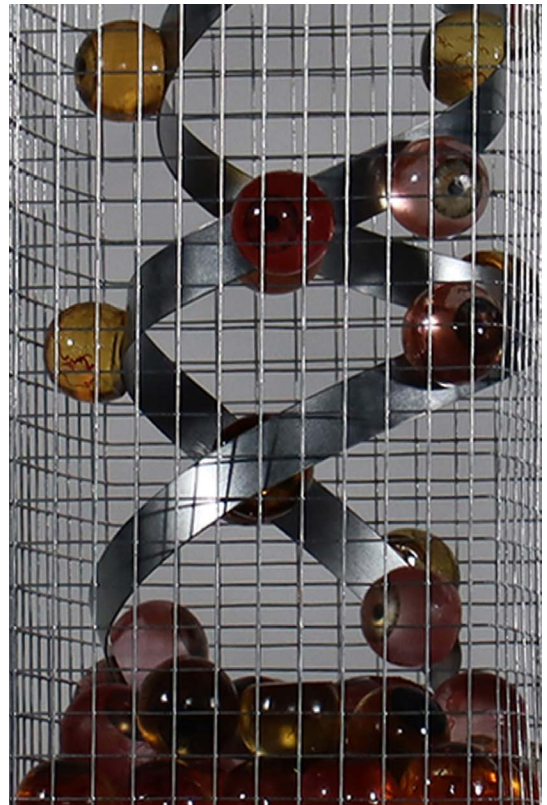
With an open approach to materials her work is primarily video and multimedia projection installation centering around the body as a medium. As an artist and musician, she is attuned to the process of making and play itself and what comes out of the humanness of touch in contrast with a digital realm. Aimee aims for multidisciplinary exploration on the mouth as site and performative video works of looping awkward or uncomfortable actions of the body in relation to the domestic environment. These are an example of how the mouth motif has represented reform in visual art historically and contemporaneously to tell a story of unsettling narratives, tensions and anxieties which have been quietened publicly or privately due to marginalization.



📍 @aimeeobrienmusic

📍 @aimeeobrienirishartist





## Annette Colleran Murphy

Contemporary Art

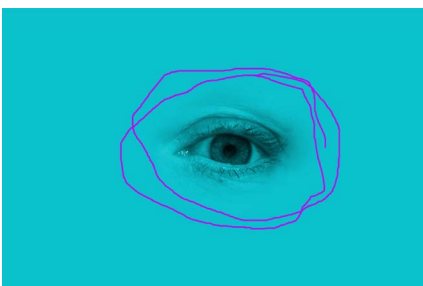
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“Annette is a later-life multidisciplinary artist based in Galway. She holds an MA in Adult Learning and Development from the University of Galway, and a BA(Hons) in Contemporary Art from the Atlantic Technological University which, together with her personal lived and work experience provides a solid foundation for her artistic practice.

Her work incorporates digital media, sculpture, installation and performance. She often blends old, discarded and found objects with new materials and processes that subvert the objects’ original purpose, illustrating the connection between old and new ways of connecting, seeing and being.

Annette’s work considers the passage of time in the context of human experience and ageing, exploring the inevitability of change, endings, loss, and grief. She delves into the struggle to reconcile shifting emotions while moving between one’s own worldview and surreal situations that necessitate temporarily adapting to very different states of reality.

In her ongoing practice Annette intends to continue her current research with older adults to deepen her understanding and make work that translates narratives and experience into visual artworks. She has a personal interest in the experience of family members caring for a loved one with a dementia diagnosis.



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## Bernie Joyce

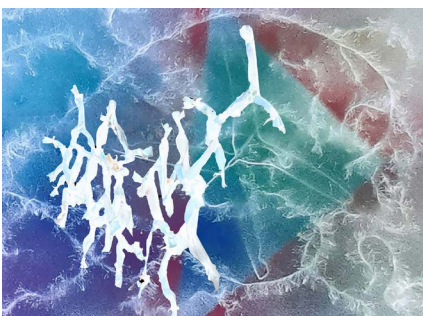
### Contemporary Art

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"I use a range of techniques, materials, research, and approaches to process within my practice. The work deals with themes of mental health, isolation, displacement, and local culture through the Irish language.

My recent work involved research to develop an understanding of Irish female emigrants. Throughout history, these women have remained anonymous, with little mention of the trials and tribulations they faced as well as their achievements compared to their male counterparts. My research looked at the social, economic, religious, and political reasons why they left Ireland and the new lives they lived in their adoptive countries.

I aimed to create a body of work that paid homage to these brave undocumented women through film, paintings, and textile printmaking in an inconspicuous manner that evokes emotion and intrigue."



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## Brian Twomey

### Contemporary Art

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Brian Twomey's work is influenced by where he finds himself. Whether he is looking out the window of the post van he drove for many years or in his studio in the former seminary of Chluin Mhuire, his art is touched by and is sensitive to his surroundings. Family visits to the Hugh Lane Gallery on the way to visiting his granny instilled a love of painting and drawing at an early age. Using a mixture of drawing and painting, combined with figurative and abstract elements, he seeks to find meaning in this interesting world we all share, sometimes with unintended humorous elements. Art for him is a place to go beyond the binaries of right and wrong to find an awareness and respect for difference. The paintings hope to connect and move the viewer to enter a conversation of what it might mean to be alive. In his work, there is also an appreciation of the joy that art making can bring to life in both challenging and harmonious times.



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## Cecilia Daniels

### Contemporary Art

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Cecilia Daniels is from Galway and is a visual artist; her practice is predominantly three-dimensional. However, photography has become an increasingly appealing medium. Different mediums offer fresh perspectives and inspire new directions in her practice. She enjoys working with narratives rather than creating random art pieces. Her present artistic focus delves into the rich tapestry of the historic American West, from the mid-19th to the early 20th century, aiming to highlight often overlooked events.

Cecilia's installation, "Back The West", contains three works. "Waiting", "The Last Night of the Birdcage", and "Alas poor Bison, we slew them well". The latter focuses on the devastating decimation of the Bison herds in the mid-1800s. Once numbering 60 million, these magnificent creatures were reduced to a mere count of 500. To preserve the remaining population, they were corralled into the confines of Yellowstone Park. On March 1, 1872, President Ulysses S. Grant enacted the Yellowstone National Park Protection Act into law.

Over the past 150 years, the bison population has gradually replenished in number to approximately 500,000. Each horn in Alas Poor Bison, we slew them well, represents one million slain Bison, a stark reminder of the devastating impact on these majestic creatures.



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## Charlotte Moran

### Contemporary Art

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“Fashion and Textiles play an important part in our identity as humans. I aim to capture the essence of this human existence through the lens of my camera, exploring the intricate connection between fashion, textiles, and humanity. My work focuses on discarded materials often overlooked as mundane. Secondhand clothing is one of these materials. I wish to re-define today’s idea of a throwaway mindset. Clothing holds the experience of its wearer; each piece of cloth is a vessel for forgotten memories. Through photography I aim to transcend the mundane and uncover the hidden layers within each garment to showcase the intricate beauty of human experience.”



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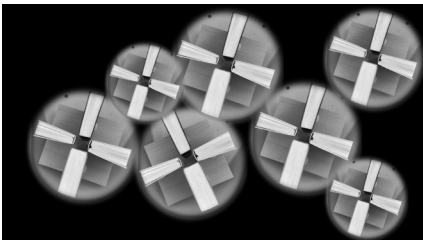


## David Geraffy

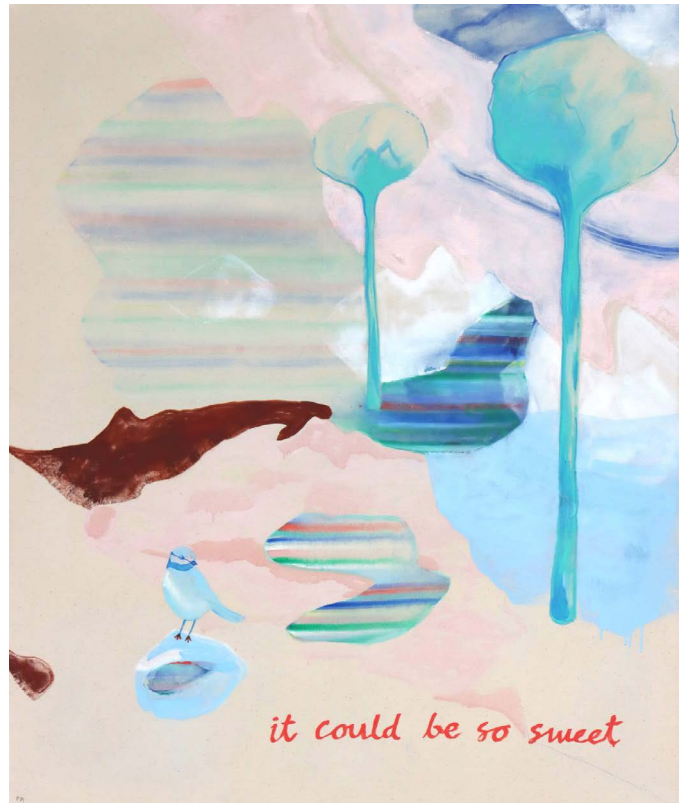
### Contemporary Art

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“I study 3D and work on ceramics and moulding. I like drawing, colouring, and painting but am also interested in 3D sculpture, mostly ceramics. I do sketching to plan on what the artwork would look like and I do ceramics to do some experiment for the work. I’m interested in using quotes from either literatures or else where to be in relation to the artwork I do for my project. I also use found objects to work on for the 3D sculpture along with ceramic materials.”







## Elisabeth Banim

### Contemporary Art

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"I am an architect and artist from Dublin, now living and working in County Longford. I studied Architecture at University College Dublin and I am a part-time student of Contemporary Art at ATU, Galway. My work explores the threshold between figuration and abstraction, a space of perception, of what is and what is maybe, where everything is maybe something else. As an architect, I find that the same thought processes about making buildings translate into how I think about making art; I have the same preoccupations with form, line, shape, geometry, colour, materiality and the reduction of the image or object into its minimal expression, all informed by the process of making. Working primarily through drawing and painting, my subject matter is concerned with ideas about representing the figure, the natural world and its phenomena and the in-between spaces of the built environment within this space.

Inspiration comes from source images, sketchbook drawings, the philosophies of pan-psychism and deep ecology and history of art and architecture, in particular the modernist period in art, design and architecture."



📷 @elisabethbanim



## Ellen Susan Igoe

### Contemporary Art

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Ellen Susan Igoe is a multidisciplinary visual artist based in County Roscommon. Her work explores the transience of life and the delicate nature of our shared moments. Human experiences such as life, death, loss and memory are recurrent themes within her work, much of which ultimately alludes to the fleeting nature of human existence. Using a combination of found materials, metals, wood, plaster, ceramics and video projections, Ellen Susan invites viewers to contemplate and raise questions about the impermanence and brevity of life and the profound beauty which can be found in fleeting shared experiences.

“I view the concept of memory as an intangible thing which can be converted to objects whether found, made or influenced by lived experiences.”



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## Emer Greaney

### Contemporary Art

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“Having immersed myself in social media and internet culture for the past few years, I find myself drawn to integrating my skills and passion for oil painting with a less conventional subject matter. My practice revolves around exploring commonly circulated internet imagery and bringing these images into a contemporary context. I am interested in taking images that are intended to be consumed quickly, and for the most part without critique, and forcing an audience to take a longer and more intentional look at them.

My work is typically reactive to current online culture, and is always informed by my experiences online.”



© @emer.png





## Hannah Daly

### Contemporary Art

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"I am an artist who finds inspiration in the urban landscapes of cities around the world. I am intrigued by the accuracy of architecture and line.

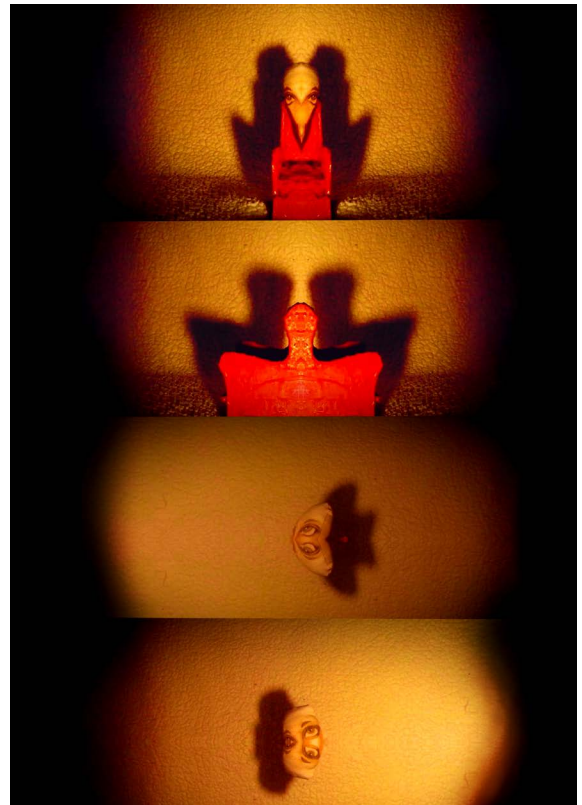
Photography is a vital element of my practice - it is at the core of my artistic process and is paramount to the realisation of my work. Through capturing architecture and the built environment, I can deconstruct and reassemble different elements to create an opportunity for the viewer to examine its various forms and shapes.

I work with paint in an extremely precise manner, which echoes the almost perfect lines created by architects, introducing colour and vibrancy to the subject matter. The resulting work allows observers to appreciate their combined painterly and sculptural character. My goal is to inspire those who see my work to look more carefully at the world around them, to discover beauty in architectural spaces."



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## Jessica Gilburd

### Contemporary Art

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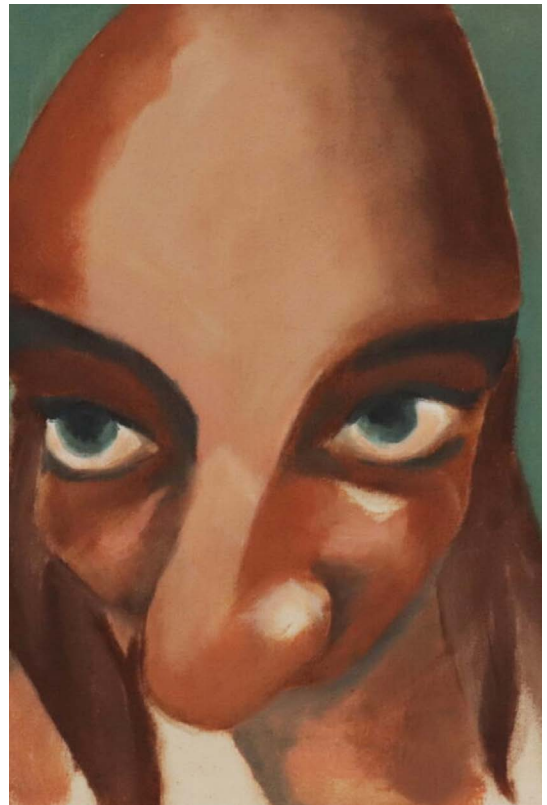


#### “Mind Monsters in the Playroom Prison”

This work follows the titular character, a rabbit, through the medium of video. All this rabbit has ever known is their bedroom. Once, they were small enough that the room was a vast expanse. Now however they've grown too big for the room. They want to leave, but they're afraid. Monsters of their own making hide in the dark corners. These little monsters whisper to the rabbit, causing fear, indecisiveness, and anxiety. There are so many doors, so many choices. Which path to follow? The shadow man manifests as a reflection of the rabbits' fear of progressing.

© [a\\_fish\\_making\\_sculpture/?hl=en#](#)

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## Jessica Mulas

### Contemporary Art

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"I create work as a response to the floods of mass imagery that I have been surrounded by and the challenges that are associated with an unlimited access to imagery. The portrait of the contemporary age is the 'selfie'. Proliferation of this image and the influence these images have on generations is extremely powerful to the world of sales and advertising etc. My work goes through a process of transcribing the image from photographs taken with a wide-angle camera lens made to distort. It is then altered and is further distorted and finally printed and transcribed through acrylic or watercolour paint to paper or board.

My artistic process creates a parallel between my work and the process an image goes through before typically being posted on the internet. I paint portraits that have been put through many processes of distortion to come out visibly exaggerated through features and expression which allow the viewer to compare this to online imagery that is seen regularly."



© Jessicamulas\_art





## Lauren Grant

### Contemporary Art

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Lauren Grant, a 4th year multidisciplinary artist from Cavan, who studies 2D on the BA(Honours) Contemporary art course in ATU Galway. She is interested in a variety of materials such as photography, scanography, digital media, textiles and occasionally painting and printmaking.

Lauren's main themes in her work touch on mental illness, grief, loss and unspoken problems in society. She uses her own life as her main source of inspiration through her own experiences and through the people around her.

The sadness surrounding the death of Lauren's cherished grandmother in December 2023 is the subject of her 4th year project. It is the finale of a series she began in her 3rd year, during which she based her studio practice for a semester on her grandmother's dementia, which Lauren found difficult to comprehend. She spent the semester researching this in response, and as a result, she gained a greater understanding of the harm that dementia causes to the brain. Through photography, digital media, and textiles, she celebrated her grandmother's life, a life she had forgotten, while simultaneously highlighting its hardships. In her final year studio practice, Lauren is creating a comparable piece, centering her work around both the joy of her grandmother's life and the struggle of bereavement.



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## Sarah Reynolds

### Contemporary Art

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“In my practice, I delve into the intricate relationship between humanity and nature. I examine the ways in which human intervention has altered landscapes, ecosystems, and even the very essence of what we recognise as ‘natural’. Exploring constructed landscapes such as botanical gardens, my work invites viewers to question the notion of authenticity in these curated spaces.

Photography plays a crucial role in my practice, allowing me to manipulate imagery and produce artwork where the ordinary is transformed into a reimagined world full of vibrancy and colour. Large scale botanical paintings orchestrate colour, expression, and fluidity, while smaller scale paintings portray precise detail of constructed environments, blending abstraction and figuration. Scale is an important element in my work, as it suggests the intricacy and vastness the natural world shares with humanity. My art seeks to challenge the viewer’s preconceptions and prompt a deeper consideration of our relationship with the environment and the commodification of nature.”



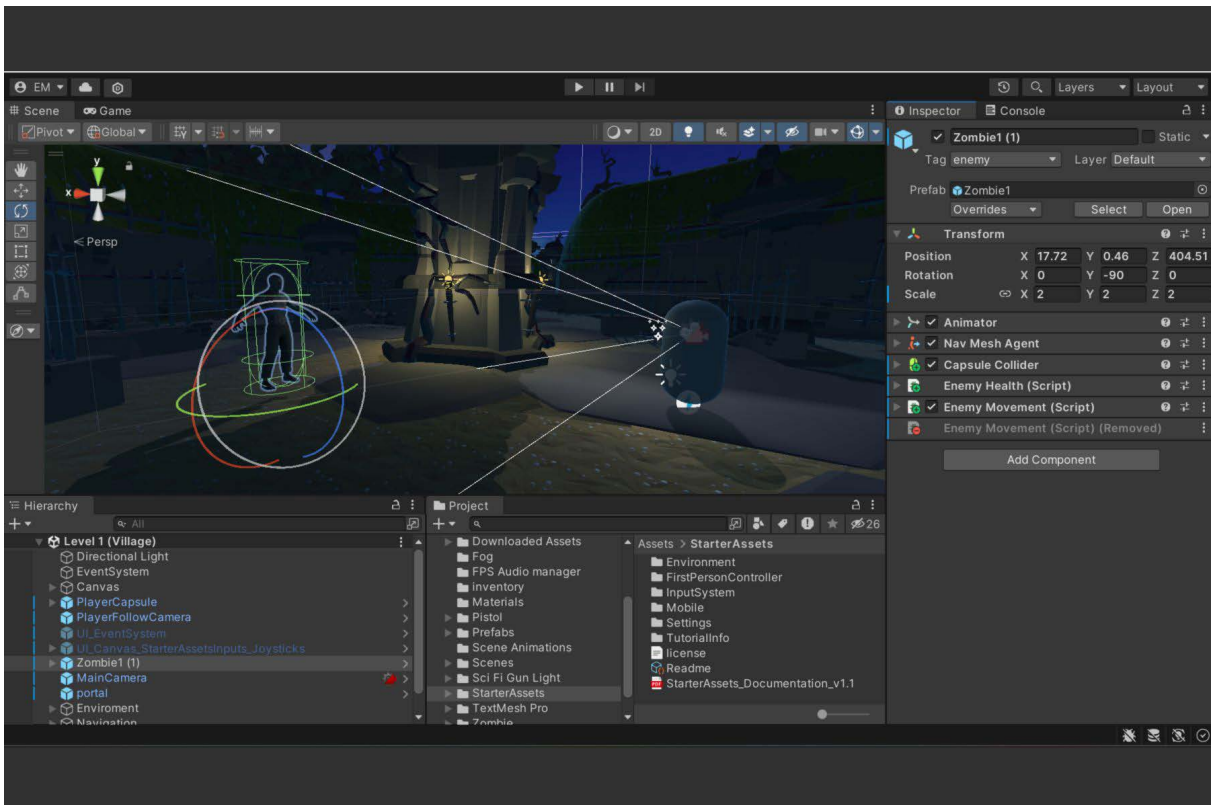
📷 @sarahrey\_art







Bachelor in Arts (Honours) in  
Design



## Eanna Murray

### Design – Animation & Game Design

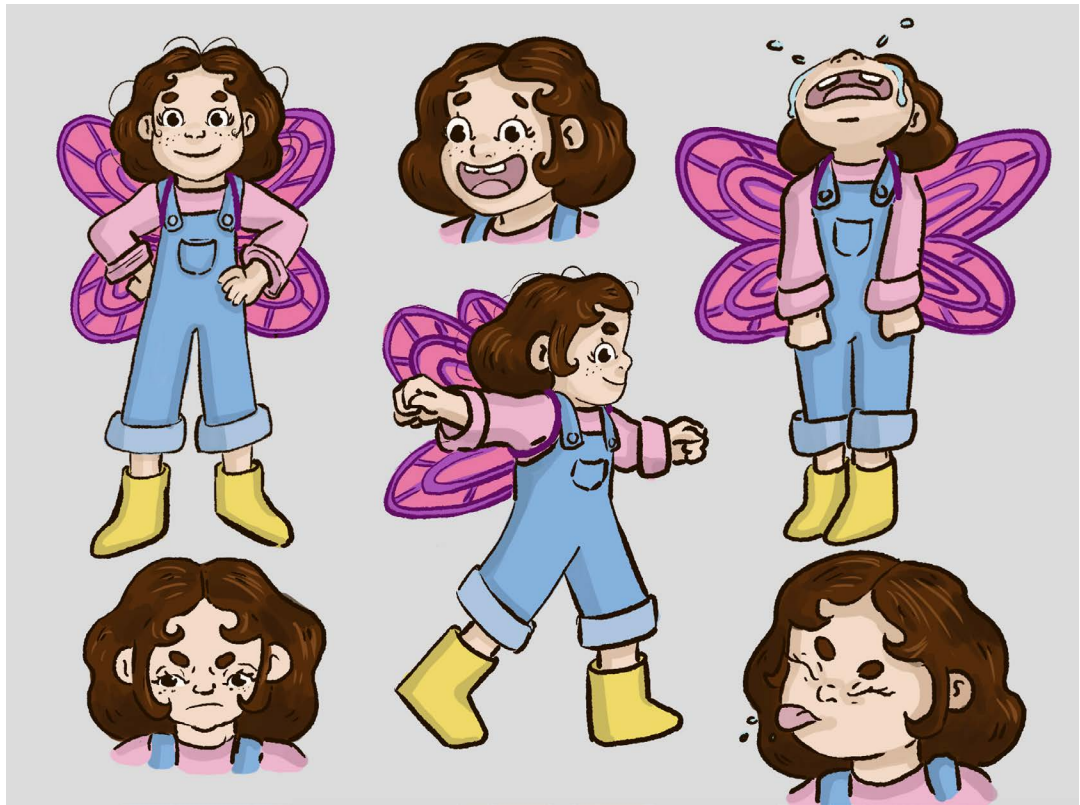
“I’m Eanna Murray, a final year student who is passionate about animation and game design. My fascination with both mediums spans across various areas, I enjoy Concept art/design, Storyboarding, and 3D modelling. My ultimate aspiration is to become an animator in the gaming industry. To achieve my career goal, I had a specific aim in mind when creating my final year projects. With my animated short and videogame, I wanted to strive and push the limits of my creativity to craft an accurate representation of my abilities.

‘Mystic Mayhem: Undead Uprising’ is a First Person Shooter based in a medieval fantasy setting. You play as a wandering mage who comes across a village besieged by an undead scourge. Fight through waves of skeleton enemies in various fantasy locations, as you find and stop the sorcerer who conjured the undead plague. In this project I placed emphasis on level design, utilising specific design elements and principles to produce an engaging experience.

‘Sisyphus’ is an animated short that focuses on the struggles of a father learning to walk again after a failed surgery. He challenges himself with climbing his household stairs to prove he will be able to walk again by himself. The climb is both a physical and mental challenge that the father must overcome, and the viewer gets to see things from his viewpoint. The animation calls reference to the myth of Sisyphus and his perpetual task of pushing a boulder up a hill. This draws a parallel to the main character’s determination to get up his ‘Hill’”



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**Eimear McCann**  
Design – Animation &  
Game Design

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“My name is Eimear and for my final year Animation and Game Design projects I have made a short 2D animation called Fae Fort. The animation is set in Ireland and follows two sisters as they look for a fairy fort. The animation has a textured, story book style with exaggerated character designs. For Game Design, I redesigned a series of retro mini games and put together a 3D First Person shooter.”







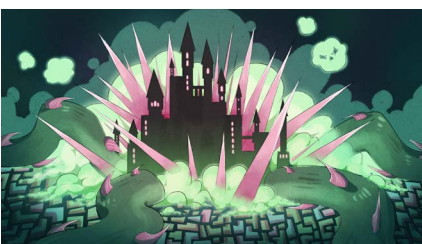
## Jade Wren Folan

Design – Animation &  
Game Design

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“Hi! I’m Jade, I am a digital artist based in Galway, Ireland. I am in Animation and Game Design at ATU. I have a specific interest in pixel art and general game design and game art. The castle drawing here is an example of a background I produced for my 4th year animation project about an evil queen.

The drawing of the two girls is a personal art piece that I worked in the development of my art skills.”



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## Jake Heather

Design – Animation &  
Game Design

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“Hi, I’m Jake Heather. This year as part of a group project I worked on a short animation which ended up being an enjoyable experience. My team and I made an animation about an adventurer who delves deep into a labyrinth and end up being caught up in all sorts of traps and deceptions. I focused on the animation of the frames during the project. The entire process was at times stressful but overall, very rewarding to see our work slowly come to life.

I also made a game in which the player fights their way through monstrously large insects to ensure humanity’s survival, this too was very rewarding and an enjoyable playable experience for myself after the many hours of hard work it took.”



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## Jasmin Glavey

Design – Animation &  
Game Design

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“Title ‘Mo Cailleach’, where a young witch struggles to master her craft, yet never lets her failures go to waste. The art style for this production was designed to feel playful and nostalgic. I played with a fluidity in the linework and colour palette. The animation represents what I find unique about animation as an art form. It is a medium where a piece does not have to be polished in order for it to be of seen as quality but a representation of how the animator brings their art to life.

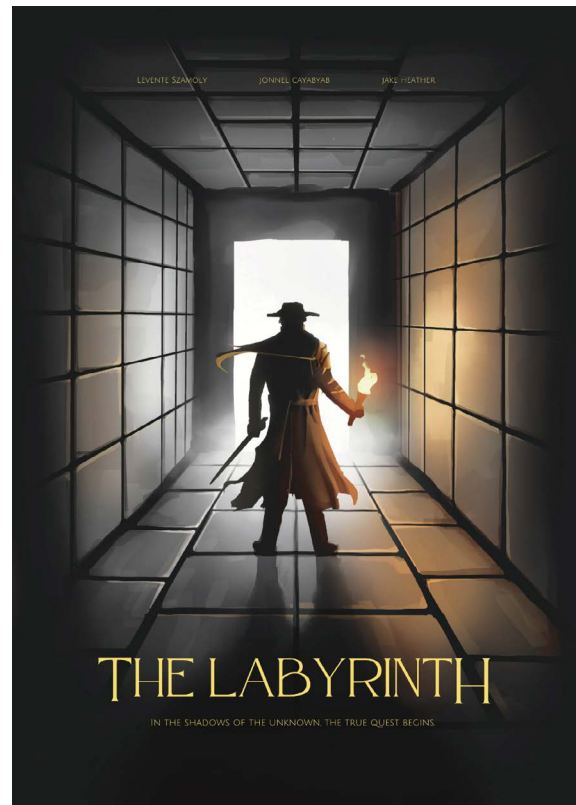
This 2D animation ties with in with my 3D first person shooter project titled ‘Spilt Potions’, as the young witch must use her potions to clear the chaos her familiar cat has caused in her absence. In my work, I have found my strengths to lie in creating an atmosphere, a world, a feeling during the preproduction stages where the skeleton of a project is formed and further developed into a piece which a viewer or player can immerse themselves in.”



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in jasmin-glavey-776758269





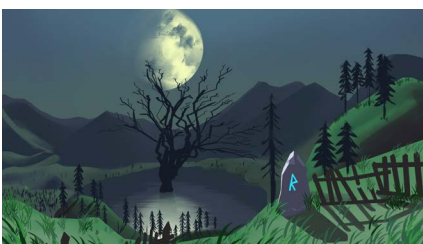
## Jonnel Cayabyab

Design – Animation &  
Game Design

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“In my journey as a Game Design & Animation student, I’ve created some exciting projects. One of them was an 80-second animation titled ‘The Labyrinth’, a collaborative project with a team of three. Throughout two semesters, I took on the roles of director and producer. I crafted storyboards, animated key scenes, and ensured smooth teamwork among us. It was all about leveraging each team member’s strengths to bring our vision to life.

Another project was the creation of my first-person shooter game, ‘Silk Shooter.’ This project took an entire semester, using all the knowledge I’ve accumulated in game design. The game immerses players in a purposefully crafted environment where they must rid the land of massive spiders. It’s a culmination of my game design journey, merging creativity with technical skills to create an engaging experience.”



📷 @jonnelart



## Laura Breslin

Design – Animation &  
Game Design

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“Hello!

My name is Laura, and I'm a final year Animation and Game Design student with a passion for art and storytelling.

Cartoons and animated films were a major source of inspiration for me throughout my childhood. They sparked a passion for creating characters and worldbuilding, and from a young age, I knew I wanted to pursue a career in animation.

This year, I've worked on many creative projects, the main ones being a 2D animated short and 3D first-person shooter.

I'm excited to share a glimpse into my work! I have included a piece of concept art I created during in the earlier stages of my game “Garden of Serenity”, which showcase a few of the game's characters.

In addition, I've included a character sheet for one of the main characters in my animated short “Seven of Nine”. It details various expressions and hand poses I used to ensure my character remained on model throughout the animation process.”



[laurabres1910.wixsite.com/lauraportfolio](https://laurabres1910.wixsite.com/lauraportfolio)



## Levente Szamoly

Design – Animation &  
Game Design

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“The Labyrinth is a short animation spanning approximately. It is the product of a collaborative project involving a group of three individuals. Myself the background Artist and Two Other. The backgrounds to the animation were generated using 3D technology, creating a hybrid 2.5D animation.

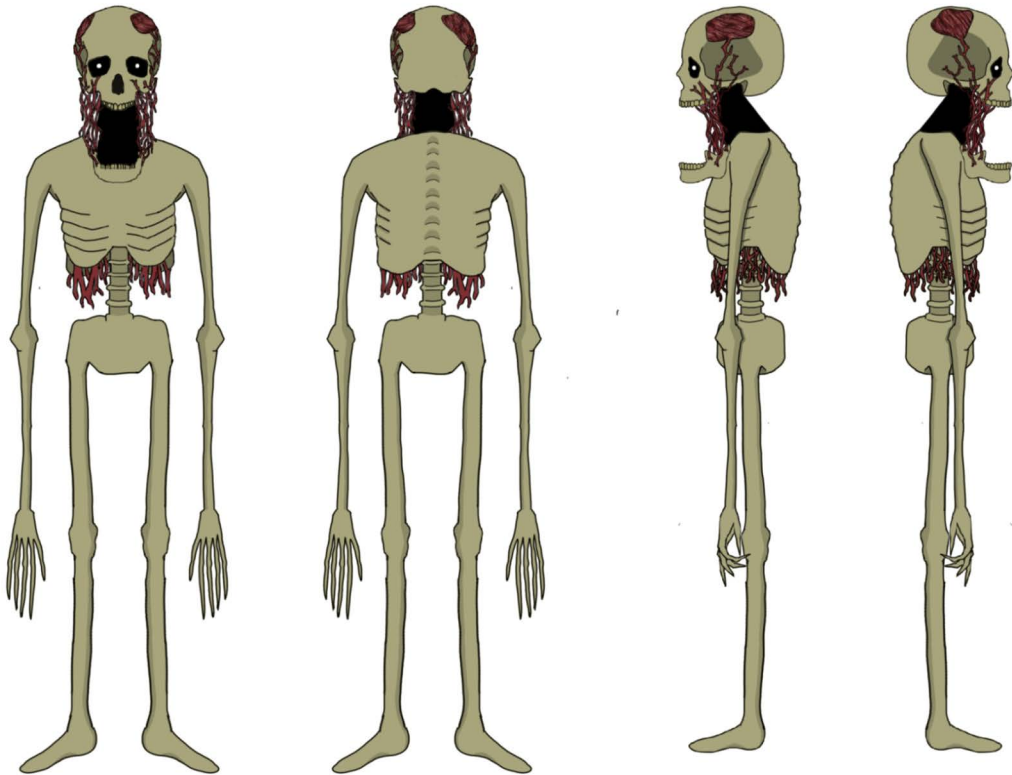
Mystic Island plunges players into the immersive world of the first-person shooter 3D game. As they explore, they uncover the mysteries of a long-lost civilization nestled on a secluded island while they rediscover their lost memories.”



[leventeszamoly.wixsite.com/digital-portfolio](https://leventeszamoly.wixsite.com/digital-portfolio)

[artstation.com/levente55](https://artstation.com/levente55)





## Orla Keane

Design – Animation &  
Game Design

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“I am Orla Keane, a fourth year Animation and Game Design student. I have always had a deep passion for games and animation as I feel they allow you to tell stories that couldn't be expressed in any other artform or medium. I hope to work in the animation industry, with a particular focus on character design or concept art. I tend to prefer working overall in 2D animation.

Here are two pieces of work related to the animated short and game that I am showing in the exhibition. The first piece is the character turnaround sheet for the antagonist in my horror animated short, Ersatz. Which tells the story of a woman returning to her childhood home and finding something lurking there. The second is the main character design for the protagonist in my space western first-person shooter, Wild Space which is about a spaceship captain crashlanding on a planet.”



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## Thu Kinh Le

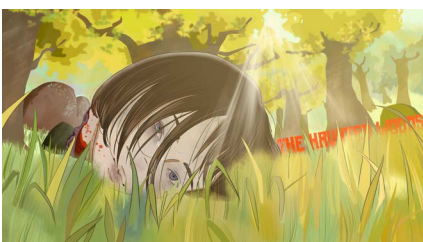
Design – Animation &  
Game Design

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“As a final year student in Game & Animation Design, my passion lies in crafting immersive experiences through visual storytelling. With aspirations to become a Visual Development Artist, Animator or Character Designer in feature animated films or games, I am dedicated to bringing imaginative worlds and compelling characters to life. The main projects I did for final year are a 2D animation, a 3D first person shooting game and portfolio.

My favourite project I have worked on is the animation called “Tears Apart”- a heartfelt animated tale that follows the rollercoaster journey of Julia, a girl whose world is turned upside down when she unexpectedly experienced a breakup over the phone just before her shift begins. As she navigates the emotional aftermath of the breakup. Set against the backdrop of bustling cafe, “Tears Apart” explores themes of love, loss, and the resilience of the human spirit. The short film serves as a powerful reminder that “it’s okay to not be okay”, and that reaching out for help is a vital step towards healing and resilience.

Within this portfolio, I will showcase my animations and games, highlighting illustration and animation skills honed throughout the journey. I hope to bring my dedication to evoking emotions and connections with audiences.”



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## Anne Gillen

Design – Graphic Design  
& Illustration

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“Billions” tells the story of Charlie, who goes to the playground to meet her friends. She suddenly realises that she has many friends, knows many people and starts wondering how many more people exist in the world.

The original story was written by Lars Schmitz in German (original title: Milliarden) specifically to be visually adapted by Anne for her final year project.

The story is being told over 15 double-page spreads. In the design process, emphasis was put on the recognition value of acting characters, the portrayal of vivid and whimsical facial expressions and body language, and on the specific use of colours to convey certain emotions and establish patterns to be discovered by the target audience (children aged five to seven years).

The goal of the book is to support children in their own creative endeavours and to show them that failure is a part of life, yet not always what it looks like.

About the designer:

Anne is an illustrator and graphic designer from Luxembourg. Her creative focus and interest lie on the creation of light-hearted illustrations of human figures, which led her to create a picture book for children for her final year project.



📷 @artvocadasso





## Caoimhe Claffey

Design – Graphic Design  
& Illustration

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“Twentysomethings” is a risograph zine which explores the topic of the Quarter-Life Crisis. The nostalgic, sometimes chaotic and humorous approach aims to create a relatable and emotional connection between the viewer and its subject matter. This project’s objective is to leave a positive impact upon its viewers as well as allow readers to be comfortable exploring the ins and outs of their own Quarter-Life Crises.

This project concept came from the designer’s wish to understand their own ongoing experience of a Quarter-Life Crisis.

### Designer Biography:

Caoimhe Claffey is a graphic designer and illustrator from Co. Offaly, Ireland. Her work primarily focusses on using mixed media and saturated colour schemes. She also has a keen interest in merchandise and poster design.



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## Caroline Reapy

Design – Graphic Design  
& Illustration

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### Cothú Project (2023-24)

Cothú Project: A project designed as a tangibly accessible inspiration for visual creatives, including professional designers and artists, who are limited and uninspired within their creative practices. Utilising tools and materials readily available to the maker, this work represents the potentiality of using found materials, the immediate environment, and intuitively led processes as a starting point for further visual exploration. From its tactility through to technical precision and artistic endeavours, this book aims to imbue quality and consideration to encapsulate a professional ethos. Featuring a collated series of subjective visual artworks with assigned descriptive text, the Cothú Project was prepared in response to an ISTD open brief, 'The Line', and initially influenced by linear depictions of Yin and Yang from the ancient Chinese I Ching.

### Designer Biography:

Infusing work with authenticity and distinction, sometimes allowing obscurity to be the prominent expression, experimentation through visual inquiry best describes Reapy's process while visual cohesion is achieved through colour (or non-colour), repetition, and/or textural qualities. Utilising analogue and digital tools, Reapy frequently creates visual compositions that imply textured and organic forms, often combining them with formal graphic design elements.



✉ [reapydesign@gmail.com](mailto:reapydesign@gmail.com)



## Evie Ramsbottom

Design – Graphic Design  
& Illustration

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“Hot Girls Have Autism” is an illustrated book sharing a personal journey as a woman on the spectrum. Through colourful illustrations and storytelling, the book offers a glimpse into the challenges and triumphs of being a woman with autism. The intentions of this project aim to foster empathy, promote inclusivity and portray underrepresented experiences in a relatable, light-hearted way.

Evie Ramsbottom is an illustrator from Co. Carlow with an interest in creating fun analogue and digital illustration.



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in evie-ramsbttom

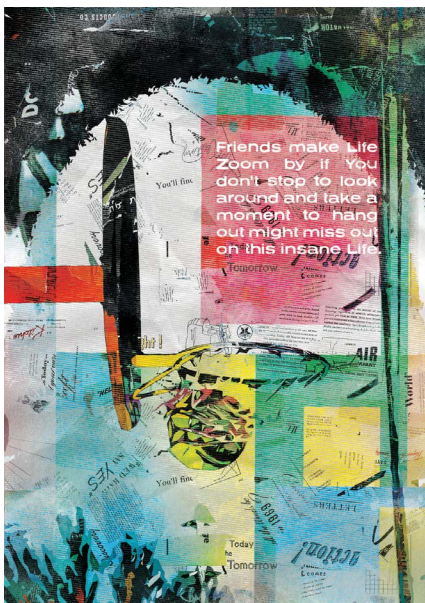




## Peter Heffernan

Design – Graphic Design  
& Illustration

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### Nothing but Net

This zine dives into the significance of enduring friendships and maintaining them over time. Using basketball to depict the bonds formed through shared experiences: It is targeted towards individuals venturing off to college or departing from their hometown for the first time. Through gritty visuals and edgy typography, the zine captures the essence of camaraderie and the nostalgia of the memories made when friends are playing together experiencing true joy and time becoming a blur. The zine delves into the designer's perspective on how their circle of friends maintains connection and friendship.

The project aims to showcase that when friends get together and participate in a stimulating activity such as basketball their mental health can improve, making communication with old friends becomes easier. People stay in better touch than through social media. Zines often delve into personal experiences, emotions, and reflections. When interacting with a zine, there is a connection with the creator's authenticity and is like having a heartfelt conversation with a friend.

Peter Heffernan is a graphic designer and illustrator from Limerick. He has a keen interest in mixing ancient artistry with modern techniques to create a neo-grunge aesthetic."

 [peterheffernan61.myportfolio.com](https://peterheffernan61.myportfolio.com)

 [peter-heffernan-graphics](https://www.linkedin.com/company/peter-heffernan-graphics)



## Amin Ghosheh

Design  
– Industrial Design

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“Managing single-use packaging waste remains a significant environmental challenge, despite efforts by countries like Ireland, not everyone follows the rules and understands the greater good. For that reason, it seems like teaching future generations about recycling and adopting multi-use packaging is crucial to address this issue effectively.

My design process started with the idea developing a system that would motivate children and get them used to recycling and multi-use packaging. This had to include a product that would hook them into the idea and pique their interest but also keep them interested to follow through with the recycling process.

This highlights that my design intention is to instill in future generations the understanding that recycling is essential, rather than just an occasional act of goodwill.

My design solution is a system that includes multi-use bottles that take animal shapes, those bottles will be handed out in school with a refilling station installed in common areas, children will refill the bottle a certain number of times until they level up and recycle the bottle to earn a little toy. This project will be the way of instilling the importance of recycling in our younger generations.”



 [amin-ghosheh-199a3923b](#)






**Niamh Heavey**  
Design  
– Industrial Design

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Investigating the UN, Sustainable Development Goals, this project seeks to address the wellness goal. With more hybrid and remote working, there is an increase in the amount of people in need of a work-space in their home. According to research, it is unhealthy to work from the same place you sleep, creating a negative link between sleep and work spaces. This project aims to create healthier work-space habits, while making use of the vertical space in a bedroom, which can be used for storage. Implementing modularity in the design increases the customizability of the product.



 @haush\_design



## Pratima Eisenstein

### Design

#### – Industrial Design

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“My name is Pratima Eisenstein and my project focuses on two main concepts to improve accessibility in kitchen spaces: a motorised cabinet and an accessible stackable kitchen trolley. The motorised cabinet introduces a new level of convenience with its dual-section design. The back section of the cabinet can be easily lowered to reachable heights with just the touch of a button, ensuring accessibility for all.

Complementing the motorised cabinet, an accessible stackable kitchen trolley cart is designed to simplify meal preparation and storage. The stackable trolley cart is all about convenience. Its modular design allows for easy customisation, and its stack ability maximises space efficiency in small kitchens. With thoughtful features like accessible handles and lightweight construction, users can confidently and efficiently navigate their kitchen environment.”





**Raymond Loo Chong  
Kang**  
Design  
– Industrial Design

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This design features a double-wall porcelain cup with the primary aim of keeping hot drinks warm for longer periods while ensuring the cup remains comfortable to hold without a handle. The bottom ceramic pieces serve to trap air, aiding in heat retention. Additionally, the inclusion of a lid enhances the user experience, transforming the cup into a convenient travel companion while preventing spills. Utilizing slip casting techniques ensures uniformity in production, enabling mass manufacturing. Moreover, this design seeks to address environmental concerns by reducing the waste generated by disposable coffee cups. By encouraging the use of ceramic materials, it adds a sense of human touch to the act of drinking hot beverages, fostering a deeper connection between the user and their drinkware.



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📷 [@Ceraymic](https://www.instagram.com/Ceraymic)





## Aisling Foley

Design – Textiles &  
Fashion Design

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“My final year collection is titled “Unlikeable Female Goes Outside,” and is an exploration into the projection of a definitive label onto a woman by normative society. By the collection of old, tarnished objects I formed a narrative underpinning my creative process of women in the past and the objects they surrounded themselves with in order to change their perceived identity or status. My fashion collection is comprised of large silhouettes, dwarfing and distorting the body, combined with soft silks and a bold colour palette. This complements the print collection which has been created with an outspoken and impenetrable woman in mind. My prints reflect the contradiction of a woman’s shifting identity under the lens of public perception – some prints are flashes of line and scaled drawing, others have a delicate quality, albeit coloured in explosions of dazzling, exuberant colours. My collection is, on the surface, joyful and reflective of my interest in 18th century textiles and interiors, with an underlying commentary on the insidious effects of a woman labelled.”



📍 @aistextiledesign



## **Aoife Caulfield**

Design – Textiles &  
Fashion Design

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“My collection, titled ‘Shame Reclaim’ embraces the importance of individuality & non-conformity in society. ‘Shame Reclaim’ draws inspiration from the intricate dynamics of cancel culture, delving into its complexities with an exploration of personal narratives of public humiliation. Throughout the project, I’ve curated a collection of Fashion and Textiles that reflect the twisted nature of shame. The collection confronts societal norms, featuring motifs like plaid, pinstripe, and cheetah prints, each imbued with symbolic representations of public shaming environments. In the world of ‘Shame Reclaim’, shame is an alien concept – a universe where standing out from societal norms is not only accepted but celebrated. I thoroughly enjoyed creating a fashion collection that reflects the absurdity of today’s celebrity and online culture.”





## Jack Shanahan

Design – Textiles &  
Fashion Design

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“The ‘Utopian Dreams’ collection is an exploration of the liminal space in which our memories exist. Initially inspired by recollections of an idyllic childhood, I have reached further into a delicate metaverse wherein conflicts of past vs future, real vs surreal and cerebral vs digital are called to mind. Building this dreamlike universe through photography and collage, I have designed a fashion collection that contextually positions itself within a flexible reality. Both ethereal and statuesque, the garments embrace traditional menswear construction practices while subverting these rules through surreal silhouette choices and use of sensory materials. Themes of refracted memories are fortified by two supporting textile collections, which feature imagery from my own family’s past, altered and enhanced using analogue collage and digital tools. These prints are a playground- existing somewhere undefined, in-between a human’s natural memories and the photographic realm in which captured moments exist, eternally frozen. Reverence for technical construction ability transcends this fashion collection, while interests in unconventional materials and abstract concepts epitomise my own creative practice. With acknowledgement to my own family, who have inspired this ode to nostalgia, I am elated to present, ‘Utopian Dreams.’”



📷 @jxckjackjxck







Bachelor in Arts (Honours) in  
Film and  
Documentary



## 40 Days To Belfast

Film & Documentary

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40 DAYS TO BELFAST is an intimate, visceral documentary that chronicles the journey of 18-year-old mixed martial artist, Shona McGrath, as she embarks on a gruelling 9-week fight camp to prepare for her amateur fighting debut in Northern Ireland. The film, a grounded and personal exploration into the mind of a young athlete at a pivotal moment in her young and promising career, celebrates themes of courage, resilience, and the strength of the human spirit.

Directed by **Kyle Moylan**

Produced by **Annie McEldowney**

Cinematography by **Kelly Mahony**

Sound by **Conor McSherry**

Edited by **Evan O'Connor** and **Annie McEldowney**





## Give Us The Night

### Film & Documentary

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This documentary explores the revival of Galway's night life, once a hive for self-expression and socialising, now a shell of its former self. With a lack of outlets for the young and old alike, this cultural capital has experienced a disappearance in the formerly thriving club scene.

Through an intimate gaze on the preparation for a big night out, as they mix their drinks and glue on their eyelashes, we hear how the absence of expressive spaces affects these modern-day revellers. Just like the crescendo of a song, the film heightens the excitement around the resurrection of the good old days, with insights of those yearning for their euphoric past.

Amidst a night scene, where the younger generations focus on alcohol consumption, the essence of experiencing live music and cultural events becomes overshadowed. This film aims to provoke reflection and ignite conversation on reclaiming the true spirit of nightlife for meaningful connections and enriched experiences. Although the day when you would leave a club, drenched in sweat to get your chips is gone, there is a glowing disco ball coming soon to a club near you.



Directed by **Alex Brady**  
Produced by **Chloe Chapman**  
Cinematography by **Cormack O'Brien**  
Sound by **Danny Furlong**  
Edited by **John Nee** and **Colin Garvey**





## Hayloft

### Film & Documentary

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When a young Shay is forced to move back to his father's farm, following his mother's failed attempt to break away from her abusive bible-thumping husband, old scars are reopened. A family is at war, but Shay's attention is turned elsewhere, reconnecting with his boyhood friend, Ruairi. But times have changed, as have they, and they are drawn passionately together while tensions build up against them. Worlds collide on his God-fearing father's farm; religious trauma erupts back to the surface and Shay's struggles with self-acceptance of his sexuality may be more than he can bear.

Just as he is on the brink of discovering himself through falling in love, he becomes trapped between the judgement of his father and the guilt of a moralistic God, he must return to a childhood sanctuary to set himself free.

Written & Directed by **Colin Garvey**

Produced & Edited by **Seán Edwards**

Cinematography by **Philip McNally**

Location & Post Sound by **Nathasha Chichtchenko**

1st AD: **Evan O'Connor**

1st AC: **Grace Kielty**

Production Design by **David Smyth**

Casting Director: **Ben Cassidy**

Composer: **Kate McGrath**

Assistant Editors: **Ben Cassidy, Evan O'Connor, David Smyth**

Colourists: **Evan O'Connor, Ben Cassidy**





## Public House

### Film & Documentary

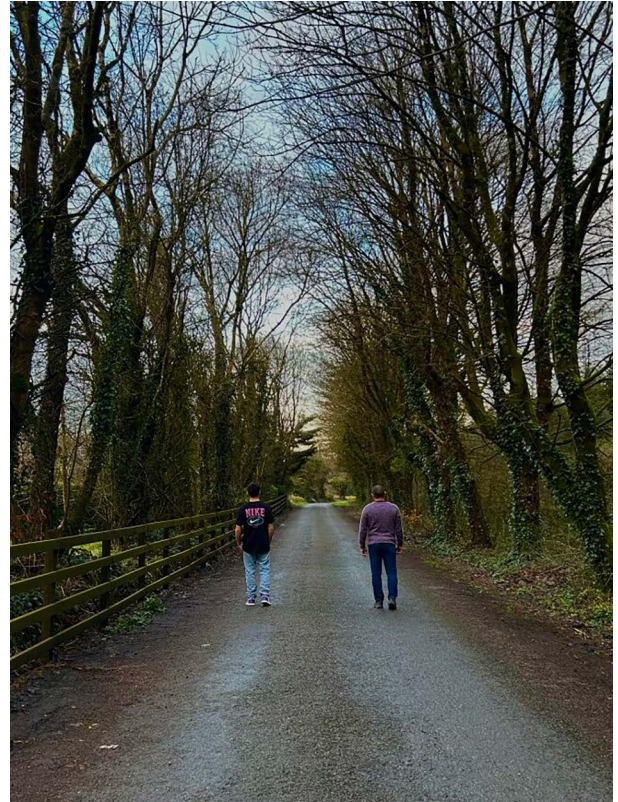
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Taking place over a day in the life of a traditional Irish pub in Galway, this intimate documentary illuminates the lives of those who make up a cultural community within this historic establishment. The building that houses '13 On the Green' has been a public house on Eyre Square in the heart of Galway since 1870. Now a traditional pub in a modern Ireland, many diverse people make up its ecosystem.

The documentary takes a convivial look into the personal stories from three people within the pub, Dina a young filmmaker and bartender from Croatia, Terry, a Galway native and the owner of '13 on the Green' and Brendan, security and door-man veteran and regular pub-goer. Using visuals of intricate details and vibrant interactions, the pub itself becomes a character. The images complement each person that we meet; Dina at work serving drinks to customers, Terry in the evenings hosting his historic pub and Brendan welcoming clientele through its doors. By illuminating the microcosm of an Irish pub, this documentary tells universal truths about human connection, community and belonging.



Directed by **Jacque Dupuy**  
Produced by **Diarmuid O'Donnacha**  
Cinematography by **Braeden Reihl**  
Location sound by **Mark Coen**  
Edited by **Jedzrei Suroweic** and **Conor Croke**



## The Gap

### Film & Documentary

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This short documentary tells the story of how life went from the dance hall to Tinder and from the phone booth to Snapchat, told by the people who lived and are living through these seismic changes.

Ranging in age from a 15-year-old student to an 82-year-old grandmother, the characters discuss what they perceive has changed from one generation to another. After airing their opinions, they are asked to give advice to another generation while we observe their reaction to the message.

This film gives insight to the social aspects that divide the generations but also discovers that although times have changed the essence of human relationships, emotions and desires remain the same.

Directed by **Rafika Flannery**

Produced by **Jedrzey Surowiec**

Cinematography by **John Nee**

Sound by **Kate McGrath**

Edited by **Ben Cassidy** and **Mark Coen**







## Last Call

Film & Documentary

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In a desperate attempt to prove himself as a father, Morgan is reacquainted with some old demons. As his career and marriage lie in ruins, his tenuous relationship with his son is the one thing that could still be saved. Could a shadowy drinking game offer the ultimate prize to repair his relationship with his son? Or will it spell the beginning of the end for Morgan as he slides towards relapse once again.

Director: **Maria Pelzer**

Writer: **Maria Pelzer**

Producers: **Gareth Cloono, Grace Keilty, Conor Croke**

Assistant Director: **Daithi Quinn**

Audio: **Rachel Ryder**

Production Assistant: **Jack Lawrence**

Production Design: **Conor McLoughlin**

Cinematography: **Grace Keilty**

Gaffer: **Lee McGinley**

Script Supervisor: **Conor Croke**


Music by **Lera O'Connor**

Cast:

**David Wrest** (Morgan), **Maitiu McCoy** (Elliott),

**Carol Brophy** (Olivia), **Liam Kimball** (Lou)



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