

LONDON FIELDS DESIGN SCHOOL

DESIGNER DEVELOPMENT
COURSES CATALOGUE



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Get a head start in the design industries

Welcome to London Fields Design School

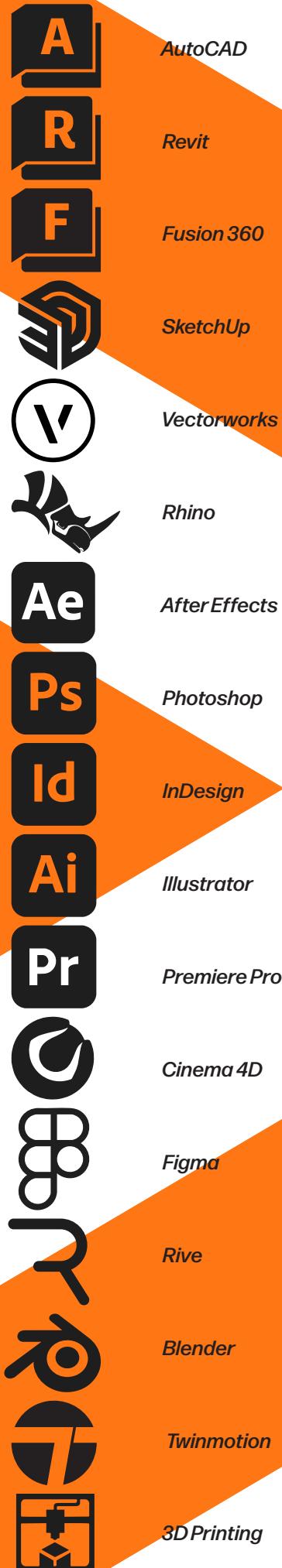
Launching the careers of diverse, talented and ambitious designers.

London Fields Design School was founded by Ben Taylor, who has over 15 years of experience running design courses, setting up businesses and creating across spatial, 3D and graphic design sectors.

With his passion and knowledge, he developed an innovative programme that provides the structure and guidance needed to build a professional skill set for those seeking a career in design.

Our focus is on helping students break into fulfilling careers across the creative industries, including architecture, interior, landscape, furniture, graphic, and product design.

Our students gain the most in-demand technical skills, a professional portfolio, internships, connections in the creative industries, employment and help setting up their own companies.



LONDON
FIELDS
DESIGN
SCHOOL

Why London Fields Design School?

We have no admissions criteria other than a passion for design and dedication to your own creative and career development. We provide the structure, support and accountability to make your aspirations a reality. With us, you could be ready in as little as 6 months to take on paid employment, freelancing work, or even start the creative business you've always dreamed of.

You will be studying alongside professionals already working in design for some of the UK's most exciting companies. The connections you make with your classmates may lead to employment and collaborative projects. We use our database of past clients to help you secure meaningful work experience.

Commitment

Our commitment is to train you in the software skills that employers need, to mentor you on your career pathway, help you build your professional portfolio and to ensure that you have invaluable industry experience. Providing you with a flexible and adaptable learning environment, we will help you grow your ambitions as a designer.

Your commitment to us is to be curious, passionate and hard-working throughout your journey.

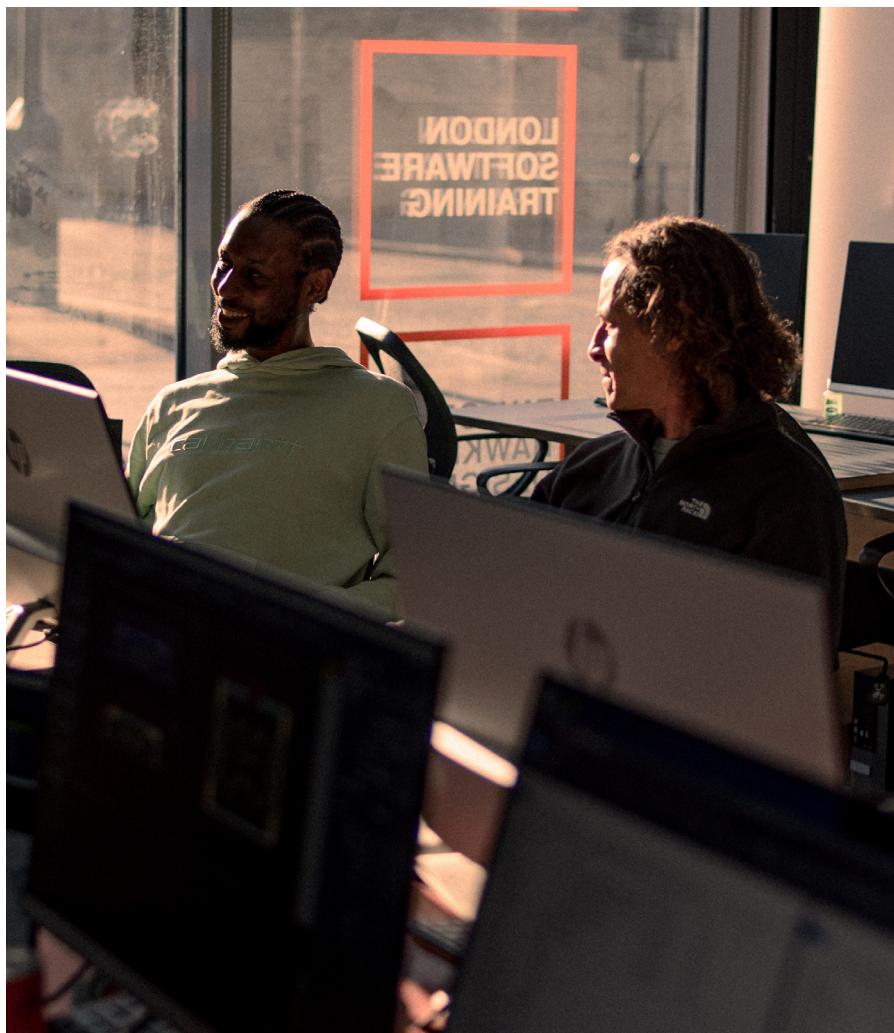


Who Should Take This Course?

We are the right place for creatives seeking an affordable alternative to university. For people wanting a career change and for those with no previous design experience, we can provide the tools to enhance your designer skill set.

Unlike other courses, we don't require a portfolio for admission. We are a direct pathway to the design industry for a diverse range of people.

We understand that big decisions come with their challenges. That's why we've created courses that can be tailored around your needs and lifestyle.



Career Changers

Learn the most in-demand skills to start a new creative career.

On our courses, you will be taught by practising designers and creatives. You will learn the most in-demand skills and gain valuable insights into the industry.

Creative Entrepreneurs

Get the support to go freelance or set up your own business.

As well as helping people to find jobs in the creative industries, we can provide you with the skills and support to set up your own creative businesses.

Graduates

Complete your CV with skills relevant to creative industries.

Design software skills are essential for the work you will be doing as a creative graduate.

Foundation

Make the most of your university education.

Our courses can provide a great foundation and give you the skills to make the most of your university experience. We may have even been responsible for teaching your teachers.

Design Technicians

You don't need a degree to work in design.

There are many technical roles available in the creative industries. Our training will give you the essential software skills to make new ideas into reality.

A photograph showing two men in a study environment. One man in the foreground is looking up thoughtfully with his hand to his chin. Another man in the background is looking at a computer screen. A monitor in the foreground displays a 3D rendering of a colorful wooden structure, possibly a birdhouse or small pavilion, with a complex internal structure.

Study Style

We offer you maximum flexibility with your study schedule. Choose your own pace and complete the course within a 6 - 18 month programme. Study in-class, live online or blended learning. Study in the daytime, evening or a combination of both. Plan unit dates that fit around your existing commitments.

Whichever format you choose, you'll have the same curriculum and the same immersive learning experience delivered by multiple industry professionals.

Course Structure & Outcomes

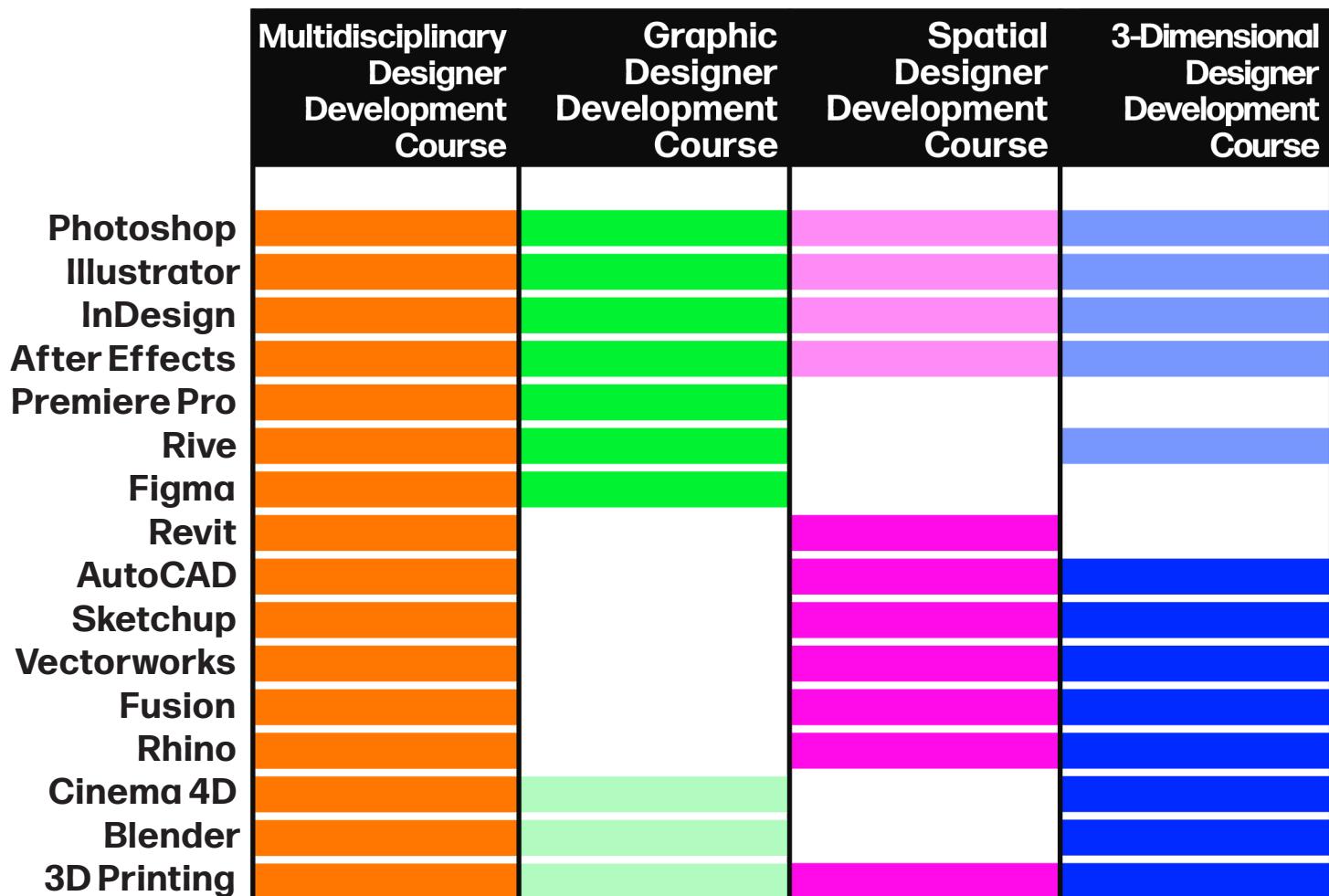
You will train in the most in-demand software, starting as a beginner and leaving as a confident user. With the guidance of our tutors and mentors, you will develop industry-relevant projects using the software skills you've gained.

By the end of your course at LFDS, you will have built a professional portfolio, earned separate software certifications and our Designer Development Course certification.

Choosing your course

At London Fields Design School, the units you choose to study in your chosen course package will lay the foundation of your future design career, as you develop the skills most desirable for your preferred field.

If you prefer to keep all of your options open and explore your creative capabilities, the Multidisciplinary Designer Development Course allows you to choose whichever units you want.



* Lighter opacity bars denote course units to be studied after completing the full opacity (priority) course units for that course package. This is to ensure you focus on the skills required for your chosen design fields.

Software Units

3D PRINTING



Introduction

2 days / 4 evenings

Intermediate

2 days / 4 evenings

RHINO



Introduction

3 days / 5 evenings

Intermediate

3 days / 5 evenings

FIGMA



Introduction

2 days / 4 evenings

Intermediate

2 days / 4 evenings

RIVE



Introduction

2 days / 4 evenings

ADOBE PHOTOSHOP



Introduction

2 days / 4 evenings

Intermediate

2 days / 4 evenings

ADOBE ILLUSTRATOR



Introduction

2 days / 4 evenings

Intermediate

2 days / 4 evenings

ADOBE AFTER EFFECTS



Introduction

2 days / 4 evenings

Intermediate

2 days / 4 evenings

ADOBE INDESIGN



Introduction

2 days / 4 evenings

Intermediate

2 days / 4 evenings

Software Units

ADOBE PREMIERE PRO



Introduction

2 days / 4 evenings

CINEMA 4D



Introduction to Intermediate

5 evenings

SKETCHUP



Introduction to Intermediate

3 days / 5 evenings

Intermediate to Advanced

3 days / 5 evenings

VECTORWORKS



Introduction to Intermediate

3 days / 5 evenings

Intermediate to Advanced

3 days / 5 evenings

AUTOCAD



Introduction to Intermediate

3 days / 5 evenings

Intermediate to Advanced

3 days / 5 evenings

REVIT



Introduction to Intermediate

3 days / 5 evenings

Intermediate to Advanced

3 days / 5 evenings

FUSION



Introduction to Intermediate

3 days / 5 evenings

BLENDER



Introduction to Intermediate

2 days / 4 evenings

Intermediate to Advanced

2 days / 4 evenings

Career-focused Units

BIM MANAGEMENT & DELIVERY IN REVIT



5 evenings

PHOTOSHOP FOR SPATIAL & 3D DESIGN



2 days

DIGITAL DRAWING WITH PHOTOSHOP



2 days

ILLUSTRATOR FOR FASHION DESIGN



2 days

RHINO FOR JEWELLERY DESIGN



3 days/
5 evenings

Your course is structured around your goals and availability.

Workshops

Designer-lead workshops are available throughout the year, offering deeper dives into design practices and software.

Students must attend a workshop (in addition to the software units) at least once every two weeks.

These are online-only, and are tailored to real-world design practices.

Please also remember that you are committing to that lecturer's workshops over seven sessions, once every eight weeks, over a 12 month period.

If you have any questions, please reach out to your Administrative Mentor Alex (alex@lfdesignschool.co.uk)



Motion Graphic Design and Portfolio Development

Run by Ben Arrowsuch, graphic and motion designer

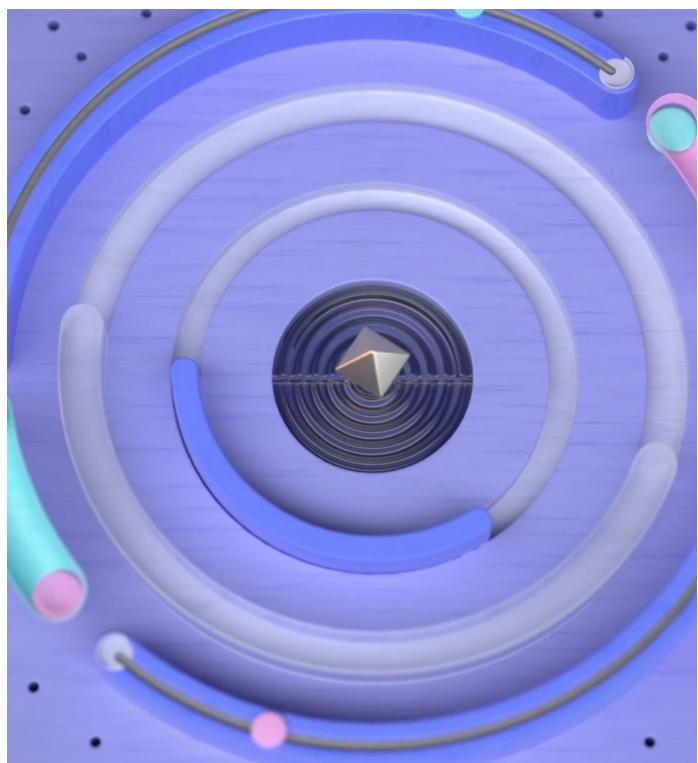


In this workshop, participants learn how to build a successful freelance design career by developing skills in responding to feedback and drafting contracts.

The sessions offer industry insights, practical tools for self-promotion, and guidance tailored to motion and interaction design.

Ben shares expertise on current industry directions and strategies for staying ahead of the curve.

Each workshop concludes with an opportunity for participants to present their work to peers and the instructor, receiving constructive and supportive feedback.



Architecture & Interior design with CAD

Run by Fady Abdelaziz, architectural and interior designer



This workshop series guides participants through the complete journey of architectural and interior design projects, from initial concept to final technical documentation.

The workshops begin with an introductory session exploring how different CAD software applications are strategically employed across various project phases, providing a comprehensive overview of industry-standard tools and workflows.

Following this, students gain insight into real-world practice through a detailed walkthrough of my own architectural and interior projects, examining the software choices, deliverables, and submission packages I developed at each stage of the design process.

The core of the course consists of hands-on sessions focused on a small apartment interior design project, where participants develop a complete technical package using AutoCAD. Each session addresses a specific aspect of the documentation process, including flooring plans, reflected ceiling plans, furniture layouts, and internal elevations, while building technical proficiency alongside an understanding of design. The series also covers essential professional skills such as FF&E specification, procurement processes, and bills of quantities, equipping participants with the practical knowledge needed to deliver client-ready documentation.



Spatial & 3D Design

Run by Liam Mason, architectural and interior designer



This course offers a series of hands-on workshops designed to strengthen both technical skills and creative design approaches.

The first session provides open support for student projects, offering assistance and software guidance in a Q&A format. From there, students move into specialized skills, beginning with NURBS modelling to create organic, non-uniform forms inspired by natural architecture. A dedicated Landmark workshop follows, introducing landscape design tools for planting, hardscaping, pathways, and outdoor structures.

The Spotlight workshop shifts focus to the events industry, guiding students through stage and venue design, including trussing, decking, lighting, and audiovisual elements. Solid Tool Modelling is then explored through a practical project: constructing a detailed 3D iPhone model from 2D blueprints, applying drafting, extrusion, and shelling techniques.

Interior design is covered through a bar design workshop, where students first build an architectural shell before developing their custom concepts with solid modelling tools. Finally, the course concludes with a session on site plans, teaching how to transform technical DWG files into client-ready presentations using artistic textures and 2D representation.



Graphic Design and Adobe

Run by Emanuel Santos, Graphic Designer, Illustrator and Animator

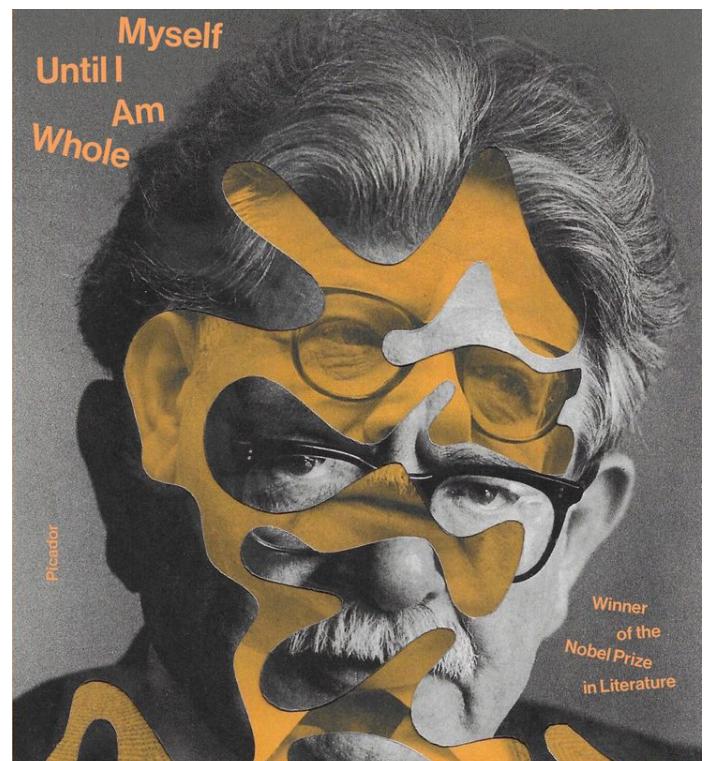
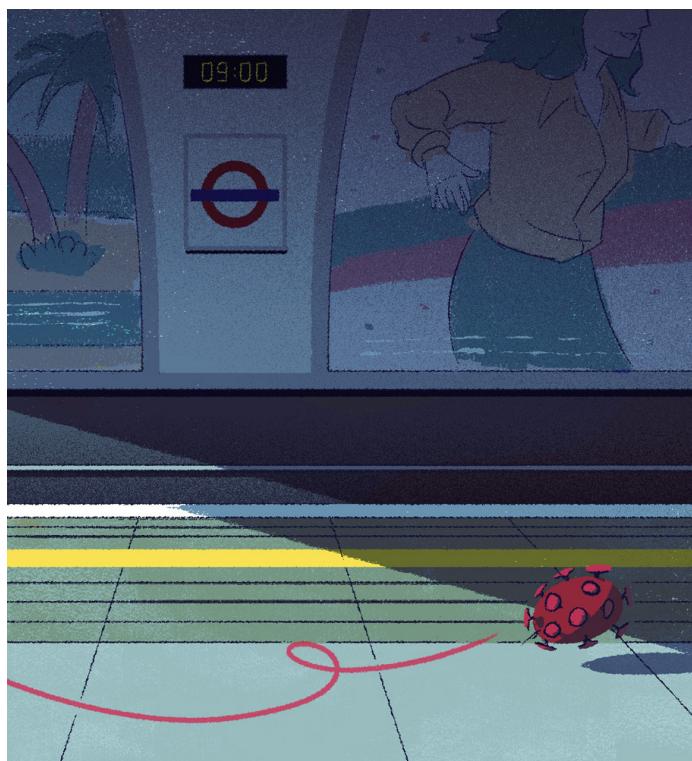


The graphic design and Adobe workshops are focused on contextualising software skills into design practice, while also incorporating some light theory.

Each session finishes with a show-and-tell for students to get feedback on recent work they've completed.

These sessions aim to not only build practical and theoretical skills in design, but also verbal skills as students learn to articulate themselves professionally when talking about theirs and others' works.

A brief is set at the end of each session, with the opportunity to present at the following workshop.



Experiential Design: Spatial, Furniture, Jewellery and Costume Design

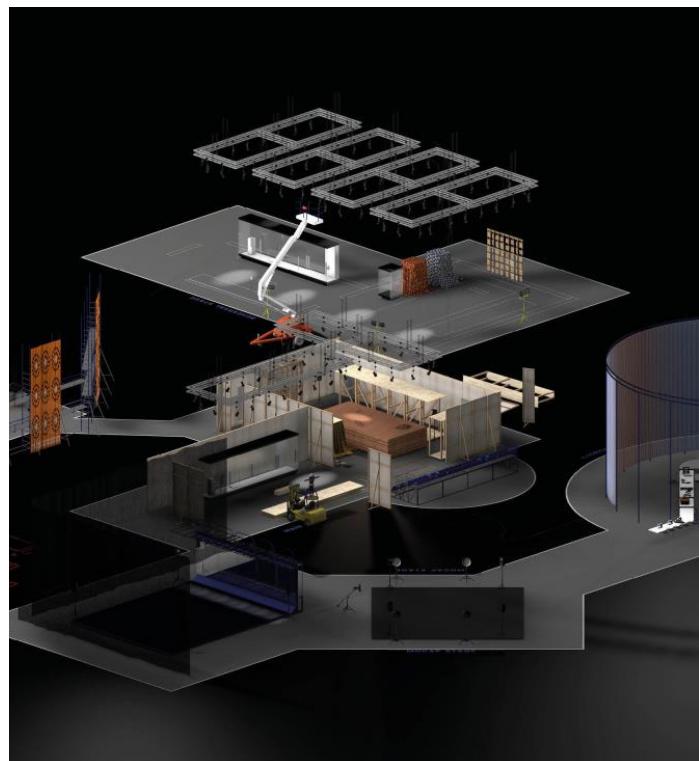
Run by Russell Royer, architectural and interdisciplinary designer



This workshop introduces participants to experiential design through spatial, furniture, jewellery, and costume-based projects, exploring how design creates atmosphere, narrative, and emotional engagement.

Sessions focus on translating abstract ideas into physical experiences, considering scale, movement, materiality, and the body as part of the design process. Participants develop concepts through research, sketching, prototyping, and making, while examining how disciplines intersect across exhibitions, performance, retail, and immersive environments.

Each workshop includes presentations and group discussions, supporting clear articulation and constructive feedback.



Design Principles and Practice

Run by Ben Taylor, London Fields Design School founder



This workshop is designed to support students in building the foundations of a thriving design career, exploring not only the creative side of the discipline but also the professional, practical, and personal aspects that shape long-term success.

Through a blend of discussion, reflection, and practical exercises, students are encouraged to set meaningful goals—whether academic, professional, or personal—while developing strategies for networking, freelancing, and even establishing their own ventures.

The sessions provide insight into navigating the wider design industry with confidence, balancing mindset and resilience with the realities of working in competitive, evolving contexts.

By engaging with these principles and practices, participants gain the tools to position themselves effectively within the design world and carve out sustainable, fulfilling paths forward.



Public Realm Design

Run by Carl Fraser, Architectural Designer and Researcher



In each session, we will explore professional portfolios across a range of design fields, including architecture, landscape, interior, and graphic design, and we will assess how different techniques and approaches can be used to create high-quality portfolios that stand out.

Alongside this, I will introduce one of my own projects in each session, focusing on spatial works that address how people engage with the public realm. These projects often involve mapping through public drawing workshops with local community groups or creating temporary built installations in collaboration with those same groups.

Participants will also have the chance to share their own developing portfolios by presenting at least one image of their work alongside one image that inspires them—ideally drawn from the industry they aspire to work in.

We will take time to consider how elements from both can be incorporated into their portfolios to strengthen their development.

Finally, we will look at how portfolios and projects can be extended into the public sphere through social media, examining useful platforms and showcasing examples of effective engagement, with the aim of equipping attendees to develop their own methods of outreach after the workshop.



Environmental Graphics for Museums, Cultural Spaces & Activations

Run by Thiago Eichner, Graphic Designer



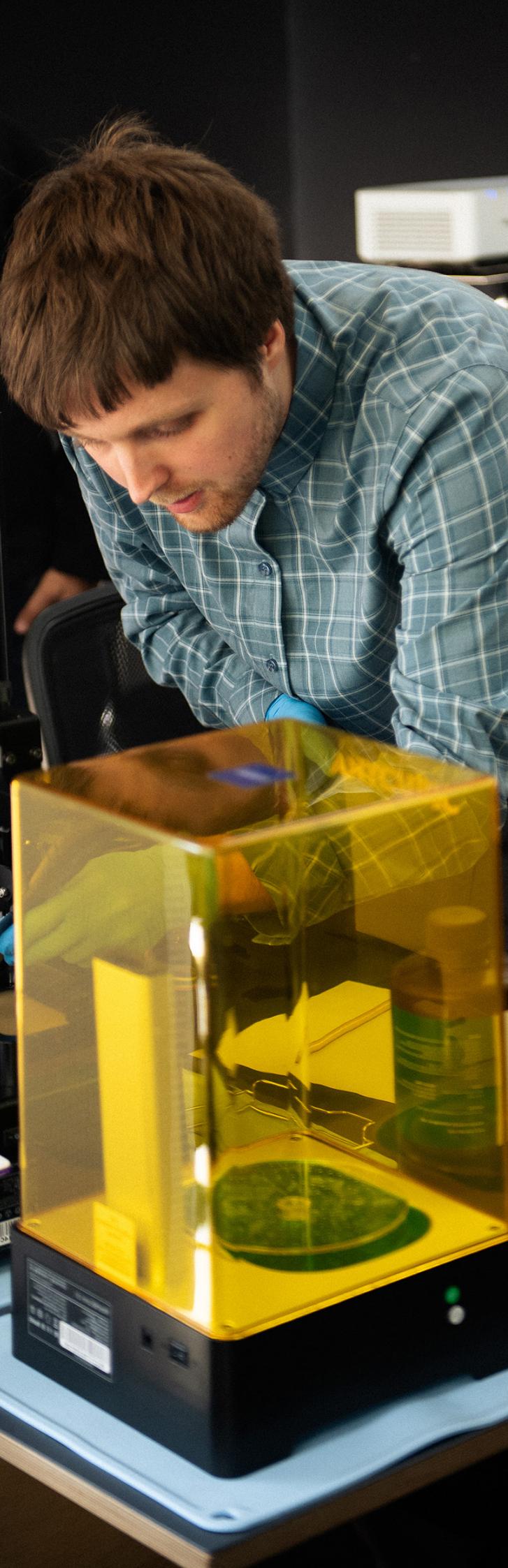
In Environmental Graphics for Museums, Cultural Spaces & Activations, we'll explore how typography takes the lead role in shaping the way we experience exhibitions and cultural environments.

Type and typesetting will be our main focus, but we'll also touch on composition, photography, and graphic elements through a series of case studies.

Together, we'll look at how type can guide visitors, tell stories, and create a mood. Through hands-on exercises, you'll design elements like title walls, introductory panels, and labels, learning how to combine creativity with clarity.

Although the workshops focus on environmental design, the skills you gain are transferable and will strengthen your approach to type and typesetting.





Internships, Employment & Business Support

A key part of our Designer Development Courses is gaining you professional experience. Drawing from our established network, we find you work placements, internship opportunities and freelance work. This is dependent on the effort you put in and the quality of your portfolio.

As you develop your technical skills as a designer, we will work with you to identify the best career path for you.

Your career will usually start by supporting small design studios that have not implemented design software properly, if at all. From there, your confidence will build and opportunities broaden.

As a cross-disciplinary designer in a dynamic industry, you will be ready to move into a range of employed or freelance roles.

These include, but are not limited to: architectural visualiser, interior designer, landscape designer, CAD technician, graphic designer, digital designer, furniture designer, jewellery designer, model maker or 3D printing specialist.

Where You Will Study



You will be welcomed into our lively, light-filled studio, right in the heart of Hackney. With access to computers, 3D printers and supporting learning material, you will be able to practise your skills during and outside of class time. You will learn in a creative studio environment, surrounded by like-minded people and supported by our friendly studio team.

Whether online or in the studio, our aim is to make you feel part of our community. Many of our design software units are also attended by designers and creative business owners who have booked a place through our sister company, London Software Training.

Past LFDS students have taken the opportunity to network in class and gain internships and employment with these organisations.





Investment

We offer flexible payment options to help you manage your course fees.

You can pay in full or spread the cost over 3 months interest-free or up to 12 months at 8% APR.

Multidisciplinary Designer Development Course

Live online Blended learning
£9,950 £11,950

Spatial Designer Development Course

Live online Blended learning
£7,950 £9,950

3-Dimensional Designer Development Course

Live online Blended learning
£7,950 £9,950

Graphic Designer Development Course

Live online Blended learning
£6,450 £7,450

Cancellation Policy

Within 60 days of paying your enrolment fee (£2000), if you decide not to continue the course then we will offer a full refund minus the enrolment fee, and any training costs beyond what the enrolment fee covers.

If a student books a session with their Primary Mentor but does not attend—or fails to reschedule at least 24 hours in advance—they will lose access to video and audio mentoring privileges.

Our Lecturers & mentors



Ben Taylor

Founder and director of London Fields Design School. With over 15 years of experience running design courses in universities and colleges across London.

Course Director



Luisa Pires

Having a background and master's degree in Architecture, Luisa has advanced these skills to the sustainability and fabrication technologies of 3D printing.

Mentoring

3D Printing and Rhino



Emanuel Santos

As a freelance Designer, Emanuel has worked with multiple major clients such as The Sunday Times, Harper Collins, The Financial Times and many more.

Photoshop, Illustrator, After Effects and InDesign



Harvey Bladon-Kitchener

Harvey has been 3D printing for more than 10 years - he's captivated by the technical and creative side of this exciting technology.

Mentoring

3D Printing



Amr Taha

Winner of numerous international design competitions. With 7 years of teaching experience, Amr's research is related to building energy performance.

Mentoring

AutoCAD 2D, Revit and SketchUp



Fady Abdelaziz

Founder of V7 Architects, Assistant Lecturer at the Department of Architecture at Cairo University and Architectural Engineering PhD student at UCL.

Mentoring

AutoCAD 2D, Revit, Photoshop and SketchUp



Liam Mason

Studying Environmental Science at Queen Mary's, Liam focuses on architecture and 3D programmes. He works with large clients and a number of outdoor festivals.

Mentoring

Vectorworks, SketchUp and Revit



Andrew Casey

With an impressive background as a motion designer at Sky, Andrew has brought his wealth of experience to LFDS, where he has been imparting his knowledge of Cinema 4D.

Cinema4D



Matt Gilbert

With a background in architecture and design, Matt shares his expertise by teaching product design, furniture design, 3D printing and Rhino units at LFDS.

3D Printing and Rhino



Russell Royer

Russell is a registered Architect and Interdisciplinary designer. Russell also produces eclectic jewellery designs, hand sculpting, digitally sculpting, casting and polishing his pieces in his South London Studio, RU-RO.

Mentoring

Rhino, Cinema4D and Illustrator



Carl Fraser

Carl is an interdisciplinary designer with a PhD in Architecture and experience in all RIBA design stages. Co-founder of Counter-mapping his research interests lie in how alternative practices can inform our understanding of urban spaces of cultural exchange with experience in exhibiting work internationally.

Mentoring

Vectorworks, Revit and Sketchup



Ben Arrowsuch

Ben is a Motion Graphic Designer with over eight years of experience in visual storytelling and a proven track record of delivering impactful content. He has collaborated with a diverse range of clients in-house and as a freelancer, creating engaging content such as social media, advertisements, and campaign videos.

Mentoring

Figma, Blender, Cinema 4D, Adobe Suite



Thiago Eichner

Thiago Eichner is a designer and educator originally from Brazil, currently dividing his time between Rio de Janeiro and New York City. He brings over 12 years of versatile design experience across disciplines including exhibition and environmental graphic design, non-profit communications, branding, and editorial design.

Mentoring

Workshops



Marco Inve

Marco is a graphic designer with over 10 years of experience working in agencies and as a freelancer. His practice is focused on branding and packaging design and has worked across a multitude of mediums and industries worldwide. He is a Design Educator and a mentor for young creatives.

Adobe Suite



Personal mentoring

It is mandatory for students on any of our Designer Development Courses to select or be appointed a Primary Mentor for additional guidance.

While you're welcome to email any of our lecturers for feedback or support, choosing a Primary Mentor provides the added benefit of one-on-one video or audio mentoring sessions.

These sessions are 15 minutes long and must be scheduled every 4-6 weeks. This will give students the structure and feedback they need to succeed on the course.

We recommend working with your chosen Primary Mentor for at least three sessions to build continuity and progress. However, you're also encouraged to select different mentors throughout the course based on your evolving focus and goals.

When reaching out to a Primary Mentor, please ensure you copy in the studio (hello@lfdesignschool.co.uk) and your Administrative Mentor Alex (alex@lfdesignschool.co.uk) for coordination.



Student Work & Testimonials



"I took this course as I didn't study a design degree, which I regretted. I came across LFDS, which was even better than what you are taught in a 3 year creative diploma at a fraction of the price."

Amelia D.



"LFDS filled me with the confidence to pursue the job of my dreams. Through LFDS I became a lot more proficient with the skills needed, and within 2 weeks of leaving LFDS, I gained employment."

Adrian T.



"Wonderful tutoring. London Fields is a great setting with a relaxed learning atmosphere! I would definitely recommend LFDS for young professionals looking to gain an advantage in the creative industry!"

David O.

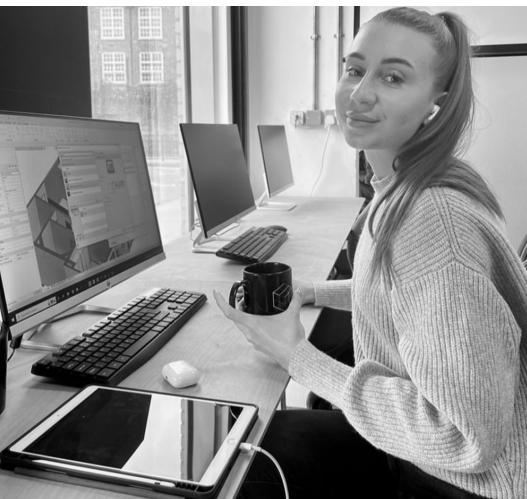


"Ben is a great mentor who offers valuable feedback and continuous support. Along with this, and the help of the teachers, you can create incredible projects in a short period of time. I even got my first client within the first 6 months I enrolled in this course. All the staff are friendly and helpful, and it's also a great environment to meet new people and connect with them."

Despoina T.



"I had completed a creative degree back in 2008 and slowly moved into an unfulfilling career in finance. The team at London Fields Design School supported my development and equipped me with the technical skills, portfolio and encouragement needed to work in design."



"LFDS arranged work experience with two local interior design studios, giving me the insight and confidence I needed. I'm now set up and charging clients for residential design schemes, visualisations and CAD drawings. Study here if you're serious about getting into the creative industry, they're a lovely team who go all out to get you into your ideal role."

Mark B.



"Having worked in the service industry for several years, I was stuck in a rut and keen to work in design. Throughout my studies at LFDS, I was motivated and supported to push myself and reach out to my dream companies."

"Covering all of the key software to such a high level meant that I was an immediate asset to potential employers. After graduating I secured a full-time job. I would highly recommend LFDS!"

Ricardo N.



"The facilities are very comfortable, well equipped and the environment is great. Nice teachers and a well designed programme. Highly recommend it."

Ricardo B.

"A fantastic Design school, LFDS's Designer Development Course is excellent and the whole team at the school supports your learning and future career goals."

Andy W.



"The Design Development course is a fantastic way to learn and strengthen skills in the most in-demand design software with the help of creative industry professionals."

"Being a full-time mum, I was looking for a flexible way of learning. I have chosen to study online, which allows me to learn and work from home at my own pace and at the most suitable time. Even though my studying is remote, I still feel a part of the creative community with the constant support from the LFDS staff."

Nadia B.



"Since completing the course, I have been successful in getting internships with 2 different companies as well as a full-time position. I would recommend this course to anyone who is thinking about alternative or flexible education."

Nancy G.





Our Community

London Fields has the highest proportion of creatives per square metre than anywhere else in the rest of the country.



Situated in London Fields, our school is at the heart of the local creative community. The area is vibrant and bursting with design studios, independent businesses and entrepreneurs. Here, you will have the opportunity to draw inspiration from your surroundings and build a network that will help support you in your future creative endeavours.



Get immersed among our neighbours who are architects, interior, furniture, exhibition, fashion and graphic designers, as well as a community of independent creative businesses and entrepreneurs. Integrate into the community and gain the opportunity to collaborate with these creative businesses.



Mare Street Market



Broadway Market



E5 Bakehouse



London Fields Lido



Climpson & Sons Café



Netil360



Night Tales Loft

Surrounding Area

Located just a short two minute walk from the LFDS studio, Mare Street Market is an ideal spot to grab lunch, dinner or even to enjoy a cup of coffee before your classes start. The market's vibrant decor embraces its warehouse structure with high ceilings, an open plan and bursting with natural light from the windows.

Broadway Market is a Victorian street market that has been open to market traders since the 1890s, made up of over 70 shops, cafes and restaurants, in addition to their famous Saturday market. Located opposite our studio, the market is an energetic, bustling hub for London Fields locals, creatives and hipsters, making this a great place to visit during your breaks.

Mare Street Market - 117 Mare Street, E8 4RU

Broadway Market - London Fields, E8 4PH

E5 Bakehouse - 396 Mentmore Terrace, E8 3PH

London Fields Lido - London Fields West Side, E8 3EU

Climpson & Sons Café - 67 Broadway Market, E8 4PH

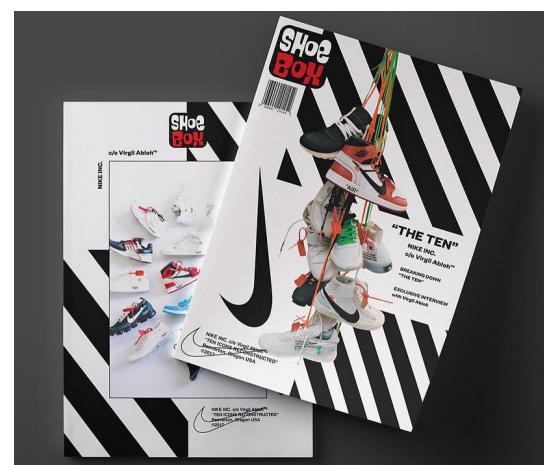
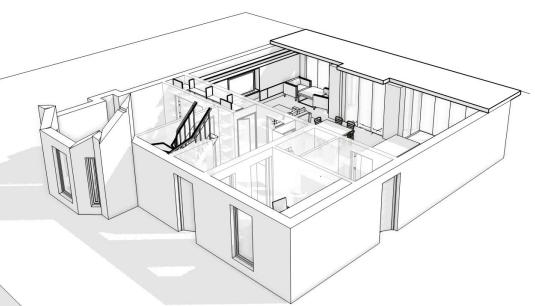
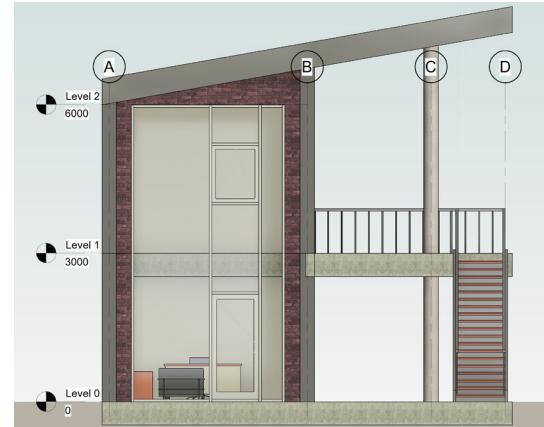
Netil360 - 1 Westgate Street, E8 3RL

Night Tales Loft - 207, 1 Westgate Street, E8 3RL

Our Corporate Clients

Over the past 10 years, we have worked with thousands of creative businesses and companies that have looked to bring high quality design software skills in-house. When you are learning at London Fields Design School, you will also be in the classroom with graphic, motion, interior, product, fashion and 3D designers, as well as artists and business owners. Our training is held up to the highest standards by top companies across the UK and Europe.







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