

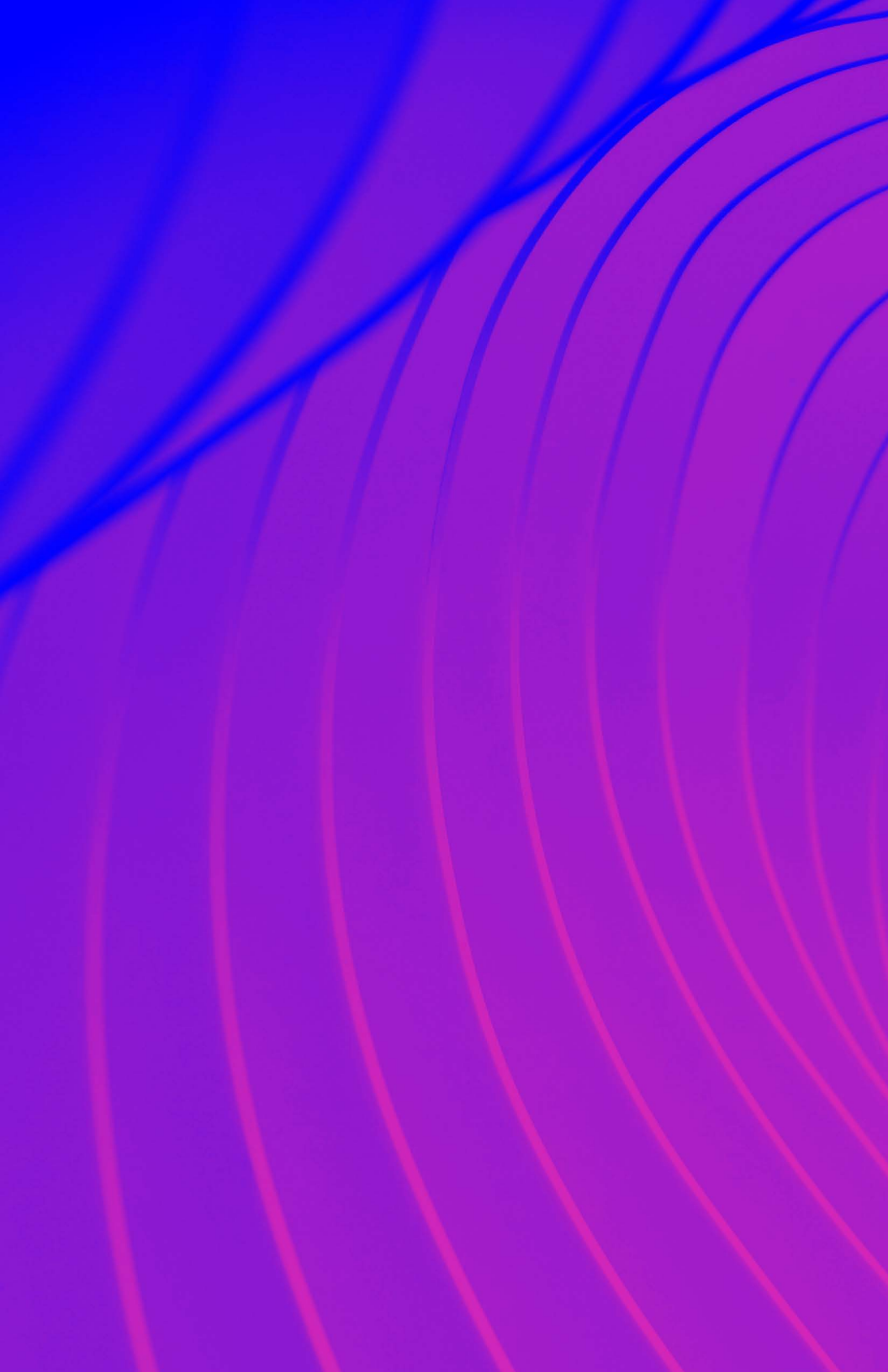
School of Art and Design  
Graduating Student Exhibition

# GRAPHIC DESIGN



State University  
of New York





School of Art and Design  
Graduating Student Exhibition

# GRAPHIC DESIGN

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Graphic designers are active participants in the public discourse. They offer thoughtful perspectives in this globalized and technologically advanced society. Students of our program focus on the study of intercultural issues. They explore the shifting practice of reading word and image on screen and in print through research that leads to new insights. In the final semester, they engage in robust conceptual development of a chosen subject with applied normative and unconventional treatments, as well as experimentation with diverse graphic media. Their profound studies lead to a variety of professional opportunities that range from working with cultural institutions, global corporations, and political organizations to the entertainment industry and niche studios. Our alumni are active participants in shaping the present and future visual voice of our society.



[www.fitnyc.edu/gse](http://www.fitnyc.edu/gse)  
[@fitartdesigngse](https://twitter.com/fitartdesigngse)

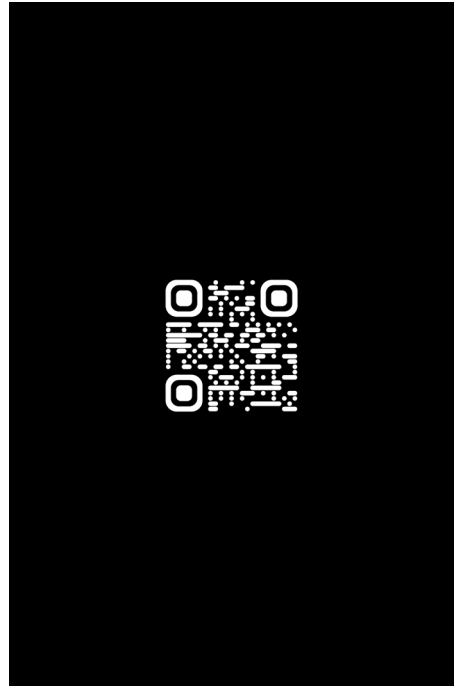
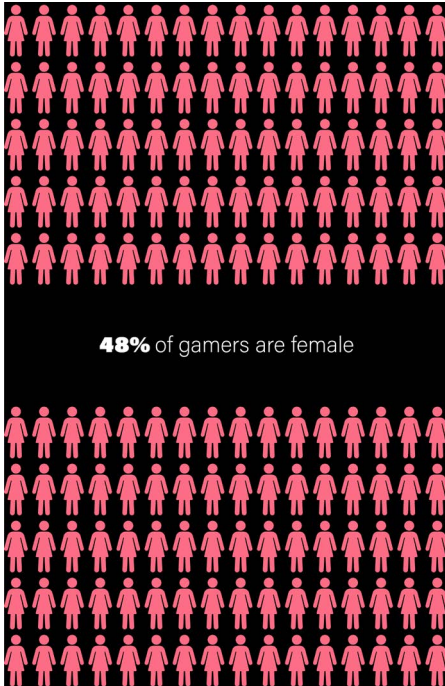


# Diana V. Akhavan

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## BLOW YOUR OWN CARTRIDGE

### Animation

The gaming industry made a choice in 1986 that video games are for males, completely ignoring half the population: females. Consequently, throughout the 1980s, 1990s, and early 2000s, the industry focused on catering to male audiences of all ages. It's the reason we all believe that video games are just for guys and girl gamers are mostly unheard of. Almost 50 percent of gamers are female, yet being a girl within the community is a struggle.

Gender does not determine skill nor warrant unwanted attention, yet girl gamers often experience harassment when playing online with voice and normal chatting. Women should not have to forego playing games the same way men do in order to avoid being harassed. If you are not familiar with this issue, you may be shocked that people act this way. I intend to showcase examples of sexism and harassment within the gaming community.

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## THE ONE WHO

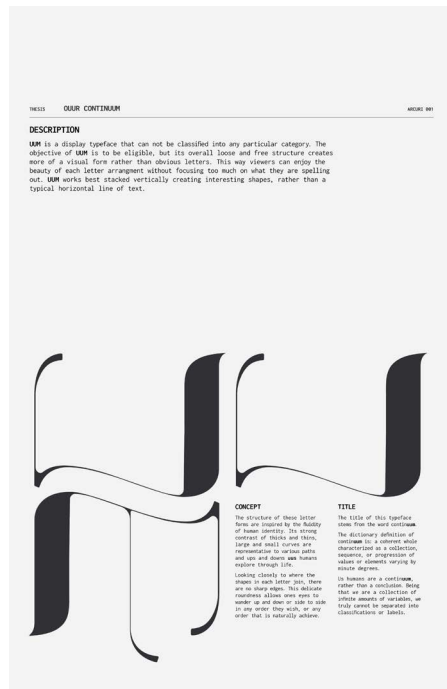
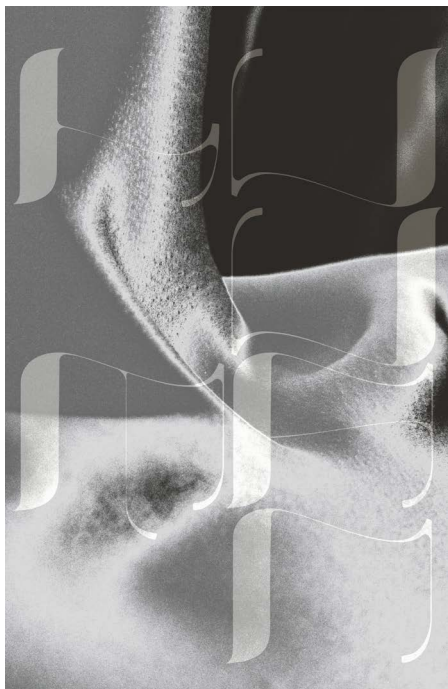
Wood, Acrylic, LED Lights

The one who has the tendency to give reason to everything. The one who believes everything the internet tells them. We feel secure with answers, it is an easier way to come to terms with things. Social media is in the palm of our hands. We have access to information from all over the world, from any location. But we seem to rely on old forms of fortune telling, like astrology. With our heavy dependency on these tools, we can easily be misguided by the things we are exposed to. Astrology was originally used by kings to make diplomatic decisions and by doctors to diagnose and treat a patient. In the 21st century, all star signs have traits and hypothetical personalities that fit a very general persona. But do you believe your star sign traits because of the Barnum affect or are they actually credible?



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## OUR CONTINUUM

Book spread / posters

“Our Continuum” focuses on the exploration of humans and their identities as a fluid progression throughout the course of a lifetime. This reflection stemmed from research on identity and nature, identity and nurture, and sexual orientation. Society puts an immense amount of effort into labeling and simplifying one another, rather than understanding the fluidity and complexity of one another. The display typeface UUM demonstrates the experimentation of letting go of all

the things humans identify with daily: name, job title, gender, race, etc. This typeface seeks to visually communicate the understanding that humans are way beyond these irrelevant details. Allow humanity to open up to this idea of exploring oneself and others, while detaching themselves from predetermined and assigned classifications. They must come to a realization of how one could grow more organically into their actual truth without the worry of how they will be judged or labeled.

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## ONENESS

Print, digital

Oneness (n.): the fact or state of being unified or whole, though comprised of two or more parts

Extreme individualism has to come to an end. The habits of control and power that a lot of people have pursued to meet their own goals, at whatever cost and without regard to society, have brought conflict and suffering to many.

Our actions in life resonate all around us. We are Earth itself. As part of this world, you are

a participant in its events, not just an observer, and only together, as a genuine community, will we manage to overcome the social and environmental crises that we have imposed on ourselves. We are the only species that has a conscience. For that reason we should know how to help and care for ourselves and those around us. There is no space left for selfishness, only empathy.

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ew people consciously join they are beautifully packaged to look like  
figure out what they've actually bought into, their whole life is comm  
also stopped the appropriate boundaries from being in place whenever  
to fit in. In a dog-eat-dog world, who doesn't want to be part of an int  
realized that was exactly what they wanted me to think. They wanted  
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retreat. They hold over you. You aren't allowed to see your friends or family.  
ommu  
allowed to use it. Those are the lessons I took, and that's the message  
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n't give up your liberties. They  
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was the best part of being in the group. A few people were invited to d  
and support around the home, had their dance card filled with happy  
beautifully packaged to  
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doesn't want to be part  
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ing and  
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group. I  
winner, quizzed intensely about th  
had their dance card filled with happy social events. Love bombed. F  
something quite different from the outside. By the time people figure  
erving the community. Niceness let the barriers down. It also stoppe  
felt uncomfortable. But that seemed a small price to pay to fit in. In a  
nice community — even, any community? But then I realized that wa  
follow something ridicu  
me to have a curious r  
ee your friends or family  
of no talking about a retreat, or two wee  
money and brings you to a place where there's no communication, or  
nd that's the message I think the American people should take from  
full of fairly normal looking people. There were millions of followers  
very country in the world. The indoctrination process was the best p

YOU ARE YOUR  
OWN PERSON,  
WITH YOUR  
OWN AGENCY.

YOU ARE YOUR  
OWN PERSON,  
WITH YOUR  
OWN AGENCY.

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## ACQUIESCENCE

Book

To acquiesce refers to a person's reluctant acceptance of something with little or no protest. As humans, we conform to everything around us. It is part of who we are. We need to feel accepted and part of doing as others around us. Our natural human tendencies, when exploited and taken to an extreme level, create an environment that is often

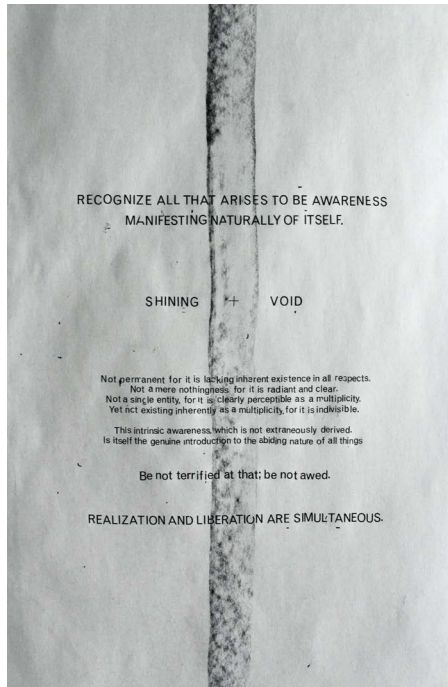
unfathomable to the average person, like a cult. All human beings have the capability of joining a cult, it is merely an extension of many of our natural interactions. "Acquiescence" attempts to highlight the commonalities between our daily routines and the path that leads an individual to join a cult.



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## BARDO

### Print

In the Tantric Buddhism of Tibet, the Bardo is the intermediate state which beings pass through between death and rebirth. Untethered from physical manifestation, the Bardo state provides an opportunity for the sentient being to experience the non-conceptual awareness of the mind, which is understood to be the ground of phenomenal reality. Through this realization one can escape the suffering of karmic rebirth and achieve the liberation of Nirvana.

In a more general sense, a Bardo can describe any period of time in which one's usual way of living is upended, such as during a meditation retreat. Such periods are opportune moments to achieve a clearer perception of reality as the previously held conventions of mundane life are dissolved.

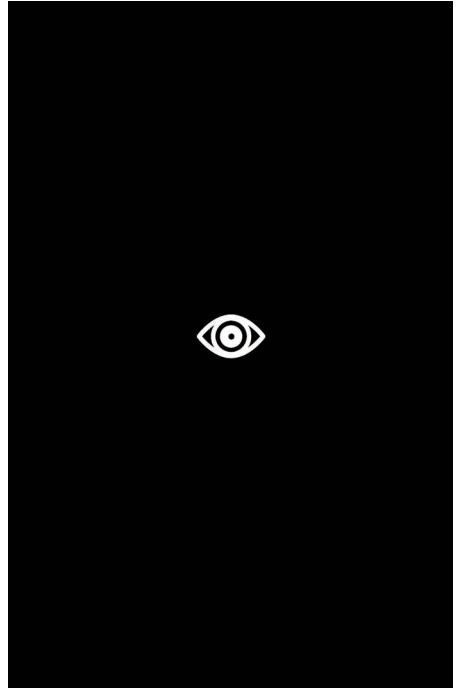
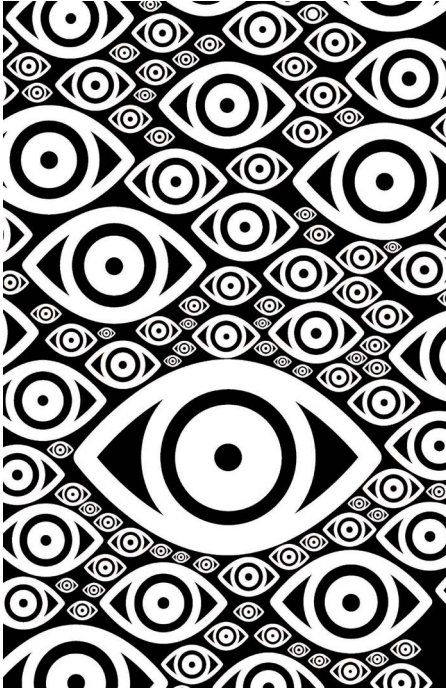
This series of works is the product of meditative practice conducted during a period of self-isolation. It is intended to elicit spiritual contemplation, particularly in the current moment of societal disillusionment.

# Sean Bonilla

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## THE LITTLE DETAILS

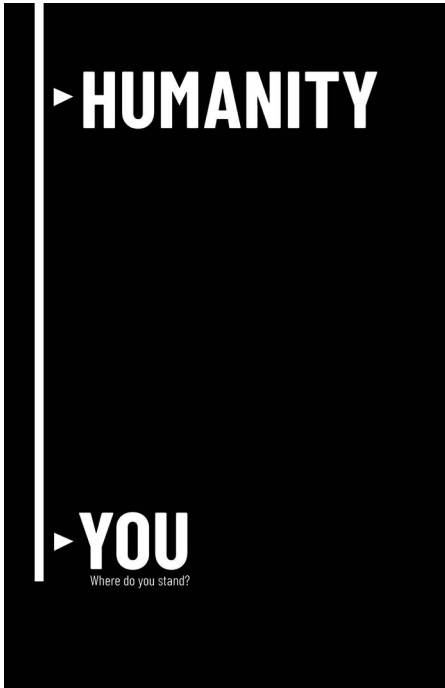
### Animation

It is hard to live life happily thinking that everyone around them is constantly judging every single action one does. This is what it is like to have a socially prescribed perfectionist mindset. When one hears the word “perfectionist,” one might think the term is related to a person that is hardworking and ambitious. The dark truth is, people with this type of perfectionism can be the most anxious and

sad types of people, as they live each day in fear of failing not only themselves, but those around them. People can acquire this way of thinking from many different sources, whether it developed during a person’s upbringing or from their choice of profession. Through this project, I would like to show what goes on inside the mind of a graphic designer with socially prescribed perfectionism.

# Andrea Calle

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## ARE YOU HUMAN?

Print, Film

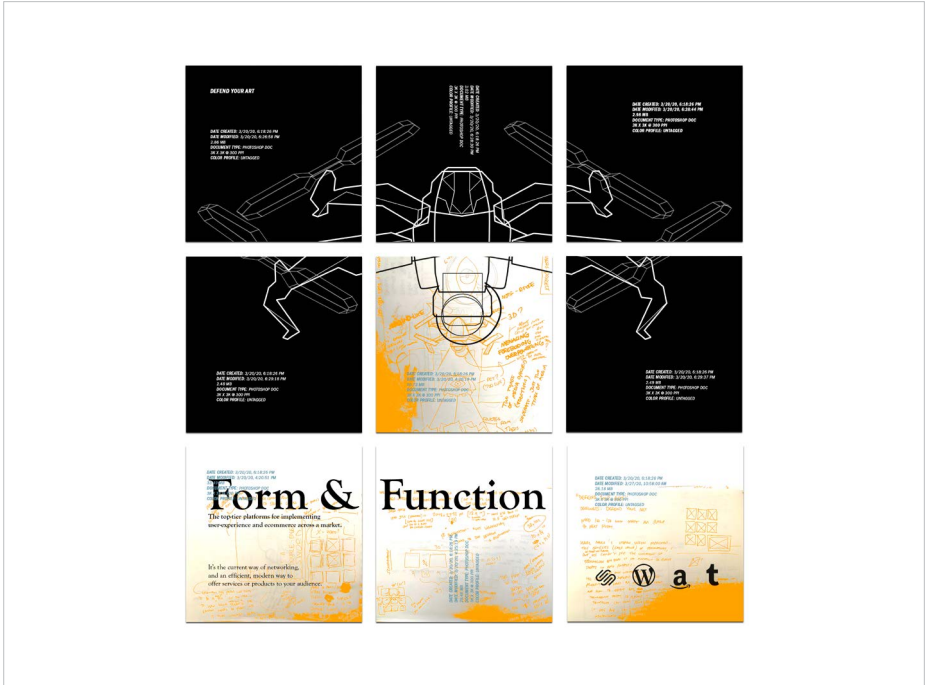
The innovation of technology and social media has impacted society in two ways, negatively and positively. Despite being so connected to other humans all around the world, we have never been less human than we are now. Living in a digitally linked world, the constant stream of news on television and social media is hindering humanity. Scrolling through



protests, riots, violence, shootings, and hate crimes, we become less and less affected. The excessive amount of exposure brings us to a point where it becomes surreal. This overexposure of violent news can be traumatic. We must understand the reality and not become desensitized by those situations.

# Joseph Cameron

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## UNAUTHENTICATED INTELLIGENCE

Paper and sketch (poster); digital (poster and motion graphics)

Technology has the potential to change things for the better. It can and has improved our way of life, while solving problems humans cannot solve alone. However, it's a tool that could easily be weaponized. Technology can be used for the wrong agenda. As humans, we depend on our senses and reflexes as a natural defense mechanism, but our dependence on tech can hinder these perceptions. These changes affect the design industry, as designers

are influenced by templates that, overtime, become void of culture and individuality.

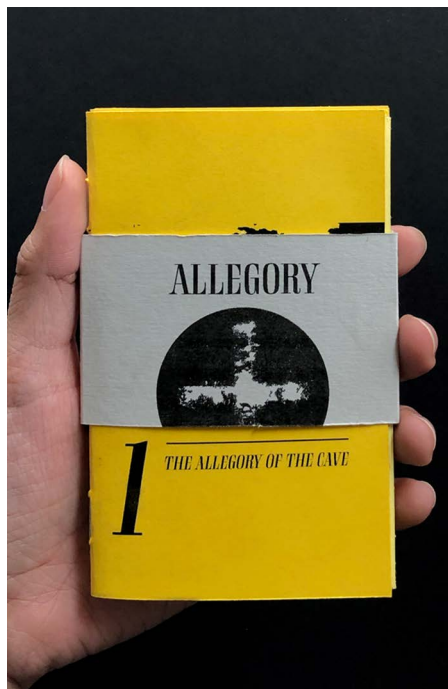
Technology can be as foreboding as it is propitious. A drone is depicted to represent the most basic form of tech. In hierarchy, a drone overlooks all printed media. Monetized applications form the word "SWAT" as a reference to the true nature, or origin, of machinery. Money seems to be the main driving force or, at least, the speed and rate of making money.

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## AN ALLEGORY

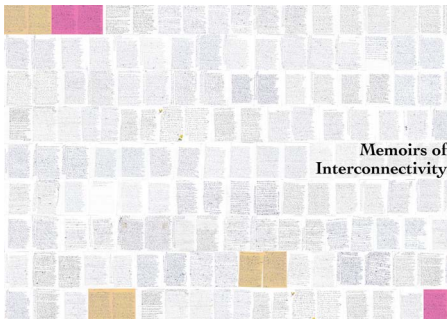
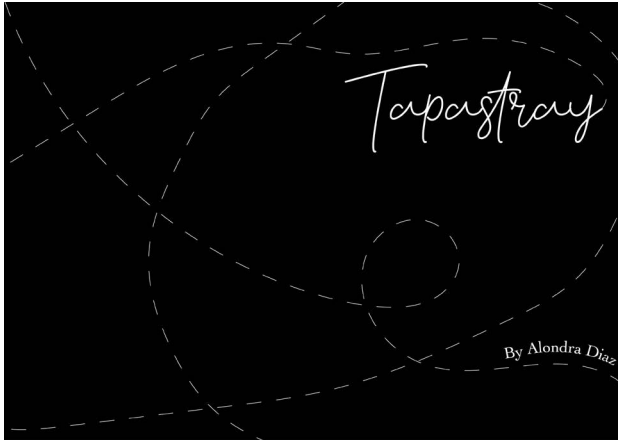
Print

Plato's "Allegory of the Cave" teaches us that we were all born in a cave filled with shadows that trap us in a universal concept of reality. Reality outside of the cave illuminates these shadows and allows free thought to control our perspective of the cave. Using the Socratic method, I encourage you to take a deeper look at what is presented above and engage in a dialogue of belief with me. I am not here

to pass judgment on any religious belief, but to seek a common path in the iconography of the cross by bringing Christianity, Hinduism, Buddhism, Native American, Greek, and African views into a dialogue with Paganism, Atheism, and Philosophical life. By inserting our individual ideas of life, we can have a fluid conversation on what drives us as individuals to find a personal meaning.

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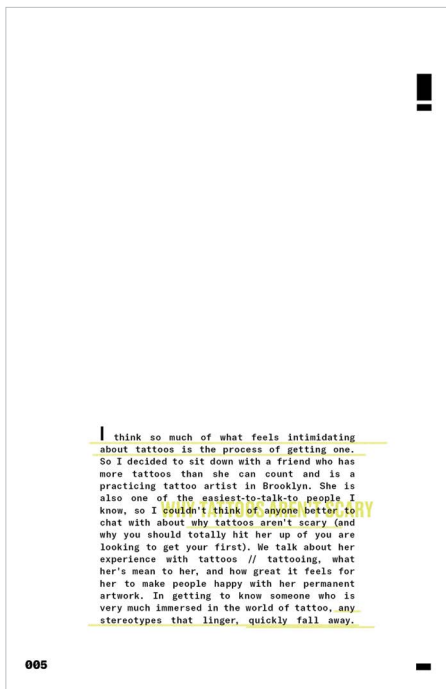
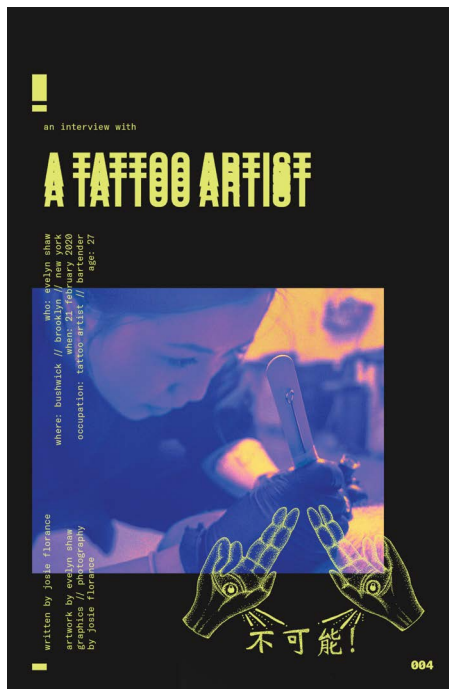


## TAPASTRAY Print

We are all interconnected with each other, whether we like it or not. We were not made to live independently, but interdependently. This means we all need to rely on one another in order to not only live in this society, but also to better ourselves. Everyone needs to have their own community. Whether through race, ethnicity, religion, interest, or through blood itself, a community does not only help to build one another up, but creates a space where one can openly be themselves and speak with people who share similar interests or beliefs. We are interconnected much in the same way that a tapestry is woven together, and we know, almost instinctively, that spirituality, not religion necessarily, that source of existence, or source of life, brings that community to a closer and tighter bond.

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## HOW WILL THAT LOOK ON YOUR WEDDING DAY?

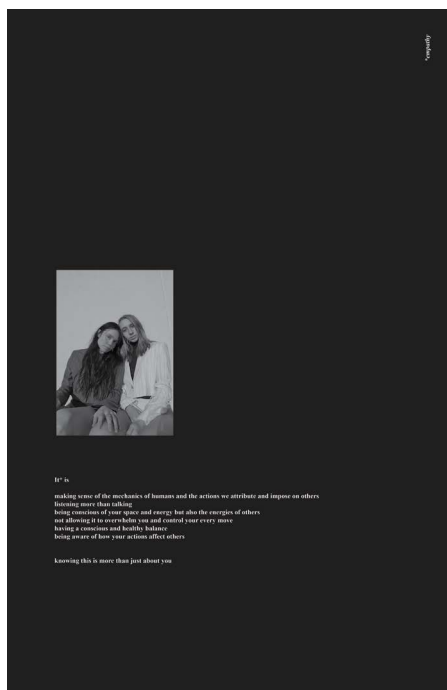
Short Film, website, digital layout

Why is it that a woman is more likely to be questioned about the choices she makes regarding her self-expression when those choices do not fall in line with people who have more traditional values? How can they imagine the moments in that woman's life? In considering judgement of physical appearance, specifically regarding the choice to get tattooed, why are women held under such scrutiny? Over the past decade, the popularity

of tattooing has exploded – and for the first time, women are more likely to have tattoos than men. By taking a glimpse into the world of tattoo, what can outsiders learn from the women who tattoo, are tattooed, and who aspire to be? What can we learn about ourselves and our own biases? Is there more to what meets the eye when it comes to tattooed skin? Most likely....

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## & US; A digital book, for now

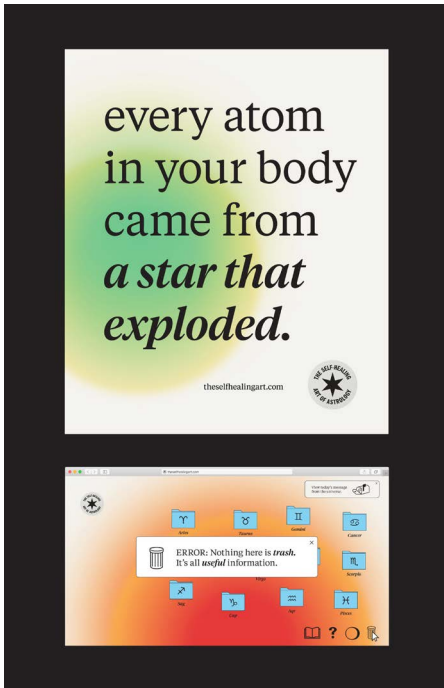
There is a balance that must take place, to know yourself more. One has to understand empathy to then be able to grow and communicate further and more deeply. These pictures, a few words and a string are here to do just that. There is a level of human connection we have, not by the color of our skin, or

your biweekly grocery list, but this commonality we have by the emotions we have once felt. The pictures are there as a reminder. A reminder of this feeling. The words to try to better explain the science of this sensitivity and balance. And the string being the underlying connection of you, me, and us.



# Laura Kane

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## THE SELF-HEALING ART OF ASTROLOGY

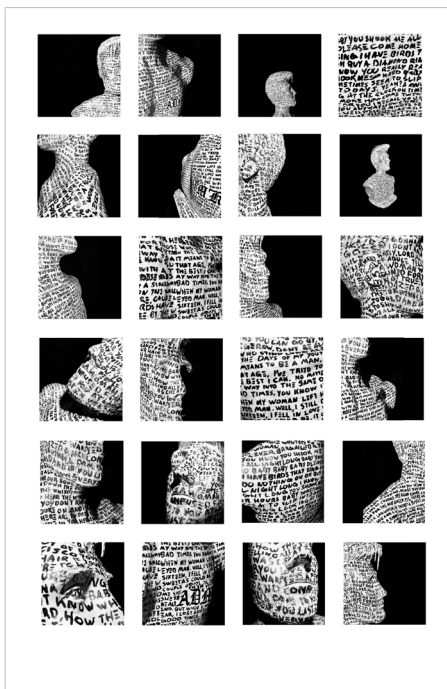
Digital (poster, web page & e-Book)

“To believe or not to believe” is always the question. As people debate about it, they neglect the idea that it’s a valid tool of self-discovery, regardless of whether it’s real or fake. It can help us to understand ourselves and the world around us, acting as a self-healing art form.

After all, the stars exploded and created the universe. Technically we are all stardust. Since we are a part of the universe, perhaps it wouldn’t be that outlandish to say that the stars can guide or help us.

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## IN THE LIGHT Painted sculpture

For my thesis I researched Led Zeppelin and the factors that led them to become one of the greatest bands of all time, while also being one of the most controversial. They were a British group singing about love, Vikings, and “The Lord of the Rings.” Using a heavy American blues musical influence and German aerospace engineering-themed album artwork, they stuck out. Led Zeppelin is very influential to me as an artist, as a man, as a brother, son,

or friend. I feel their music differently every time I listen to them. To an extent, I believe you consciously don’t pick who you look up to. As an artist, influence comes from any direction at any time, but you can feel when you resonate with something at its core. It doesn’t matter what it is. This piece is me as an artist at my core influenced by Led Zeppelin.

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## IMPLICATIONS

Mixed media

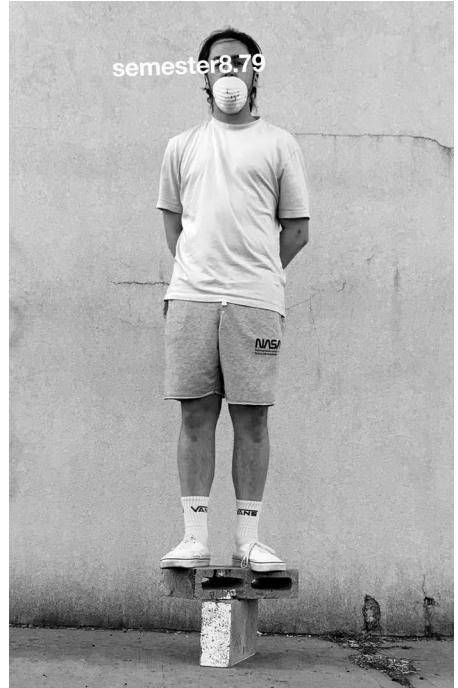
“Implications” bears the abstract idea of ownership upon its viewers and prompts one to reflect on their imprint in the world, and the world’s imprint on oneself. It is not what we choose and why we choose it, but what we do and how we do it. By presenting a few objects I have claimed ownership to in some way, I urge one to think about what is left to say when all is stripped away.

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## IT STARTED WITH A WALL // UNINTERUPTION

Printed book, timelapse film, painted mural

My final semester at FIT has been interrupted by what I've loathed for so very long. My hand has been forced, and now I find myself in a semi-dystopian reality of digital connection and charging cables and Bradbury's seashells, 'Zoom' and homeschool.

I aim for uninteruption: the ability to live free of screen and to write, create, make, design, play, compose, experiment, jam, speak, listen, watch, bathe, breathe, inhale, exhale, print, display,

eat, digest, and love without notification. To create openly is to live as we should be living.

To live uninteruptioned is to expose the creative process to the page directly.

To expose oneself (emotionally) is to reveal truth...

...and in doing so, maybe find peace.

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## APPROPRIATOR OR APPRECIATOR?

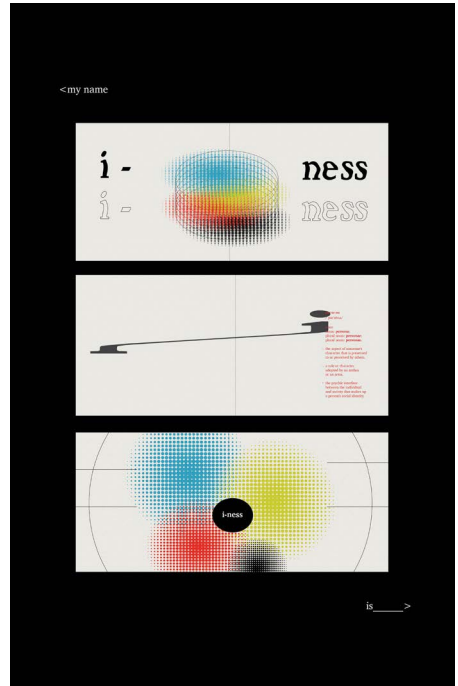
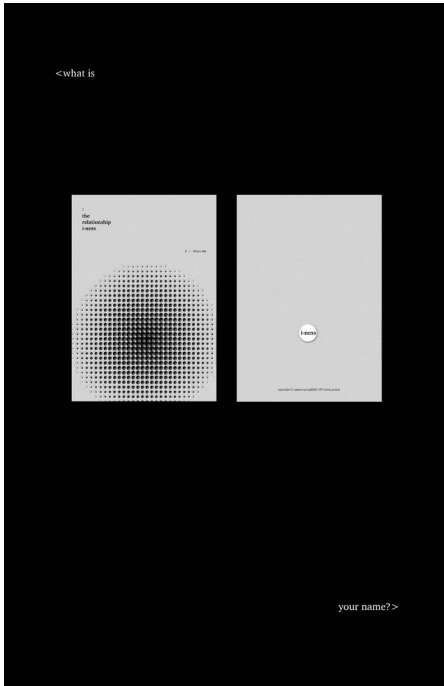
Print, digital (video)

Music is a universal mechanism for individuals. We look towards music for inspiration, expression, and support. Therefore, it's not just a sound we hear, but a part of our identity for the world to see. Throughout the last few years, cultural appropriation has been a hot topic that everyone has come to know. The American music industry is filled with claims of pure appropriation but has retaliated with the claim of appreciation. Some artist are then demonized, cancelled, and their

overall identity has been stripped away, while others experience no backlash. However, is it proposed as appreciation but deemed appropriation by an audience, or the other way around? Where do we draw the line and determine who are the appropriators and who are the appreciators? Unfortunately, I do not have the answer, but what I do have is the voice to start the conversation.

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## I-NESS

Print, motion graphic

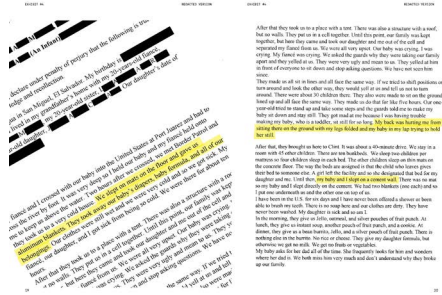
“A name is a cultural artifact and as such is less securely fixed to the ego than is, for instance, the body,” says Murry Stein. A name is a title which makes it convenient for people to call you or to get closer to you. A name is like your personality; you might act differently if you were called a different name. Some people change their name because they want to be more professional or cooler, or to fit into

another society, country, or culture. Your name was given to you by your parents. Then in various stages of life, you might be given a nickname by others, making a new connection between you and them. However, no matter which name you have, it is all you, the names are part of you.

They complete you.

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## EXHIBITS REDACTED

Print, digital, film

Throughout the years in the United States, illegal immigration has been a controversial issue in our society. Cases of family separations have seen a huge increase over the past few years. These separations will have long-term negative impacts on the children's future. Countries such as El Salvador, Honduras, and Guatemala suffer from violence and poverty; therefore, families seek asylum. Some may believe that these are criminals who are trying to flee their country, but that is not the case.

Physicians, attorneys, parents, and the detained children themselves, confirm the inhumane conditions in detention centers. In these facilities, there is no access to basic sanitation. The children live under extreme cold temperatures, which has resulted in the centers being referenced as "la hielera," otherwise known as "ice box." These are unsafe and unsanitary conditions, which young children must face alone, often while caring for others their own age or younger.

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## MORE THAN HAIR

Print, digital

Due to the cultural implications of hair, African Americans have struggled to control their self-image, which can represent an invitation for judgments or comments. The intricate styles worn by many show self-expression and identity, however society views black hair as “other.” Hair can instantly be taken as a political statement in itself. In many ways, their own proclamation of identity is silenced with outside voices. In some spaces it is still acceptable to place rules on hair — even

if they are rules with straight hair as the blueprint. It is determined by everyone but themselves. Black hair in America continues to be somewhat of an enigma, with a slew of negative connotations further challenging one’s self-image. Despite the negative ideas surrounding it, African Americans strive to assert their own identity in a space that treats them and their hair as objects of fascination.



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## 00

Brand identity, printed collateral, motion advertisement

00 (ZEROZERO) is an institution dedicated to exploring the field of language. By organizing and providing a wide range of exhibitions and programs, the institution aims to investigate the relationship between language and cultures, observing a familiar yet vast subject from multiple points of view. 00 operates as a bilingual (English/Japanese), multipurpose space — gallery, venue, classroom — with a core mission to showcase diverse aspects of language and culture, seeking to show that language is far more than just a tool: it is fascinatingly entertaining.

00 is named with nearly universal symbols — numerals — to visualize its commitments to being accessible and inclusive and to exploring the infinite dimensions of language.

# Emmily O'Connor

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## ON OBLITERATION

Bound book, laser print acetone transfer on pages

“On Obliteration” functions as a physical metaphor for the vast and devastating loss of animal life underway via anthropogenic climate change, driven primarily by human selfishness and greed. In order to proceed through the work, the viewer is forced to turn pages — thus the desire to turn a page manifests as irreparable damage to a once-harmonious environment. By the end, when all pages have been turned, the work is forever changed for the worse by human hands.

Darwin’s “On the Origin of Species” is the primary reference invoked in the piece’s form — even in its mimicry of nineteenth century typesetting sensibilities — contrasting the slow process of evolution with the current rapid decline of life due to climate change.

A single color, gold, is used throughout the work, alluding to greed as a vehicle for our current dilemma.

# Julia O'Donnell

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## CREATING ART & DESIGN WITH (AI) ARTIFICIAL INTELLIGENCE

**ARTIFICIAL INTELLIGENCE**  
Artificial intelligence is defined by the Oxford dictionary as, 'the theory and development of computer systems able to perform tasks normally requiring human intelligence, such as visual perception, speech recognition, decision-making, and machine learning languages.' This is accomplished by using algorithms with artificial neural nets.

The process of training artificial intelligence systems are according to systems, with the developed models available for others to use. Machine learning is achieved through algorithms that are 'fed' with information, copied to representations that support models required to solve data in thinking, perception and action together, as stated by MIT professor 'Frank Rosenblatt' from learning from which by a category of machine learning and decisions by the use of mathematical models on a collection of training data. It is considered 'deep' because of the many layers of data within the network. It is done through the use of Deep Neural Networks and Generative Adversarial Networks or GANs.

**GENERATIVE ADVERSARIAL NETWORK**  
GANs are a relatively new invention as they were first created in 2014. GANs are the Artificial Intelligence competing neural networks. GANs are the competition, the generator neural network and the, the discriminator network. The generator network creates false programming, a 'fake', whereas the discriminator network works out if your data and generated from the other network (the system which is real and which is artificial). Both sides learn and evolve from each other. GANs are the backbone to the majority of artificially produced images and create images without any input images (fed into the discriminator network by the programmer).

**CREATING FACES USING GANs**  
This is a detailed illustration of one of the world's greatest computer artists, using data to create something and make it look like the human face. It is based on previous knowledge. We can make an impression of what we look like, our friends look like, and everything else. Because we already have often seen our friends that look a little like the human face, it is possible to be generated by technology through the use of Artificial and Deep Neural Networks. It is possible to generate faces because of the data that is being fed into the network. Every time we look at a picture of a face, we are taking in information that is being processed by our brains, which is an AI process. Instead of our own, which are generated, has more than that without a real person.

**ADVERSARIAL (DISCRIMINATOR)**

**GENERATOR**

**DATA FROM GENERATIVE NETWORK**

Year	Artist	Style	Medium	Platform	Year	Artist	Style	Medium	Platform
2014	OpenAI	GAN	Image	ImageNet					
2015	DeepMind	GAN	Image	ImageNet					
2016	DeepMind	GAN	Image	ImageNet					
2017	DeepMind	GAN	Image	ImageNet					
2018	DeepMind	GAN	Image	ImageNet					
2019	DeepMind	GAN	Image	ImageNet					
2020	DeepMind	GAN	Image	ImageNet					
2021	DeepMind	GAN	Image	ImageNet					
2022	DeepMind	GAN	Image	ImageNet					
2023	DeepMind	GAN	Image	ImageNet					
2024	DeepMind	GAN	Image	ImageNet					
2025	DeepMind	GAN	Image	ImageNet					
2026	DeepMind	GAN	Image	ImageNet					
2027	DeepMind	GAN	Image	ImageNet					
2028	DeepMind	GAN	Image	ImageNet					
2029	DeepMind	GAN	Image	ImageNet					
2030	DeepMind	GAN	Image	ImageNet					
2031	DeepMind	GAN	Image	ImageNet					
2032	DeepMind	GAN	Image	ImageNet					
2033	DeepMind	GAN	Image	ImageNet					
2034	DeepMind	GAN	Image	ImageNet					
2035	DeepMind	GAN	Image	ImageNet					
2036	DeepMind	GAN	Image	ImageNet					
2037	DeepMind	GAN	Image	ImageNet					
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2039	DeepMind	GAN	Image	ImageNet					
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2041	DeepMind	GAN	Image	ImageNet					
2042	DeepMind	GAN	Image	ImageNet					
2043	DeepMind	GAN	Image	ImageNet					
2044	DeepMind	GAN	Image	ImageNet					
2045	DeepMind	GAN	Image	ImageNet					
2046	DeepMind	GAN	Image	ImageNet					
2047	DeepMind	GAN	Image	ImageNet					
2048	DeepMind	GAN	Image	ImageNet					
2049	DeepMind	GAN	Image	ImageNet					
2050	DeepMind	GAN	Image	ImageNet					

## USING A GENERATIVE NETWORK TO CREATE ANIME PROFILES

**CREATING FACES USING GANs**

This is a detailed illustration of one of the world's greatest computer artists, using data to create something and make it look like the human face. It is based on previous knowledge. We can make an impression of what we look like, our friends look like, and everything else. Because we already have often seen our friends that look a little like the human face, it is possible to be generated by technology through the use of Artificial and Deep Neural Networks. It is possible to generate faces because of the data that is being fed into the network. Every time we look at a picture of a face, we are taking in information that is being processed by our brains, which is an AI process. Instead of our own, which are generated, has more than that without a real person.

## MAKE SOME SIMULACRUM

Digital

Design is no longer human-centric, especially in an age where artificial intelligent technology evolves continuously. In a post-human design world, AI created art and design can not only function in the marketplace, but also as the avant-garde. Avant-garde mediums lead a change making use of new methodologies of new technologies. In the age of machine learning, the artist gets mixed with

the programmer and artistic choices turn to bias while roles shift from creator to curator. Just as art has always been fascinated with the human face and form, generated images and filters have done the same. Generative Adversarial Networks have made it possible to infinitely create simulacrum of human beings, taking the range of uncanny valley to uncharted territory.

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## THE PATHS WE TAKE

### Publication

We each develop different experiences in life that make each of us unique. One particular thing that always piqued my interest was an individual's career path, understanding how people decided what they wanted to be as they grew older. I focused on two certain outcomes any child could experience. My goal was to discover whether a child who views a parent as a role model for their future career

can achieve a higher sense of self-fulfillment in comparison to those who don't. After my research, I learned that although those who viewed their parents as role models for their career paths did have a (slightly) higher chance of achieving a more self-fulfilled future, we can still achieve our own sense of self-fulfillment regardless of our experiences, and that it all just depends on the paths we take.

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## TORTURED ARTIST ARTIST'S BOOKS

### Handmade artist's books

The stereotype of the tortured artist insists that mental illness provides creative powers where they would not otherwise exist. It presents mental illness as a “highway to genius” and claims that no one can be great without suffering. This stereotype is false and dangerous, and it jeopardizes artists who suffer from mental illness. By romanticizing and glorifying this character, we are telling young creatives that their work only matters if it comes from pain, thus discouraging artists who suffer from mental illness from seeking the help they need.

These artists worry that their creative abilities will be impacted if they receive treatment. Treatment will not reduce creativity. We should appreciate our peers who struggle with mental illness and applaud their achievements — made not because of their illness, but in spite of it. We should remind our fellow artists that their lives are more important than their output.



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## FROM: A PUBLICATION ABOUT FATE, FREE WILL & THE AMERICAN DREAM Printed and perfect bound

“From” is a publication about fate, free will and the American dream and how they interact with our identity of ourselves and of the collective. The most integral component of American culture is freedom, yet it is this very notion that prohibits us from truly being free. Much of the classic 20th century ideal within American society encompasses the idea of freedom of choice and our ability to build a better life for ourselves. We believe we go

through our lives making choices based on what we want, but really every desire and preference has some sort of prior influence. With the inescapable media as the main producer of culture within American society, it is seemingly impossible for us as Americans to make decisions without these influences. However, the belief in free will is the promise that America holds, and without it the American dream would be nonexistent.

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**“I have always found comfort in my bedroom and I have had many. No matter if I was at my mom’s or my dad’s my room was always my safe space. I knew I could go there to get away from the world and I still do today. Sometimes we all just need a break from everything around us and having a space to escape is so important.”**

Photo: Kyra Straub  
Illustration: Kyra Straub  
Design: Kyra Straub

Divorce. It’s funny how such a simple word can hold so much meaning. When parents get divorced, not only are their lives destined to change, but the lives of their children as well. Have you ever thought about how much of an influence your childhood had on who you became later in life? I always wonder who I would be today if my parents were still together. Who would I be if they hadn’t gotten divorced when I was 4? I intended to express how much divorce affects someone’s life and interrupts the stability we all need in our lives. As kids, everything is so new and often scary, therefore we latch onto things such as our parents, a stuffed animal, or even our rooms to feel safe. But what about when we get older? Adults still have fears, so what do we attach to?

**DISRUPTION.**

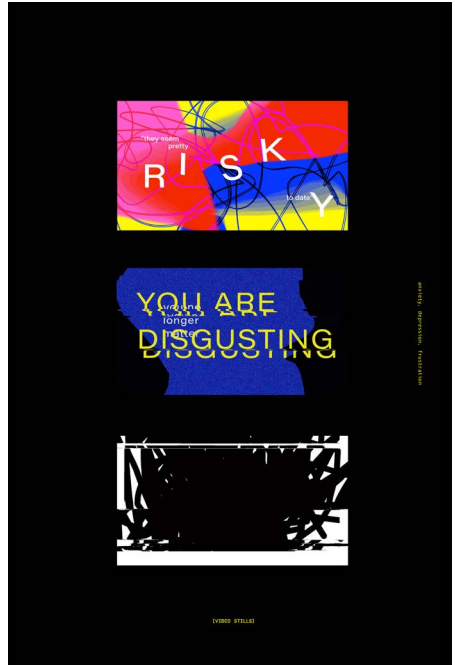
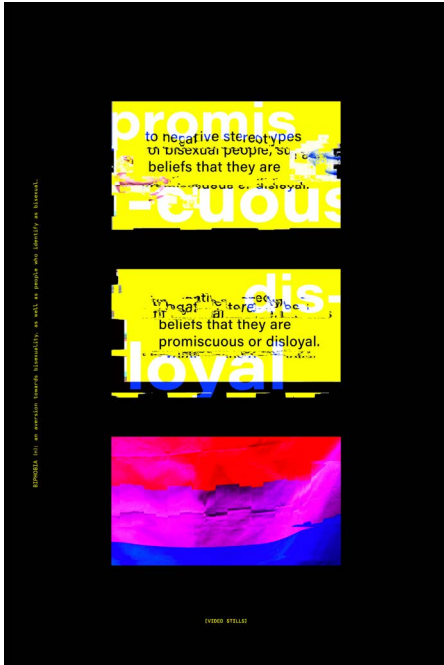
Print



# Danica Tanjutco

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## BI.

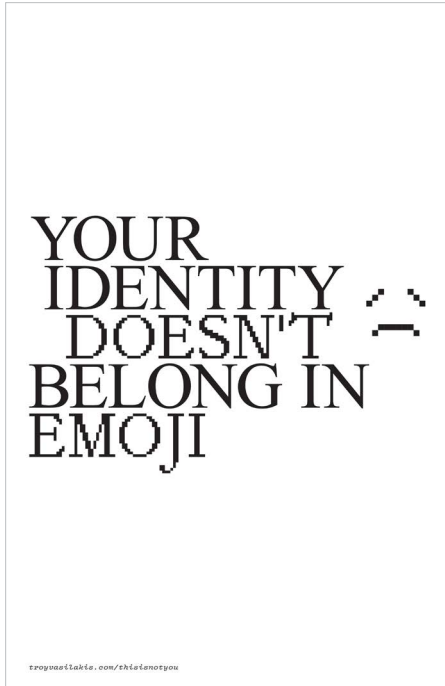
During the last decade, the LGBTQ+ community has witnessed a series of progressive actions that has led to broader acceptance throughout the United States. However, there remains a frontier of regressive ideals proposed by conservative lawmakers to stall protections. In that regard, the LGBTQ+ community continues to fight for their right to exist freely in a world that stresses heteronormativity and cisgenderism.

Despite this shared struggle, the LGBTQ+ community faces several internal conflicts,

which are often not talked about. One of those issues is the prevalent biphobia. Biphobia is defined as an aversion toward bisexuality and/or people who identify as bisexual. While it is a given that bisexual people face as much discrimination from heterosexual people as lesbians, gay men, transgender, and nonbinary people, despite bisexuality being a prominent letter in the LGBTQ+ acronym, biphobia becomes a bigger discussion when a community that should provide support, excludes instead.

# Troy Vasilakis

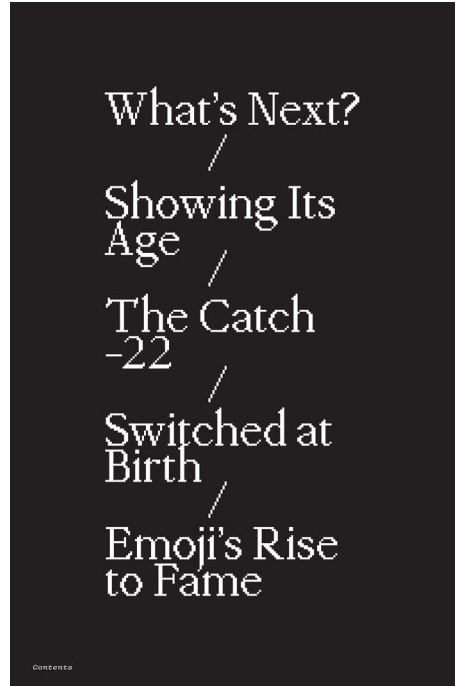
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## THIS IS NOT YOU.

### Publication

Emoji are meant to be a reflection of the idea of you. They began as a digital language in Japan to convey more expression and emotion in a growing technological field with scarce character limits. When the Unicode Consortium adopted the language in 2010, they did not consider the social implications of adopting an ethnocentric Japanese-oriented pictorial language. Failing to see this, the Unicode Consortium has created an insufficient system of over 3,000 unique characters that continues to grow, trying to please everyone. Their



inability to reflect on the original characters has resulted in a crowded system that they cannot fix; “The Unicode Consortium encourages the use of embedded graphics (a.k.a. ‘stickers’) as a longer-term solution.”

This publication attempts to remove you — your gender, your skin color, your identity — from emoji to truly create a global, pictorial, digital language.

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## GAME OVERVIEW

Make your way through the forest and back to town by moving along in combatting your habits! With each decision you make, you will answer to that decision by propelling forward in your journey or by being sent backwards.



PLAYERS 2-5    TIME 30+ MIN    AGE 10+



## IT'S A HABIT

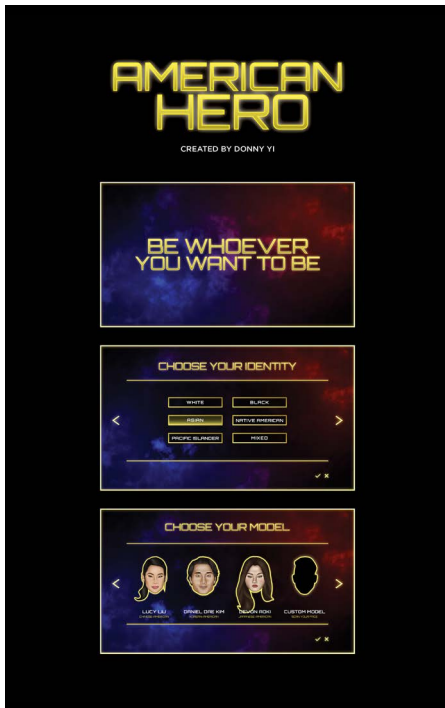
### Print

As human beings, our initial propriety is to subconsciously follow a string of actions that become a routine, otherwise referred to as habits. Throughout our daily lives, it is common to find all different types of habits, which can be divided into groups of normal, good, and bad; their classifications depend on how society defines particular actions. Good actions are associated with good habits and bad actions are associated with bad habits. Negative habits are often stigmatized by our society.

What many people do not know is that the world of habits is very complex — it is not as simple as just stopping, but it is a constant journey of decision making that can set you back or propel you forward. In the end, the detours you take to accomplish change are part of a bigger journey, and you only need to see how far you have come.

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## AMERICAN HERO

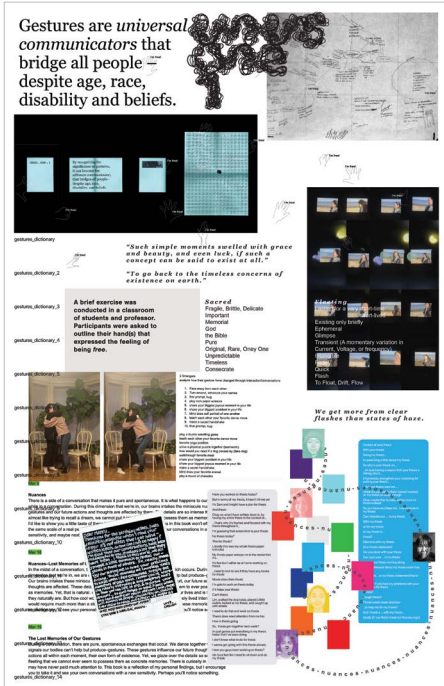
Digital video

Racial diversity has become the norm in American society, as reflected in today's media. The biggest appeal of a video game is its main protagonist. For several decades, leading video game developers from the U.S. and Japan consistently created the main character to fit the same archetype: a Caucasian male. This left people of color lacking visibility, particularly the Asian race, who were one of the least visible in video games, often appearing only as side characters.

Today's video games are popular amongst people of all ages, races, and genders. Realistic representations and portrayal of diverse characters have become a crucial design element. Breaking away from stereotypes, racially diverse characters in popular games are now visible more than ever. Players can design their characters to reflect their own identities, and this empowers them to believe that their appearance is powerful and that they too can become the American Hero.

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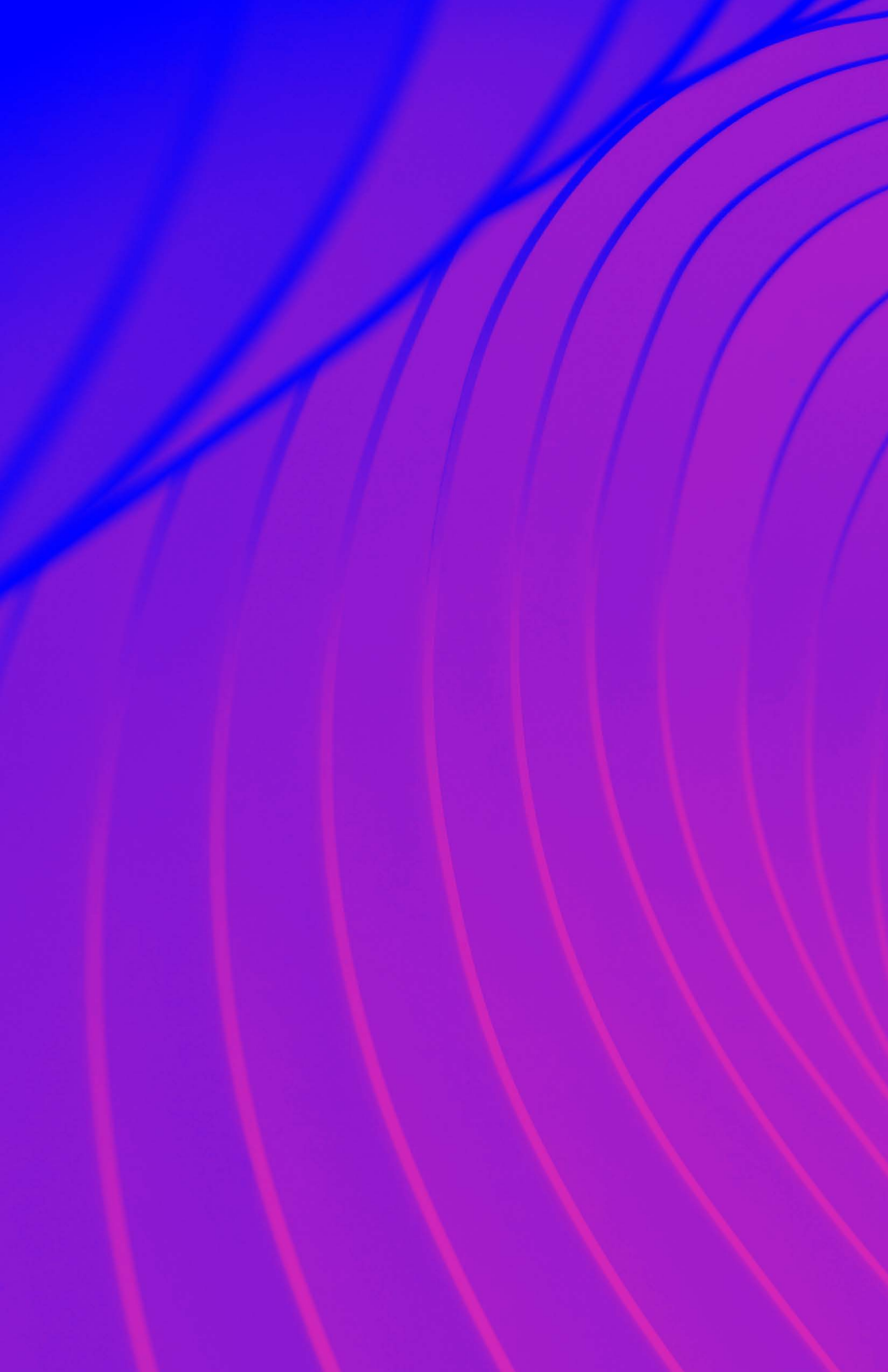
## NUANCES

### Print

During a conversation, there are pure, spontaneous exchanges that occur. We dance together with signals our bodies can't help to produce — gestures. These gestures influence our future thoughts and actions, all within each moment, their own form of existence. Yet, we glaze over the details, so subtle and



fleeting, that we cannot ever seem to possess them as concrete memories. There is curiosity in what we may have never paid much attention to. This book is a reflection of my personal findings, but I encourage you to take it and see your own conversations with a new sensitivity. Perhaps you'll notice something.







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