

Fashion Institute of Technology

SCHOOL OF ART AND DESIGN

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GRADUATING STUDENT EXHIBITION 2020



State University
of New York



DEPARTMENTS ARE LISTED IN ALPHABETICAL ORDER.

Accessories Design · Advertising and Digital Design ·
Animation, Interactive Media and Game Design · Fabric Styling ·
Fashion Design/Art · Fine Arts · Graphic Design · Illustration ·
Interior Design · Jewelry Design · Menswear · Packaging Design ·
Photography and Related Media · Textile/Surface Design ·
Toy Design · Visual Presentation and Exhibition Design

**School of Art and Design
Graduating Student Exhibition**

MESSAGE FROM THE PRESIDENT

This catalogue is vibrant proof of our ability to succeed—even to thrive—in the face of adversity. The work it celebrates is the creative output of about 500 graduating students from FIT's School of Art and Design—students who, like the rest of the world, suddenly had to cope with the coronavirus. As their studios closed and the campus shut down, they quickly shifted to an online learning format and an unprecedented year of stress and uncertainty.

We were concerned: how would design students and their professors, traditionally reliant on a hands-on environment in studios and labs, cope with distance learning? Yet as I look at this catalogue, I am thrilled: clearly the learning went on and creativity blossomed. The work here beautifully represents 16 of the school's departments. It is testimony to our students' talent and resilience and to our faculty's own dedication and creativity.

I offer heartfelt congratulations to our gifted students whose grit and imagination will serve them well in the years ahead. My gratitude and congratulations, too, to the faculty who guided them with such care and diligence. I look forward to the day in the not too distant future when we can celebrate all of their accomplishments together.

DR. JOYCE F. BROWN
President

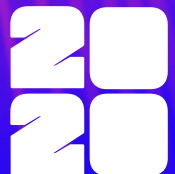
School of Art and Design
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ACCESSORIES DESIGN

Graduating students in the Accessories Design AAS and BFA programs conceived and executed their collections around the concept of “Ambiguous Clarity.” Each student developed their own interpretation of what that theme means to them as a designer. The students did in-depth research, fully exploring their inspirations, customers, and seasons, before producing their collections. Their designs feature a wide variety of materials, including plastic, wood, textiles, precious metals, and leather. Each student had the opportunity to specialize in footwear, handbags, millinery, or art. The works were conceived and created entirely by the students and were selected for the exhibition by faculty members and industry critics.



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THE IV PROJECT: "ENIGMATIC"

Faux croc leather, veg tan, mesh, paint, silicone, yarn, clay

The IV Project presents "Enigmatic," a collection featuring mixed media, textiles, paint, and 3D appliqués inspired by ceramic pottery and apparel. The collection is created by sourcing scrap fabrics, melting resins, modeling clay, paint, and dyes to create a new unique accessory. Self-expression is always used in a form of art. Maison Margiela uses self-expression to create "wearable art" and he inspires me to work with solid and nontraditional materials that would have been considered "ugly." While I designed this collection, I wanted to celebrate imperfection and use this opportunity to express my artistry in different ways. New York designer Rosie Assoulin creates silhouettes with bold, bright-colored silicone and plastic composites; this has inspired me to continue experimenting. The IV Project's "Enigmatic" collection is the expressive approach to embrace an artificial element with a spontaneous outcome.

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REFRACTION OF SPRING

Rhinoceros 5, Key Shot, Adobe Photoshop, iPad Procreate

This collection was inspired by the rainbow refraction of spring. My creations reference organic shapes such as creatures and plants, combining various relationships between nature and fashion. These pieces reflect my anticipation of spring and the termination of quarantine. The series uses light refracted through my window into rainbow colors and corresponds with different creatures displaying those colors. Although I have used various materials and methods in other projects, my approach for this series was to create it digitally. Rhinoceros 3D was used to create the initial 3D model, then the rest of the designs were developed on an iPad. The brush strokes and rendering methods mimic traditional watercolor rendering, therefore the series is a combination of innovative and traditional techniques.

Nicole Estevez

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NURTURE OVER NATURE

Calfskin leather, leather trim, corduroy, canvas, muslin fabric, pearl beads, cloth dye, and decorative laces

The concept of my collection “Nurture over Nature” comes from the psychological debate of human behavior. The debate of whether human behavior should be influenced by those around us because it is in our “Nature,” or if our behaviors will be “Nurtured,” either by new ideas, new experiences, different cultures, or the environment. This inspired my collection because that topic resonates with my beliefs of being different and refusing to copy the actions of others!

In this collection, “Nurture” refers to the encouragement of growth representing my experience with developing different artistic

skills that took many years and a lot of trial and error.

As for “Nature,” rather than human behavior, plants and flowers and their many beautiful varieties of color are my objects of inspiration. I have also developed this into a four-part collection representing the important females in my life.

My goal is to show my how hard I have worked over the past few years, and how important it is to stick to your gut feeling and pursue something that makes you happy rather than sticking to the norm.

Maryam Khoshnazar

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SHOOR

Leather, faux fur, cotton webbing, gunmetal brass hardware, heat transfer vinyl (HTV)

I call this collection "Shoor." Shoor is a Persian word that means passion. All these pieces are designed with passion and love. As a designer, nothing is more important than vividly telling your story with your designs. I love to design bold, different and multifunctional accessories. To achieve this goal I used:

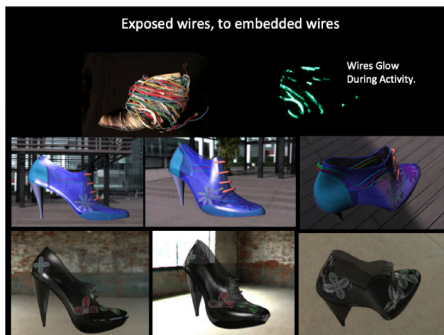
- 1) different material with different textures (different)
- 2) a touch of color by adding HTV and striped webbing (bold)
- 3) different straps, detachable pieces, multiple pockets (function)

My Goal: To create high quality, different, bold, and functional accessories.

Mtinima M. Moyo

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OUR REVOLUTIONARY PROCESS

Vinyl, electrical wires, phosphorescent tape and spray, shiny lamb skin, and love

“OUR REVOLUTIONARY PROCESS” is a reflection of my intrinsic desire to creatively grow and evolve. As depicted, the process of design development begins with the simplest, but most challenging aspect, which is: how to get started. This first step can be messy, unattractive, and sometimes discouraging. However, at some point I experience a few eureka—AHH HAA!!!—moments that allow me to place all of the pieces of my imaginative puzzle into a cohesive design pattern.

Now in an innovative zone, the only challenge I may face is when to end it, as I am never satisfied. So, sometimes I revisit previous sneaker designs in the effort of improving various aspects that I may have missed. In doing so, I utilize new 3D software skills to further illustrate various structural components that may need more accurate interpretations.

My Goal: I have talents and I do not want to waste them! So, I will see you in the future!

Amanda Rivera

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VIVA DISCO

Natural and synthetic fabrics, acrylic, metal

"Viva Disco." Disco forever. I wanted to create an over the top, embellished, and expressive collection inspired by the opulence and softness of the rococo era combined with the decadent sparkle of the disco era. I'm a musician and the importance of music in aesthetic expression permeates my designs and personal aesthetic. This collection is a fun, vibrant, eye-catching collection of acrylic press-on nails, shades, bags, and hats.

My Goal: I want to design unique accessories that turn heads and make one feel like they're on top of the world.

Gabe Santoriello

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ARMORED ELEGANCE

Oil-dyed, vegetable-tanned leather;
hammered nickel; hand-forged/3D-printed
hardware

Growing up, my heart was smitten by fantasy stories such as *The Lord of the Rings* and *Eragon*. I have always had a deep fascination with weapons and armor, often role playing with my friends and my dad. As I have grown older, this deep passion with medieval times combined with my love of making has led me to the forging of my thesis: “Armored Elegance.” The collection consists of oil-stained leather and handmade hardware/fastenings to create my durable, one-of-a-kind bags, shoes, and small leather goods. My style often includes durable materials, overlapping panels, geometric silhouettes, chain mail, metal rivets with moving construction, and a natural-toned palette.

My Goal: To create high-quality, ultra-unique accessories for men that speak to their inner boy.

Gunwoo Simon Shim

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LA LIGNE

Mixed media and digital renderings

At the age of 5, I recall tearing out a sheet of sketchbook paper and starting to scribble lines to convey my perception of a mood to a drawing. Drawing, painting, rendering, lines are a vital mode of my communication since then. “La Ligne,” meaning the lines in French, is inspired from the heritage of Art Nouveau, and the chopine, a 15th-17th- century platform shoe. Through the usage of delineate contour lines, sinuous curves, and shapes and forms, the collection conveys a magnificent story to tell.

My Goal:

To launch an accessories maison and to launch a brand exclusively featuring accessories (men’s and women’s shoes, bags, belts, etc.) of exceptional quality. I wish to create my maison to be an environment of high culture, and one that gives back to society in as many ways as possible, (donating leather, used handbags and shoes to fashion institutions). I want to implement bio-friendly materials in my collections by making sustainability in fashion a crucial component of the brand.

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BREAKING THE MOLD

Adobe Photoshop, Adobe Illustrator, Adobe InDesign



When was the most recent time you went against the grain? What is your earliest memory of a time when you defied or challenged others' expectations?

We all have a rebellious spirit within us. This desire and willingness to avoid conformity is what makes every individual unique in their own way and has been at the forefront of my mind throughout my design process. Through the "Breaking The Mold" collection, I drew inspiration from an unconventionally styled fishnet blazer, the uneven cracks in ground fissures, and the vivifying energy from the global

environmental movement known as Extinction Rebellion. The shoes are covered with perforated leather, which allows customers to style their own laces. A cushion pad in the footbed includes a hidden inspirational message. With every step, customers are reminded of this message and it further inspires others to fuel their rebellious spirits and have more confidence in their own beliefs.

MY GOAL IS: To create a functional and meaningful product that can inform and inspire people.

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ADVERTISING AND DIGITAL DESIGN

The next creative revolution is underway. Technology has unleashed new possibilities for how we communicate and how we connect. The digital age calls for new creatives who can develop and execute ideas that are original, engaging, and inclusive of all media; ideas that shape culture rather than reflect it; ideas that spark conversations. As you will see in the Graduating Student Exhibition, the Advertising and Digital Design BFA curriculum has prepared students to be the new creatives in the 2020s.



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IBOOTH

Apple has been connecting people to technology for decades, so when they introduced their first iPhone, it was their way to connect people with others.

Now Apple will be introducing “iBooth.” iBooth is a photo booth that will be placed in major cities around the world where you can connect your iPhone to the photo booth and print it out as a photo strip. The “twist” is since it is a photo strip with four rows of images, you will have your image in one row and the following three images will be from other people in different booths around the world.

This campaign is to highlight how Apple is connecting people in more ways than one. Connecting yourself when you use your phone to look things up, connecting you to those you want to call, and now connecting you with everyone.

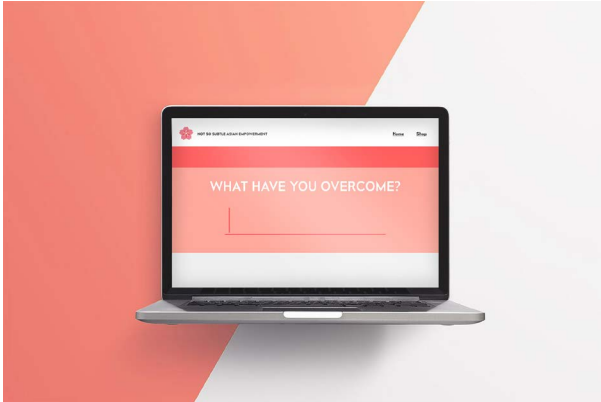
Campaign Goal: Convince people how easy it is to form connections with others by simply using an iPhone by Apple.

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NOT SO SUBTLE ASIAN EMPOWERMENT

Asian women have been associated with negativity for years. They are labeled with misogynistic stereotypes and are expected to cope with it alone.

Asian women should be able to share their life experiences as a community without the judgment faced in everyday life.

"Not So Subtle Asian Empowerment," a new extension of Subtle Asian Traits, provides a safe space for Asian women all over the world. Women now have a platform to share their stories and how they have overcome them. With more women joining in, there will be fewer that feel that they face the world alone.

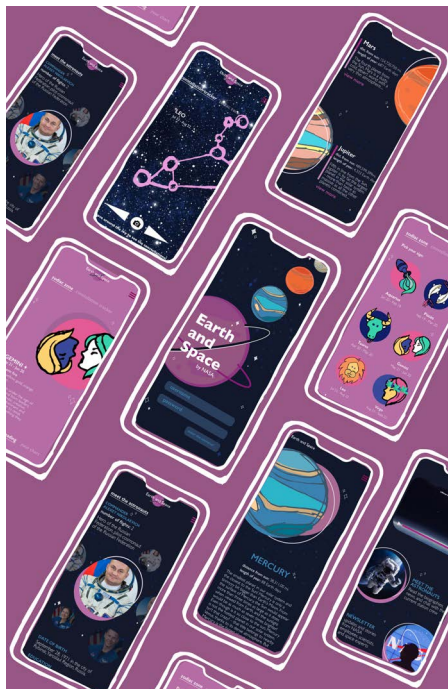
Campaign Goal: Convince Asian women to feel comforted by others that understand them by joining Not So Subtle Asian Empowerment.

Alexi Cassidy

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EARTH AND SPACE BY NASA

The “Earth and Space by NASA” app gives a younger audience a fun and interactive place to learn about the solar system, astrology, and climate change. It promotes learning and provides an exciting way for kids and teens to find information all in one place.



AEQUITAS SEXUAL ASSAULT AWARENESS CAMPAIGN

“Aequitas” strives to promote victim safety and hold offenders of sexual assault crimes accountable. The goal of this campaign is to make people aware of the injustice that happens with our own criminal justice system and to give sexual assault victims the voice they deserve.

Julian Catasus y Brueggemann

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SPEEDYMATH APP

Did you know that one out of every five elementary school students suffers from dyscalculia?

This means that they need significantly longer to solve simple math problems. Introducing “SpeedyMATH”: an app to strengthen mental math skills, by turning learning into a hand-drawn magical adventure.

One beautiful day in the magic Numberland, the wizard SpeedyFlux gets turned into a slow turtle by the evil witch MinusMinus. As a result, he cannot compete against her in the arena



for the SpeedyMATH tournament. Players take his place in the competition to win the secret back-to-human formula.

Players first train their math skills by using memorization techniques that get increasingly difficult. The goal is to solve at least 80 problems within 5 minutes of daily game time.

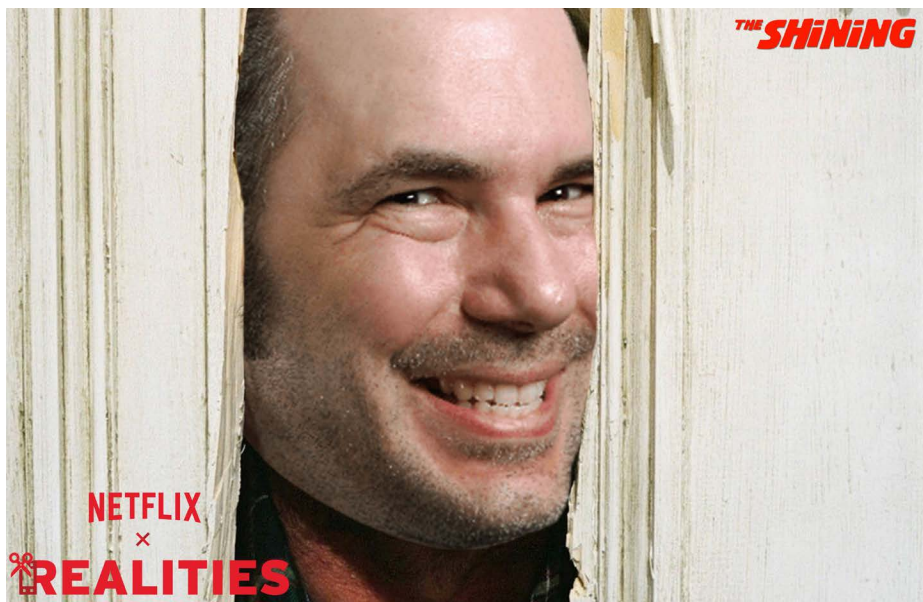
Campaign Goal: Offer a solution to overcome dyscalculia by using principles of gamification that meet the needs of children and their parents.

Adam Chen

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NETFLIX REALITIES

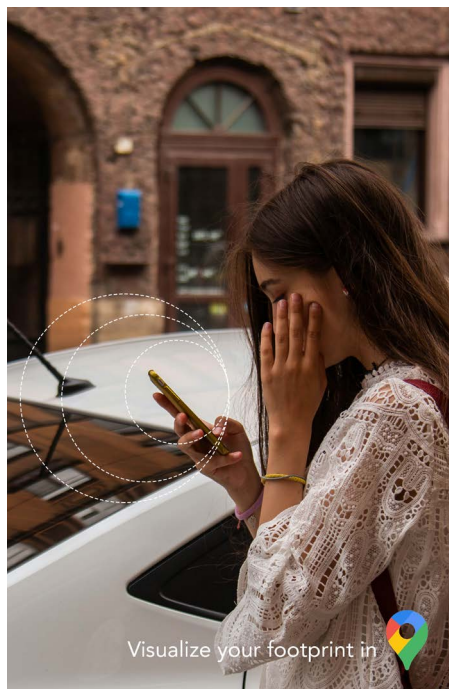
Digital / Print

Using modern facial recognition software, face mapping data, and Netflix's vast library of movies and television, you can become your favorite stars. Follow along with the lines and act out your favorite scenes. Edit and clip together a movie with your friends and see other people's posts and versions. Even capture the area around you by using pictures or video. Become the star in movies, TV shows, and in real life, with "Netflix Realities"!

Campaign Goal: Convince Netflix viewers to further immerse themselves by showing them they can be stars as well.

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VISUALIZE YOUR FOOTPRINT IN GOOGLE MAPS

We use Google Maps to find directions and search for great places to eat. We read the reviews and see pictures of food, but only from people who are willing to share their experiences. Some of the comments are fake, so how do you know which reviews are reliable? How can user behavior provide more accurate information?

Based on the user search and exploring experiences, Google Maps will share infographic and data visualization to show you truly accurate information about restaurants.



Through data visualization, you can see customers' demographic information, like are patrons locals or tourists? Hipsters or Seniors? Is the restaurant family friendly or a swanky date place? You can see what the features of this restaurant are, from the interior design to their most famous dish.

Google Maps has a new way for people to get accurate information, so we can make an educated choice.

Campaign Goal: Get people to use data visualization in Google Maps to get more accurate information.

Kaley Cheung

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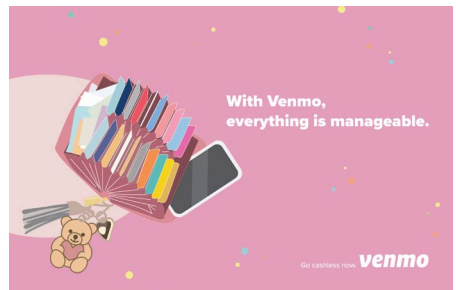
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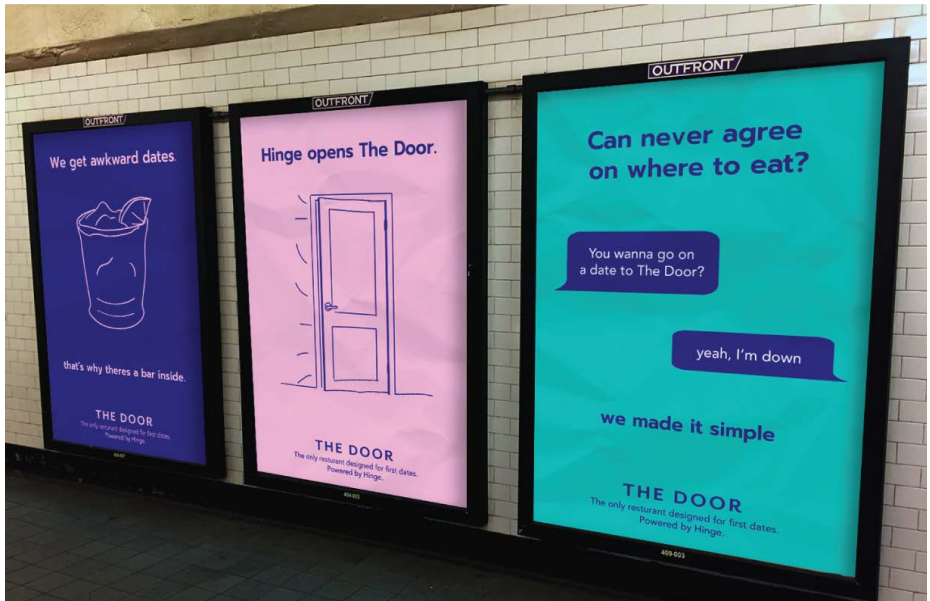
VENMO

Millennials adapt to technology fast and tend to move onto the next on-trend app quickly. The intent of this campaign is to encourage young people to use, and continue to use, Venmo. The eye-catching illustrations and headlines will help Venmo to express its person-to-person money-sending experience to be more fun and socializing.



Brittany Ciumei

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THE DOOR

Hinge is designed to help you find your happily ever after, but there is one small problem. No one is meeting in person anymore. So, we fixed it. Introducing: “The Door,” the first restaurant made for first dates. The Door is exclusively created for Hinge users. If the conversation isn’t flowing, tablets are set up at each table that will offer a series of mini-games, like 21 Questions or a compatibility test. There will also be theme nights to help singles meet in more personal ways, like speed dating events or karaoke nights. With Hinge Door, an easier way of dating is knocking.



Campaign Goal: Convince Hinge users to meet their matches in person by telling them “The Door” is a fun and safe place to go on a first date.

Joffre Contreras

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HEART TO HEART

With so many kids locked up at the border, we will raise awareness and money by placing phone booths in major cities so people can talk to kids at the border. Each phone booth call is a dollar to ACLU, a nonprofit organization that fights to reunite families at the border.

Campaign Goal: Convince people to pay attention to what is going on at the U.S. border by creating a form of communication between people and migrant children.

Emily Galvelis

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“BE A NEIGHBOR” BY AIRBNB

Urban neighborhoods are increasingly experiencing gentrification, which causes families to be displaced, businesses to go under, and a community’s identity to be completely lost. So how can people who visit these neighborhoods enrich their culture and help to protect it? Introducing “Be a Neighbor” by Airbnb. We asked hosts to recommend their favorite local restaurants and shops so that visitors can appreciate and support the area. Visitors can check-in to “neighbor recommended” spots during their stay, add digital stamps to their passport, and bookmark their trip. With every stamp you collect, your host is gifted a credit to their favorite local spot as a thank you! Everyone can be a part of the solution by experiencing how amazing it is to be a neighbor.

Campaign Goal: Convince travelers to appreciate the communities they visit by telling them to be a neighbor.

Brittany Hernandez

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AVAST SOCIAL

It is said that social media platforms are powerless against the misuse and over-extraction of personal data. While the social media platforms continually reassure policy-makers and the public that they have things under control, it seems not a month goes by without yet another company making headlines for its use of social media data for surveillance or profiling against the platform's terms of use.

Introducing "Avast Social," a new feature in Avast Antivirus designed specifically to protect your social media data from leaving your phone without your permission.

With Avast Social you will be able to completely turn off data sharing or have full control over what data is taken from you.

To be able to fully use this feature, all you need to do is to connect your social media to the app and the protection begins.

Campaign Goal: Convince teenagers and millennials to protect their data by informing them about the misuse and over-extraction of their personal information while using social media.



Dakota Hess

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MARVEL UNLIMITED DIMENSIONS

“Marvel Unlimited Dimensions” is a new way for all generations to experience comic books. M.U.D. merges the amazing stories that comic books provide with the interactive fun of a video game. Be a part of the story!

Campaign Goal: Convince all generations to enjoy reading comic books by telling them that comic books are fun and interactive.

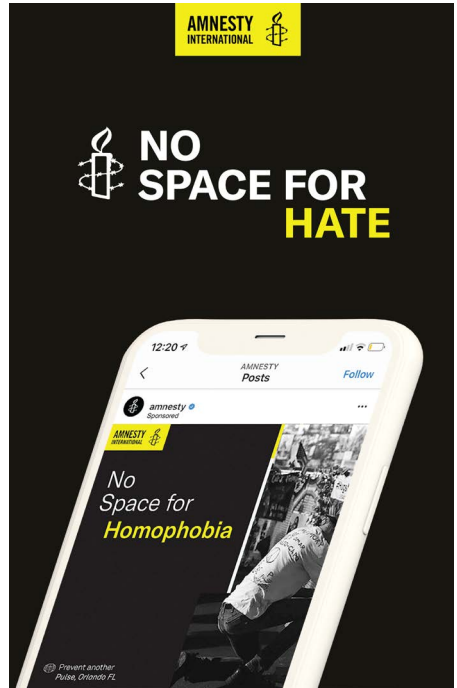
Tyisha Kellman

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NO SPACE FOR HATE

There is a direct link between hate crimes and hate speech. The violence and motivation behind hate speech influences individuals to commit heinous crimes against marginalized groups. The “No Space for Hate” campaign was created to combat the increase in hate crimes. Amnesty developed an online platform for activists and citizens to battle prejudiced hatred in their communities. The group



is brought together to discuss topics of hate affecting their area, while building movements to create change. To recruit people, we geofenced ads on social media in the locations where the epidemic is rising.

Campaign Goal: Convince activists and city residents to battle hatred by telling them to join the online community.

Uten Lama

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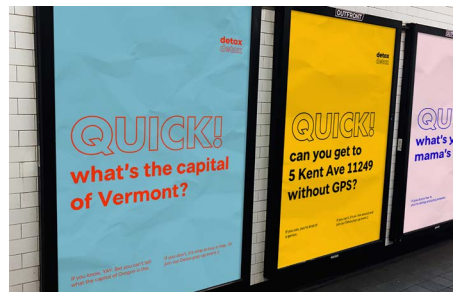
@utendesigns



DETOX

From the moment we wake up to the moment we go to sleep, our phones are right beside us. We use them to entertain us, remember things, get to places. We're addicted. With print and digital ads, the "Detox" pop-up event sponsors people to put their phones away and make friends.

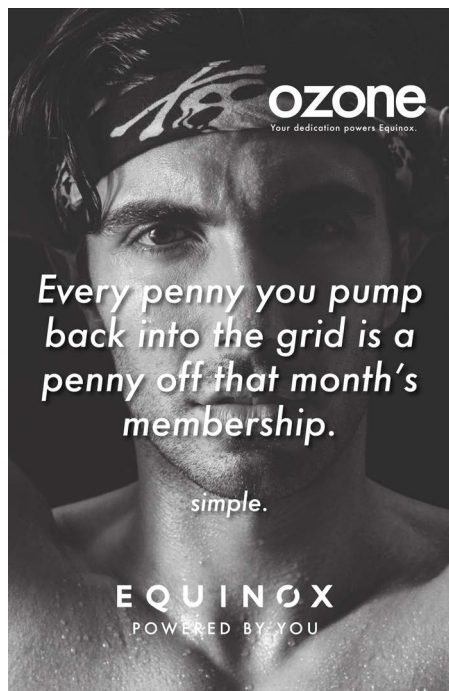
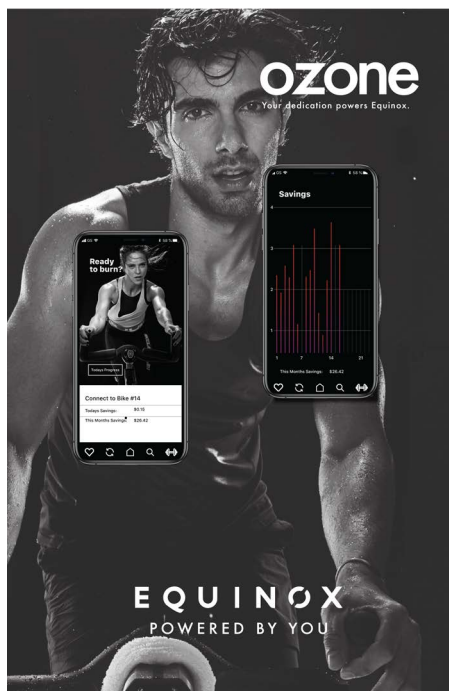
The pop-up event will include the Detox card game played across tables as you interact with others in groups. Every time someone doesn't know something without their phone's help, you make them do what the deck tells them. Detox encourages people to get away from their phones for even a little bit and make fun memories :).



Campaign Goal: Convince young adults to put their phones away by making them realize how reliant they are on them.

Brendan Mansfield

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EQUINOX OZONE

The idea is simple. You power the gym, and every penny you pump back into the grid is a penny off that month's membership. "Equinox Ozone" incentivizes its members monthly to harness the dedication they produce in powering a quality future.

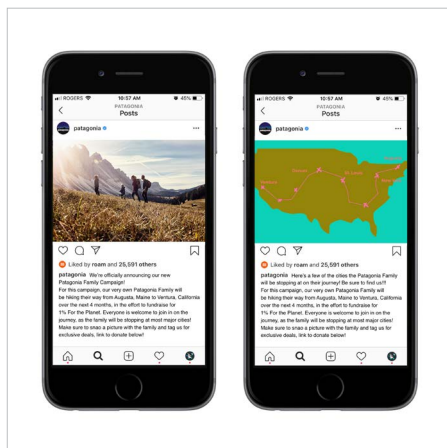
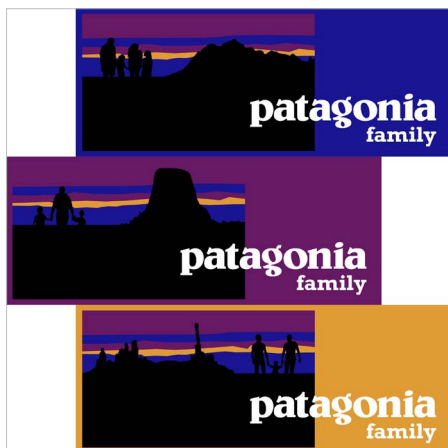
Campaign Goal: Create a self-sustainable gym powered by the force of the workout floor and momentum of the cardio equipment.

Maxwell Martuscello

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PATAGONIA FAMILY

It only takes a few people to start a revolutionary grassroots movement. The “Patagonia Family” campaign sets out to do this while helping others get back in touch with nature and experience adventure.

Our very own Patagonia Family will be hiking their way across America to fundraise for the environmental organization 1% for the Planet, as well as inspire other families and individuals to join in their journey.

The Patagonia Family will stop in several cities for the purpose of building the movement with

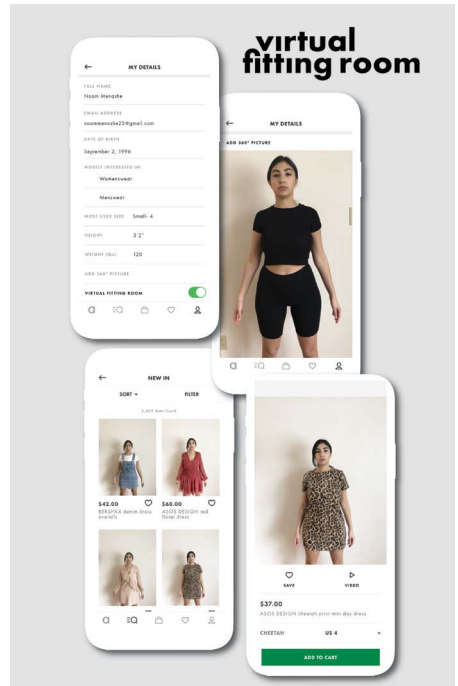
those who wish to join. For individuals who can’t make the whole journey, but still wish to participate, exclusive coupons will be provided to those who snap a picture with the family and tag us on social media.

At Patagonia, we believe in adventure, protecting the environment, and embracing the connections we share with one another. From our family to yours, we hope you join us.

Campaign Goal: Convince people to get more involved with the environment and each other by showing them how enjoyable it is.

Noam Menashe

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THE VIRTUAL FITTING ROOM BY ASOS

Introducing the “Virtual Fitting Room.” When signing up on the ASOS app, users will upload a 360 degree picture of themselves and add their weight, height, and most-used size. ASOS will plug in clothes to the user’s body. Shoppers will get to see all the clothes available in their size tailored to them! With the Virtual Fitting Room, you can be your own model!

Campaign Goal: Convince young millennials to shop at ASOS by telling them that they can see how clothes fit them online.

Samantha Montero

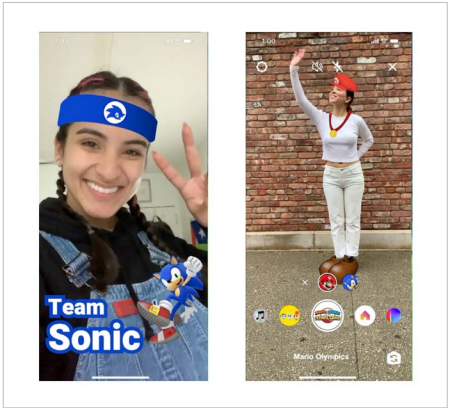
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THE NINTENDO OLYMPICS

Leading up to the 2020 Olympics in Tokyo, Nintendo wants to make everyone an Olympic player. Introducing “The Nintendo Olympics,” an experience surrounding the release of “Mario and Sonic at the Olympic Games” for the Nintendo Switch. Here’s how it works: Pods are set up in major cities around the world where players can compete to become the next gold medalist in their chosen category. Opponents from around the world will face-off to see who gets the best score. Leaderboards will keep track of how many medals each country wins, and players will be able to share live action shots of their game to social media. They will also be able to gear up with exclusive Mario and Sonic Olympic uniforms using Instagram filters.

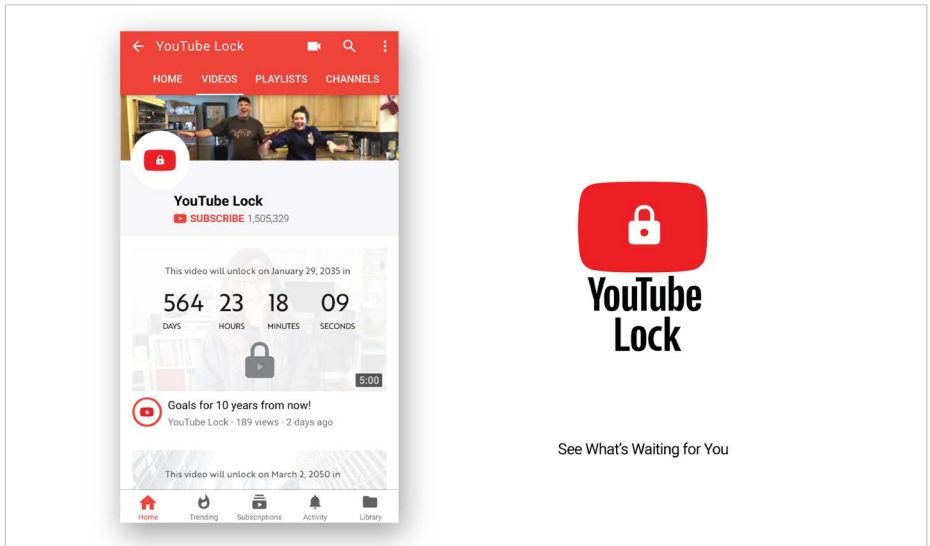
#TheNintendoOlympics #MarioandSonic
#OlympicGames #NintendoSwitch



Campaign Goal: Convince millennials to play the Nintendo Switch by telling them they can become an Olympic gold medalist in the Nintendo Olympics.

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YOUTUBE LOCK

“YouTube Lock” is a digital time capsule for uploading and storing messages and memories, guaranteed never to be erased, lost, or damaged. On the YouTube Lock channel, anyone can upload videos for their loved ones, select whether it’s public or private, and choose the date it will become available for viewing. Video creators will also be able to assign co-ownership to videos, to enable unlocking in the future. A custom YouTube Lock editing program will allow users to quickly edit together clips and videos, making uploading easier than ever. All you need is a YouTube channel. What message do you have for yourself for 20 years from now?

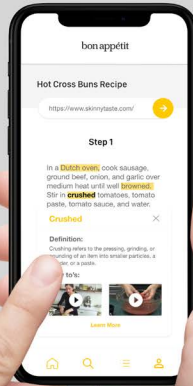
Campaign Goal: Convince people to digitize memories so they can never be lost.



Lauren Padula

www.heytherelauren.com
lauren_padula1@fitnyc.edu
@laupadd

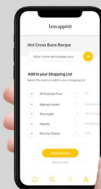
Defines the terminology so you can cook a meal seamlessly.



SIMPLECHEF

Bon Appetit wants to get people excited about cooking and make it more approachable to fit all lifestyles. Introducing “SimpleChef,” an app that will change the way you approach any recipe you find online and make you feel like a professional chef. You simply drop in any recipe you find online, and we make everything easier. SimpleChef will highlight the terminology and give a description so you can easily move through the steps and make a delicious meal seamlessly. Now you will know the difference between a chop and a mince thanks to SimpleChef!

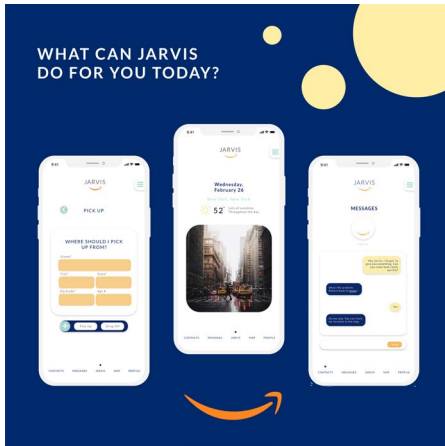
Add items from a recipe to your shopping list!



Campaign Goal: Convince all aspiring chefs that cooking isn't as hard as it seems by telling them SimpleChef can walk you through any recipe you find online and make it easier!

Lindsey Pak

www.linleexx.design
lindsey_pak@fitnyc.edu
@soo_beanie



AMAZON JARVIS

We all have those days where 24 hours just doesn't seem like it's enough.

That's why Amazon is introducing "Jarvis," your new personal assistant.

Jarvis is a driverless buggy that can help you complete everyday tasks that you may not have time to complete.

Need to drop off something to your mom? Forgot something at home? Jarvis can do it.

Users can access Jarvis through the Jarvis mobile app, where they can schedule a pick-up, a drop-off, or even both.

For the days you just can't do it all, the big problems and all the "personal problems," Jarvis is here for you.

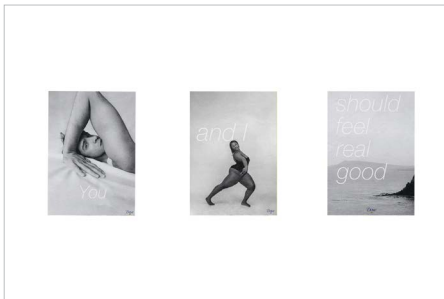
Campaign Goal: Convince everyday people to get help with their tasks by telling them that there is help for them.

Aidan Spencer

www.aidanspencer.myportfolio.com

aidan_spencer@fitnyc.edu

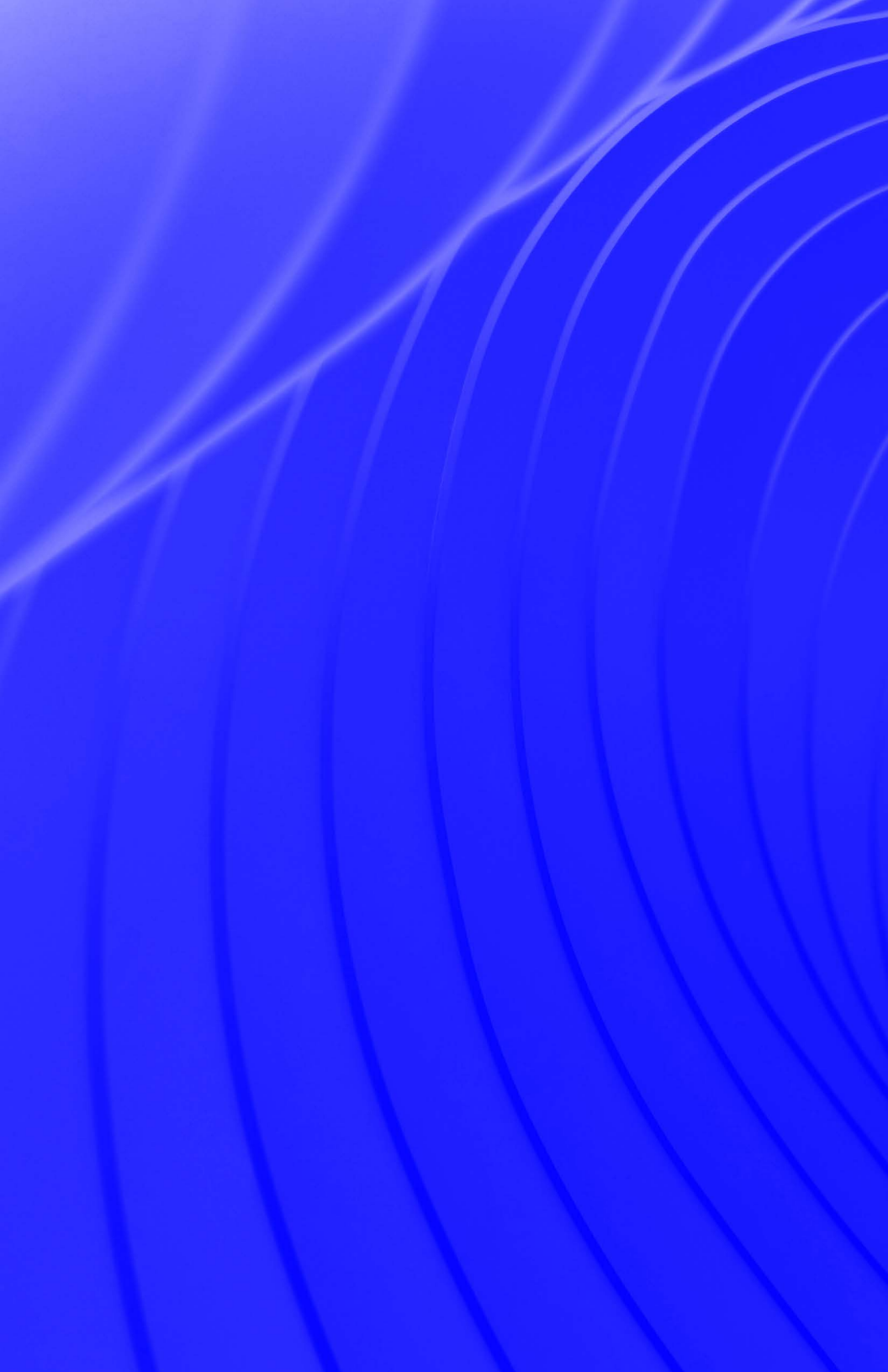
[@aidanspencer](https://twitter.com/aidanspencer)



THE "YOU AND I" BY DOVE

At Dove Beauty we believe in feeling beautiful, smart, healthy, and clean in your own skin. For too long we have been handed a strict set of beauty rules to follow, such as being a certain size, height, age, color, or gender. We believe that this time you get to make the rules, feeling beautiful is about feeling like yourself. Generally, women have embraced this idea, and we believe that men should practice taking care of themselves just as much as women have. Men and women of all ages deserve to feel healthy, clean, and beautiful. Taking care of yourself is proven to boost your self-esteem and overall productivity. The man of today is confident in his skin, proud of his life, and healthy, not tethered to outdated gender norms. Therefore, we at Dove Beauty believe that you and I should feel our best at all times.

Campaign Goal: Convince millennial families to disregard outdated gender norms by using unisex beauty products.



School of Art and Design
Graduating Student Exhibition

ANIMATION, INTERACTIVE MEDIA, AND GAME DESIGN



Animation and interaction design were once two separate but related disciplines that have become integrated in ways that turn static environments into interactive experiences. Students drawing on their core skills and the availability of new technology design in ways that enable audience participation in various forms, such as apps, games, and environments. Each year, students graduating from Animation, Interactive Media, and Game Design, complete a thesis project that represents some aspect of their studies that is of particular interest. Students draw on the many disciplines they have been exposed to throughout their two years in the program. The projects often reflect their backgrounds, cultures, beliefs, and dreams, and help enhance their way in their chosen fields.



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Jezreel Batista Palmero

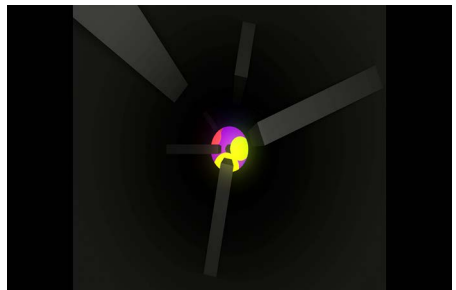
www.vimeo.com/417213289
jezreel_batistapalme@fitnyc.edu
[@design.jezreel](https://twitter.com/design.jezreel)



THE ART OF THE STAR

Stop motion/3D animation

“The Art of the Star” - A sleepy cowboy hears voices around him and starts running through the dark forest. When the voices stop, he stops running. He then hears a calming, peaceful melody. In that moment, he looks up to the night sky and sees a star falling. He goes to where the star is and touches the tornado of light from the star. It becomes brighter and then vanishes into particles. Finally, he sees himself as a child and they embrace.



TRAVELLING THROUGH DIMENSIONS

3D animation (Maya), After Effects

Jesse Baumes

www.vimeo.com/417355388

www.artbyjessebaumes.wixsite.com/2amautomatic

jesse_baumes@fitnyc.edu

@2amautomatic / @vii13xiii



BABEL

Unreal Engine, Maya



“Babel” is a third-person stealth game in which you must sneak by your enemies as you complete your objectives. Visit my website for news, updates, and to download and play!

Loren Bello

www.vimeo.com/417488614
www.nvbello.weebly.com/thesis
natalialorenello@gmail.com
[@ennbell](#)



TOMORROW (REMIX)

2D animation

Follow the separate struggles of two girls
when they go to a club.

Mary Crimmins

www.vimeo.com/415680137

mcrimmins034@gmail.com

[@mary_crimmins](#)



SCOUT'S WELL

Unreal Engine, Maya, Substance
Painter, Zbrush

Join Scout and Theo as they play the ultimate game of hide and seek. Curiosity leads to new adventures as they accidentally get separated. Join the journey to reunite the brothers in this puzzle platformer game!

My goal is to create characters full of life in a friendly and silly way, as well as create an environment that is beautiful, whimsical and full of adventure.

Kristina Daniels

www.vimeo.com/user115162722/review/416944228/956045f238

krisdnls284@gmail.com

@krisrnation



THE GREAT EXHIBITION

2D and 3D animation

Nilah is running late with only 10 minutes to spare! She makes it to the gallery exhibition she was so desperate to see, only to be stopped from entering. With a little help, Nilah is able to enter the exhibition where her imagination, and the paintings, come alive!

Daniel Evans

evans.daniel234@yahoo.com



DATE NIGHT

Computer animation

A late-night study date takes a dark turn for two lovers when one of them goes missing. Now, it's up to one to find the other!

Francisco Ferreira

www.vimeo.com/user115096466/review/416766323/a3e5feb68e

franciscoferr2610@gmail.com

[@soulnebula07](#)



PUB TALES

2D animation

"Pub Tales" - An Elven father and son spend the night at a pub where fighters are bet on for profit. When the son realizes his father is more invested in his losses than in him, he leaves. He finds a sorcerer performing in the street who shows him magic. In a fit of drunken confusion, the father attacks the sorcerer and a battle begins.

"Trailer: Horror Room" - My goal is to demonstrate a proof of concept for designing an escape room. The player walks into a dark room, pressing different hidden buttons to slowly light the room. They must be pressed in the correct pattern or they turn off, resetting the player's progress.



TRAILER: HORROR ROOM

Interactive film/video

Nicolas Giuffrida

nicolas_giuffrida@fitnyc.edu



A LITTLE BIT OF MAGIC

2D animation

This is the story of a young girl and her fascination with all things magical. One day, her favorite performer falls ill from a terrible magic-based illness. It's a race against the clock for the young girl to save her idol. She uses everything she has learned and a little bit of magic!

Jay Haque

www.vimeo.com/417188807

www.jaysoho.artstation.com

mominul_haque@fitnyc.edu

@jaysoho_



THE MONSTER INSIDE

3D animation (Blender), compositing
(After Effects)

The world has met a new species that lusts for battle. One has already met a fate with these beings and is coming for revenge.

Adiel Hernandez

www.vimeo.com/416054642

www.adieloart.artstation.com

adiel_hernandez@fitnyc.edu

@adieloart



BOB THE FROG

3D Unity Game

A frog named Bob loves to hang out with his friends and fight bad guys! The islands he lives on lost electricity and have fallen into the ocean. Help Bob solve his friends' problems and get rid of all the enemies to restore the islands to their natural form!

Nathael Jeanlouis

www.vimeo.com/nathael
nathael_jeanlouis@fitnyc.edu
[@nathael_jl](https://twitter.com/nathael_jl)



RICH MAN

Animated film

“Rich Man” - A rich man enjoys his life but does not care for the poor. When he dies and goes to hell, he becomes the very homeless man who used to beg at his door. Now he is begging for water!

“Good Person Test” - My goal is to bring to light the reality of eternity and what it could look like. We can know where we will spend eternity, and I want to help you know for yourself.



GOOD PERSON TEST

360 video

Pablo Jimenez

www.vimeo.com/418146076

www.art2stay.com / www.thattankkid.tumblr.com

pablo_jimenez@fitnyc.edu

[@pablojimenez6827](#)



KATZ

2D (Animate)

“KATZ” - In this version of NYC, where everyone is an anthropomorphic animal, two out-of-luck cats can’t keep a job. They try their luck at employment by being bouncers at a rock venue, but they only screw up again!

“TANK GAME” - My goal is to see how far I can go through using assets as well as testing out gameplay and map building.



TANK GAME

3D (Maya), Unreal Engine

Jeremy Johnson

www.jeremytjohnson.com/thinkoutsidethebox

tjohnsonjeremy@gmail.com

[@thejeremytjohnson](https://twitter.com/thejeremytjohnson)



THINK OUTSIDE THE BOX

3D animation, 2D, claymation, graphic design,
mixed media

A cardboard box sneaks its way into the solar system where square aliens known as the Squarians reside. They are completely identical... except for one. One wants to discover what is outside of this box, and stumbles upon a whole new discovery.

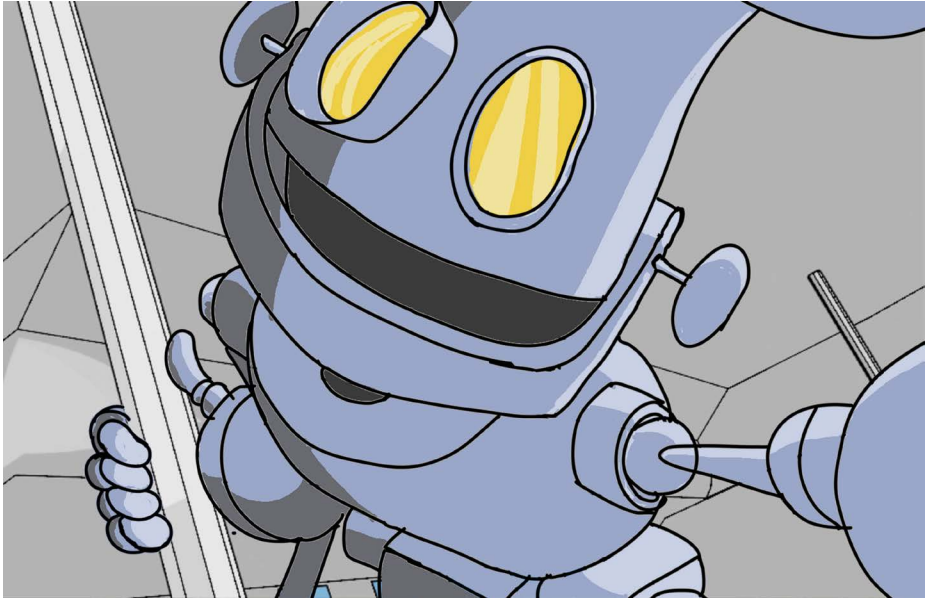
David Matlock

www.vimeo.com/412498935

www.empfindsamer.myportfolio.com

empfindsamer@gmail.com

[@empfindsamerstyle](#)



ROBOT DANCE FREAK

2D/3D animation, projection mapping

“Robot Dance Freak” - In a mechanized world, a robot goes about his morning routine. All the while, he dreams of abandoning his factory job to pursue his love of dance.

“Sky Scrappers” - This project uses an Arduino-based touch board to trigger animations on a painted canvas that responds to a person’s touch. Certain parts of the canvas are painted with electric paint. Touching those areas sends a signal to the touch board, which causes a projector to project video onto the canvas.



SKY SCRAPPERS

2D/3D animation, projection mapping

Jinwoo Oh

www.jinwooh8328.myportfolio.com

jw.oh959@gmail.com



ALIEN

3D animation

Nobody knows that an alien is going to school in disguise. One day, his best friends discover his secret!

Dillon O'Keefe

www.vimeo.com/dillonokeefe

www.dillonokeefe.com

dillonokeefeanimation@gmail.com

[@dillon.okeefe](https://twitter.com/dillon.okeefe)



RAT CITY ON SHROOMS

Experimental 2D animation

A New York City rat goes on a psychedelic journey after unknowingly consuming a psilocybin mushroom. Follow the rat's wild journey with various visual animation mediums and techniques while accompanied by an abridged version of George Gershwin's 1920's classic, "Rhapsody in Blue." Enjoy the trip.

Josh Reid

www.vimeo.com/417240420

joshreid63@gmail.com

[@reid_boutme](#)



CARBON COPY

Unreal Engine

“Carbon Copy” is an exploration game driven by choices that you, the player, make. The question is, are your choices entirely your own? Talk to the different characters, explore the worlds, and find the truth behind the Hub.

Fernando Rojas

www.vimeo.com/415680137

ferrojas1995@gmail.com

[@frojas_art](#)



SCOUT'S WELL

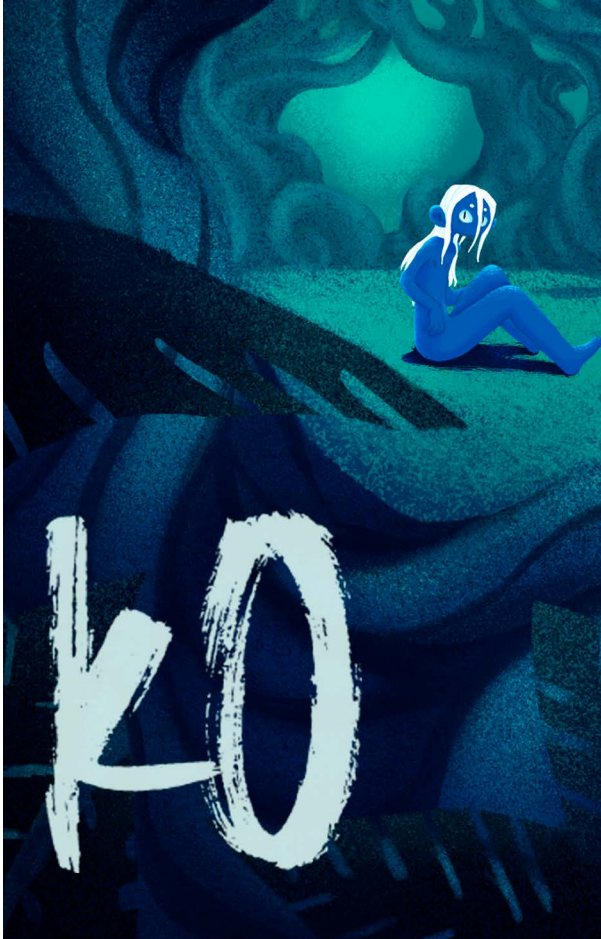
Unreal Engine, Maya, Substance
Painter, Zbrush

Join Scout and Theo as they play the ultimate game of hide and seek. Curiosity leads to new adventures as they accidentally get separated. Join the journey to reunite the brothers in this puzzle platformer game!

My goal is to create characters full of life in a friendly and silly way, and to create an environment that is beautiful, whimsical and full of adventure!

Casey Rosales

casey_rosales@fitnyc.edu
@cssyrs



KO
2D animation

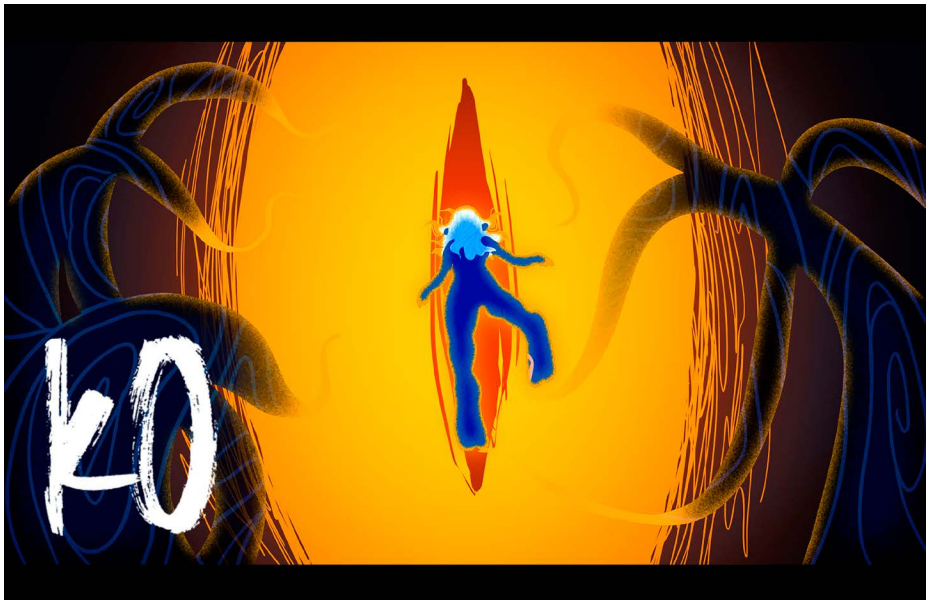
Having woken up in a mysterious forest, Ko finds himself lost amongst fantastical creatures and sights, but he soon finds out that not all that is seen can be trusted.

Alexandra Sigalas

www.vimeo.com/416829395

alexandra_sigalas@fitnyc.edu

@b0kay_art



KO

2D animation

Having woken up in a mysterious forest, Ko finds himself lost amongst fantastical creatures and sights, but he soon finds out that not all that is seen can be trusted.

Christopher Vanbrussel

www.vimeo.com/417458863
www.artstation.com/cvbrussel
cvbrussel@outlook.com
[@my.name.is.kn0min](#)



UFO
3D animation

Late one night, a girl is visited by a UFO and finds herself in a place beyond comprehension.

Trevor Vecilla

www.vimeo.com/417126533

www.trevorvecilla.com

trevor.vecilla@gmail.com

@trevor_vecilla



CONTRACT

2D animation, Toon Boom

A kid makes a supernatural deal to take vengeance on his bullies.

Ricky Wu

www.vimeo.com/417331453

rickii.wuu@gmail.com

@rickxrox



MASK

3D animation

Yukiko, a ninja teen, steals the mask of power from a cave. Upon leaving, she must fight Asura and her troops, who also want its power. Nearly defeated, a desperate Yukiko puts on the mask, gaining immense strength. She overpowers Asura, destroying the entire landscape with a swing of her weapon! Victorious, Yukiko abandons the battlefield as the dying Asura swears vengeance.

School of Art and Design
Graduating Student Exhibition

FABRIC STYLING



The Fabric Styling major provides students with a strong foundation in research, concept development, and trend forecasting. Targeting specific markets with a special emphasis on color and textiles, students develop their design skills to create strong presentations based on a variety of references ranging from historical and cultural trends to the current socioeconomic climate. The program emphasizes interdisciplinary learning with courses in fashion history, design, and textile construction, as well as electives in photography, business development, and marketing. This exhibition showcases the collaborative work of the senior BFA students in the thesis capstone course.



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



Jenna Carapezza

www.jccreative.us

jenna.carapezza@gmail.com

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



THE AFTERPARTY

Digital photography

I am an artist and a creative based out of New York. My main focus is creative direction in the field of commercial production and media. My design portfolio includes, but is not limited to photography, styling, lighting design, and graphics. With my finger on the pulse, I always hope to stay ahead of the curve while nodding at tradition. My goal for these submitted pieces as art director and photographer was to trans-



PRADA CAMPAIGN

Digital photography

form the ordinary into something beautiful. My goal in any piece of work is to understand the value of the given medium and to transcend its presence while still holding a marketable approach.

MY GOAL IS:

My main goal as a designer is to thrive in the commercial art world without limitations.

www.lizziedonohue.com
lizziedonohue@gmail.com
@lizziedonohue



Inspired heavily by pop culture, politics, sustainability, and technology, I am extremely passionate about storytelling through the digital realm. I have spent the past year as the web director of FIT's online and print publication Blush Magazine, where I honed my leadership skills and created a platform

for young creatives. Throughout my time at FIT, I completed my BFA in Fabric Styling with a minor in Art History, and have previously achieved my AAS in Photography. I am looking to pursue a career that will help me merge my passions for trend forecasting, fashion, and digital media.

Carly Dynan

carlydynan@gmail.com



URBAN GAUCHO

FASHION PHOTOSHOOT

Role : Stylist

Materials: Chaps, Shoes, Jeans, Bodysuit, Jackets, Hat, Belt, LED light, Refa light, Fabric background





URBAN GAUCHO

Digital media

“Urban Gaucho” was created throughout my photo styling class. In assigned groups we created four different shoots that all had a different theme (food styling, portrait, fashion, advertisement). The challenge of the class was styling a photo/set with minimal props/ budget. “Urban Gaucho” was our fashion photo shoot and we took inspiration from the Western trend that was relevant at the time.

Sara Erlichman

www.saraerlichman.com
sara.erlichman@gmail.com
@sara.erl



COLOR BLOCKED WOOL COAT AND LEISUREWEAR

Garment design

I am a multidisciplinary artist that often draws inspiration from art historical periods and architectural shapes, both fluid and rigid. I enjoy experimenting with vivid colors to evoke a particular mood within my projects. Although I have fashion design roots earned through my associate's degree, I have a newfound passion for styling and designing prints for the home.



STELLA MCCARTNEY: PSYCHEDELIA

Adobe Photoshop and Illustrator

MY GOAL IS:

My ultimate goal within all of my work is to use abstractions from the past as inspiration for art that is applicable to today's world.

Marissa Green

marissagreen16@gmail.com
@marissagreen16



QUADRO

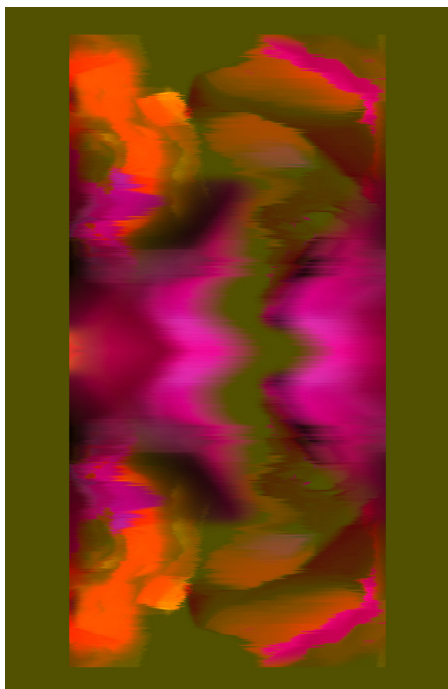
Apparel design

Left: Inspired by the Italian word quadro, I created this collection to capture the many meanings quadro can express. A square, a surface, a frame deriving from quadro inspired the manipulation of a flat shape to complement the body. The ancient Japanese practice of origami plays into the ability to create depth and movement for this collection. Using unexpected overlapping of textures and placement, this traditional inspiration meets modern silhouettes.

Right: Using architecture and art history as inspiration for this knit collection, I found the Hagia Sophia provides endless ideas. Starting with a color analysis of the church-turned-temple, the rich hues communicate a harmonious story of transformation. A mixture of hard architectural lines and curvature inspired this use of multiple textures and patterns. This women's capsule collection is for the new age "season-less" wardrobe.

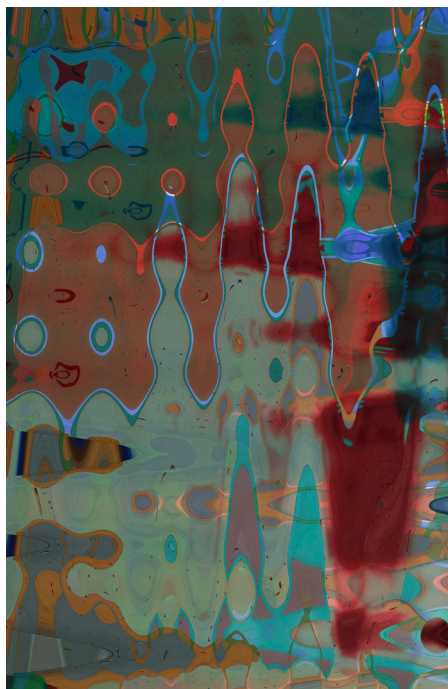
Julia Kremer

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[@julia.kremer](https://www.instagram.com/julia.kremer)



SOLA
Digital media

My overall thesis has been centered around the concept of self-reflection in relation to color and light. As a visionary, I try to embody various elements of my cultural identity and everyday surroundings into my design aesthetic. I use my creative work as a means to further explore my Peruvian, Chinese, and Dutch heritage. My creative process begins with a photo which I then digitally manipulate to achieve different



AMSTERDAM
Digital media

visual effects. My goal for these designs was to produce imagery that is evocative and vibrant.

MY GOAL IS:
I would like to pursue a career that combines all my interests in digital design, travel, and photography.

Autumn Lubin

autumn_lubin@fitnyc.edu

@autumnxomarie



YOUTH REVIVAL

Adobe Photoshop and Adobe Illustrator

My goal for these two different collections is to reflect youth and fun by using vibrant colors and creative line gestures for each piece created. The girl's sleepwear collection is all about transitioning from the real world into a magical land, combining art and magic to reflect how the mind transforms when a child goes to sleep. The women's ready-to-wear collection is all about mixing Pop Art with Hanna-Barbera and what it means to be a "big kid."

Hermina Amber Marinescu

www.herminamarinescu.myportfolio.com/

hermina_marinescu@fitnyc.edu

[@amberrmarinescu](#)



PUNK PRINCIPLES

Photography/digital, Photoshop

As an artist, I am often inspired by the edgy, punk, and avant-garde. When I am creating something, I always like it to feel fresh and one of a kind. I draw a lot of inspiration from vintage aesthetics. My goal is to work in editorial, film, or celebrity styling and in creative direction. I hope to one day work for a magazine or have my own. I also enjoy designing and would like to someday have my own clothing label. I believe my style is very unique, but I have the ability and range to work on projects of all aesthetics.



DARK FANTASY

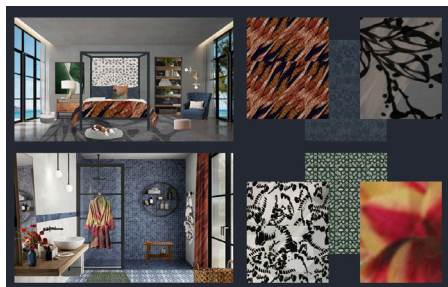
Photography/digital, Photoshop

Alexis McIvor

alexis_mc@fitnyc.edu
@alexis_mcvor

I find inspiration from my surroundings ... people, nature, and various sights, sounds, and smells. I have decided to showcase an array of designs to show my creativity in different design concepts. My Dark Silk dress was inspired by designer Geoffrey Beene. His clean silhouettes are the foundation of his designs, and I took this inspiration and incorporated clean geometric lines. The bedroom/bathroom design originates from my Osprey concept. I was inspired to create a room that expressed a colorful and modern feel, with the patterns remaining organic and nature focused. The last piece is an illustration that was inspired by Carolina Herrera. I wanted to create designs for clients looking to dress up with a strong, sophisticated, and fun feel.

STIMULI



Nicole O. Plonski

plonskinicoleo@gmail.com
@nicoleoplonski



SIGNS OF THE TIMES

Photograph

I believe that we were born to create: create for and within ourselves, create for and with others, create because we were all given the resource of existence to do so. For me, the verb has become a mindset where there are no tasks, only a goal. I start a process by thinking of all the possibilities rather than with a list of things I should or should not do. I often find myself thriving on concepts that might not initially make sense. This might mean expressing commonalities in uncommon settings or rationality in digression from a routine train of thought.

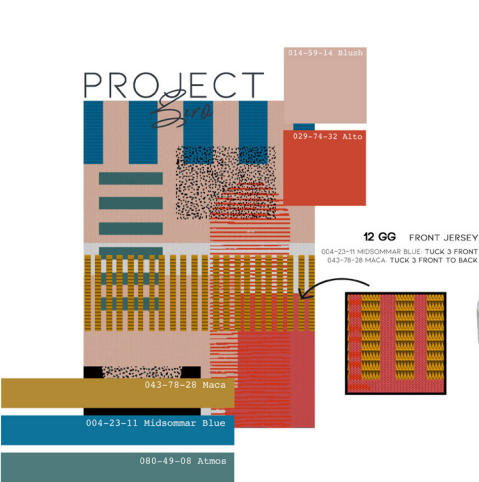
Nayla Rizkalla

nayla_rizkalla@fitnyc.edu
@naylarizkalla



LA MURALLA ROJA
Photoshop/Illustrator

Growing up in Cairo, Egypt, and making the move to New York, I've been heavily influenced by the geography and architecture of both diverse cities. I think that fashion is a primary art form of expression, and I choose not only to look at the present moments in fashion but also the past to inform my work. I find myself drawn to designers and artists alike, adapting their multidisciplinary work into my own textile designs. Whether my work is graphic or subtle, I always seek to create dynamic prints that are pleasing to the eye. Above all, I strive to exhibit a strong sense of color.



PROJECT ZERO
Photoshop/Illustrator

Aanchal Sanghi

@aanchalsanghi



REUSING FLOWERS

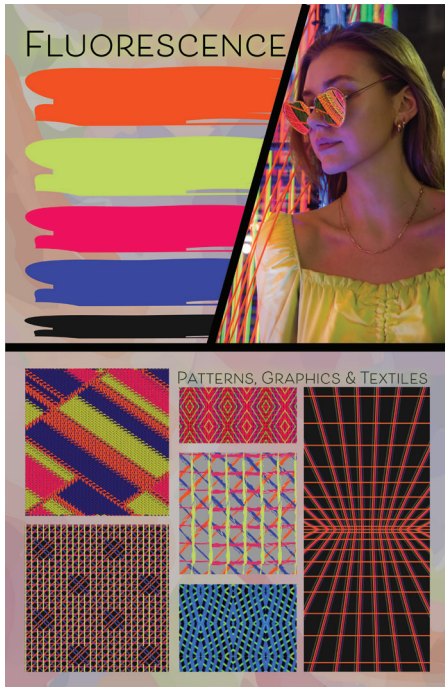
Photoshop/Illustrator

Any form of art gives an individual freedom. Freedom to express. Freedom to experiment. Freedom to question your own interpretation. This is what I think makes me interested in art itself. Art can be many things. It can be pleasant or depressing. It can be vibrant or dark. It can be strange or natural. It can be simple or complex. But there is no such thing as right or wrong. There are no definite rules to conform to. There is no perfect standard to follow.

This particular collection was inspired by how people in India have found ways to recycle the flower waste that is collected at temples after performing religious ceremonies by turning it into natural dyes and other items. Through this collection I wanted to present a new dialogue around India that is not just rich in culture or color or religion, but also rich in sustainable practices.

Elizabeth Stapel

www.elizabethstapel.com
elizabethstapel@gmail.com
[@lizstapel](#) [@lizstapelstyles](#)



FLUORESCENCE

Adobe Illustrator/Adobe Photoshop



BED & BATH STYLING

Adobe Illustrator/Adobe Photoshop

I am a designer, stylist, and trend forecaster. I am constantly striving to learn new skills, which has led me to study Fabric Styling and Fashion Design. I love to create, and my portfolio includes work in many areas, such as photo styling, trend forecasting, print design, and fashion design. I have found the inspiration for my work in so many different places, especially

in nature, my environment, and what I observe. The goal of my work is to turn my inspiration into art, and to produce projects that are unique and tell a story. As a designer, I am always observing trends and interpreting them using my creative voice. My main goal is to do this in a way that resonates with others and is marketable yet distinct.

www.staracecreative.org
nina.starace@gmail.com
@starace_creative

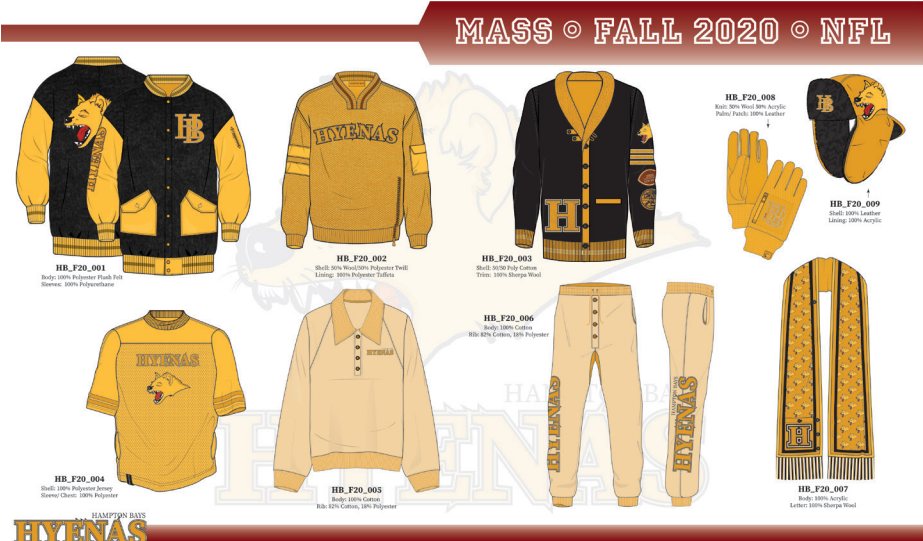


Digital concept board

MY GOAL IS to create and innovate in a healthy capacity for the environment while poking at societal standards.

Jocelyn Vitale

www.jocelynvitale.myportfolio.com
jocelynvitale88@gmail.com
@vitale.myportfolio



HYENAS NFL MASS MARKET

Adobe Illustrator

The goal of these images was to create a mass market collection for a made-up NFL team. Everything was designed with the idea of the licensing constraints of NFL team logos and colors. The "Hampton Bays Hyenas" is titled after a town in Long Island and is meant to give you a sense of nostalgia during a time when humanity needs it most. I was inspired by the 1950's varsity aesthetic, with a nod to utility construction. I included patching trends that take a retro direction for autumn with classic varsity appliques and motifs like the Fifties collegiate letters and chenille patches. To keep the line current, I added utility techniques like flap-top patch pockets, sleeve zippers, and hidden shirt pockets. These are great pieces to show your team spirit at the game or to wear as a fashion piece on their own.



Rachel Walstrum

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@_rachelspencer

The Netherlands have served as an overarching concept for my portfolio, from wellness-focused lifestyles to the vast nature surrounding the area. My inspiration transports you to an icy resort on the edge of the world—or in the warmer months, an isolated, lush forest. In the winter months, certain canals in the Netherlands freeze over, creating a natural ice rink with a dreamy landscape. These canals serve

as color and mood inspiration throughout my work. The main goal for my work is to create both an escape from the world and a place to let yourself heal from the common stressors in our modern world. Elements like selenite crystals and sage leaves in my work represent healing through creating peace and harmony in all aspects of our lifestyles.



Selenite & Sage



Charlene West

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@charlenebreanna



EVANESCE

Illustrator/Photoshop



TRAPPED IN TULLE

Illustrator/Photoshop

As a designer, my true goal in life is to express myself through art and creativity. Whether I am styling, constructing, or designing, I aspire to bring my visions and inner thoughts to fruition. I have experience with Photoshop and Illustrator and use that to my advantage. I create beautiful artwork that is a representation of me stepping out of my comfort zone with each task. I am an aspiring fashion designer whose only desire is to interpret my thoughts into real-world designs.

Emma Westbrook

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SPIRITUAL SEQUINS

Collage, Photoshop

As created beings, invoking the spirit of creativity brings us closer to divine energy. I have been expressing my creativity my whole life through different media. The interwovenness of spirit and creativity is where my passion comes from. I love learning about other devotional practices and artisan work that is created through that connection. During my time at FIT, I have acquired degrees in Fabric Styling, Textile/Surface Design, and Fashion Business Management with a minor in Art History. I look forward to a career where I am able to stimulate all of my passions.



School of Art and Design
Graduating Student Exhibition

FASHION DESIGN / ART



The Fashion Design BFA artwork represents the finest of the illustrations that are executed in advance of construction of the garments. The original design illustrations and presentation layouts are selected from each of the Fashion Design specializations: Children's Wear, Intimate Apparel, Knitwear, Special Occasion, and Sportswear. Graduating students design, create, develop, and prepare 2D original visuals that are then translated into 3D professionally executed looks. Fashion Design students incorporate their expertise in fashion design art, computer-aided design, journaling, and art portfolio when developing a culminating body of original work, showcasing professionally executed versions of their original designs on multiple platforms, and communicating their conceptual ideas and design process. Through this process of fashion design realization and visual communication, each student's personal vision evolves and comes to life.



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Erica Carlson

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DISTORTED MINDS

Digital

This project is about movement of words and fabric constructions that stem from dyslexia. I personally have dyslexia and I wanted to present it in a way that others could understand it better. I made prints with missing parts of letters to make it harder for a non-dyslexic person to read. Other prints show the movement of letters and or a shakiness of text. I played with normal garment construction and used them a little differently. I wanted to mimic the way a dyslexic person's brain might change and distort information—words, numbers—into something that they see as normal by using fabric.

My Goal: To spread awareness of dyslexia and how common it is. Many people have it and they should be proud of their amazing brains. Dyslexics see the world in a different light and that's okay. Be proud even when it gets hard!

Kayline Corrales

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DREAMY BLOOMS

Gouache, color pencils, and pen

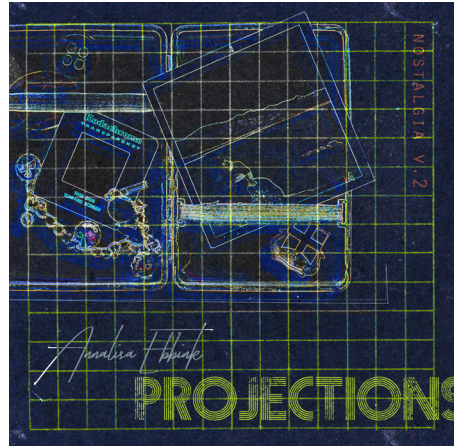
Coming from a Colombian background, I have always drawn my inspiration from my roots. It's helped me to explore places in Colombia I have not yet seen, as well as showcase my own experiences. In Dreamy Blooms I was inspired by Caño Cristales, a river I've not seen personally. The plants bloom to create a colorful river that I have translated into my loungewear

collection to being vividly bright garments that are comfy and flowy.

My goal after graduation is to start taking commissioned lingerie work. Meanwhile I'll be looking into finding an intimate apparel designer position and eventually starting my own intimate apparel company.

Annalisa Ebbink

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@annalisa_e



NOSTALGIA V.2: PROJECTIONS

Pencil and digital illustration

Throughout my creative journey I have been deeply influenced by distinct aspects of the past, present, and future. From a young age I have been fascinated by how these elements impact our lives, our choices, and the clothing that we wear. As a designer, I am constantly analyzing, distorting and fusing contrasting aspects and moments in style, history, and culture in order to create unique and thought-provoking concepts.

My Goal: I aspire to build an eclectic and empowering wardrobe for contemporary and forward-thinking minds; one that speaks to their memories and experiences. I hope to play a part in their individual pursuits of identity as they approach the future and become their own greatest vision.

Zhuo Ran (Jenny) Feng

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FACE OF THE MOUNTAIN

Photoshop, Illustrator, watercolor, ink

Born in China, I immigrated to the United States at age 6. Relocating in Brooklyn, I slowly became more connected to the American culture and unintentionally slowly disconnected myself from my Chinese background. Because I lost my connection with the Chinese culture, I set out to regain and understand my own cultural heritage.

This collection was inspired by Chinese landscape painting. It features weaving to represent the landscapes and white suiting/shirting in place of a canvas. The collection was meant to display one of China's top traditional painting styles, but it is also a chance for me to appreciate and learn about traditional Chinese art. My goal is to showcase my interpretation of the traditional Chinese painting style through fashion and art.

Tracy Garcia

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@tracy_garcia__



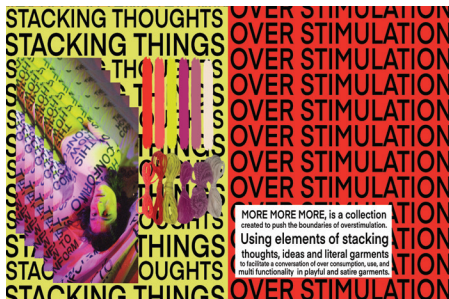
MEXICO LINDO

Digital art

My goal was to express my native roots. Mexico is a beautiful country, full of color and different art forms. I wanted to highlight the most prevalent art, such as Talavera hand-painted pottery, papel picado (decorative paper décor), tejidos (fabrics), and bordado (hand-embroidery). I was inspired by these art forms and made them core design elements within my intimate apparel capsule collections.

Megan Mosca

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@megmosca



7TH SEMESTER PORTFOLIO

Digital illustration

Stacking thoughts and stacking things—I use familiar silhouettes to create functional yet impractical garments. These garments have a whimsical feel with a satirical message about overconsumption and overstimulation in our society.

My goal is to continue creating sustainable, slow-paced fashion.

Weerada Muangsook

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UNTITLED

Digital

This fall collection is an exploration of architectural structures by Saunders Architecture. Looking at the way these modern, manmade structures juxtapose in their natural backgrounds, the idea of “manmade nature” is translated into the designs through fabrics and faux flowers.

MY GOAL: To have my own children's wear brand back in Thailand!

Despina Parthemos

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



I am inspired by social and environmental issues. “The Remains” details the deterioration and human degradation of the elephant poaching crisis. Outside of fashion, I am a freelance writer on several sites concerning climate change and animal advocacy. My focus this year has been the inclusion of human rights into major biodiversity issues—nowhere is “anti-people” conservation better exemplified than in sub-Saharan Africa where the rights of rural Africans are sacrificed in the name of wildlife preservation. My collection focuses on the need to recognize the interconnectedness of humans and nature for fully sustainable biodiversity, and to help put an end to the appalling ivory trade, which is only a few years away from driving elephants to extinction.

THE REMAINS

Textile, pencil

My goal is to use fashion as activism—I want to use textile art to bring attention and fundraising to comprehensive global issues.

Ponton Alejandro

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SOACRYLIC

Digital media (Adobe Photoshop and Adobe Illustrator)

Photographs of orchids and soap bubbles inspire this whimsical, magical, colorful take on fashion. This collection features original prints designed to imitate acrylic pouring techniques.

The purpose of this project is to explore new concepts in fashion design, breaking the limits and merging the aesthetics of traditional concepts like “sportswear” or “evening wear.”

Every component of the look is designed to create an optical illusion and to invite the eye to a new perception of fashion.

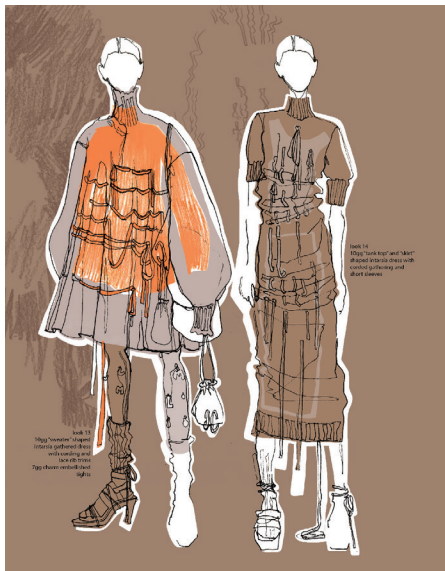
MY GOAL: To explore all aspects of art and design and to break the boundaries that exist through different design disciplines.

Melissa Posner

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[@melissa.posner](https://twitter.com/melissa.posner)

Through my illustrations and garments, I like to portray a whimsy and spirited mood through bold color choice, complex garments, and playful line quality. In my look book, Tale of Two, I explored my relationship with my twin. My twin is my closest friend and family, becoming a source of comfort, liveliness, and wonder. I explored these aspects in my illustrations as well as a sense of ambiguity to allow for room for the viewer to relate to the illustrations and garments as I do with my twin.

MY GOAL IS: for viewers to feel a sense of connection and vividness towards my work.



TALE OF TWO

Pen, color pencil, and Photoshop

Sooyeon Son

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FAUX PAS

Marker and color pencil

This artwork is about my experience working in the fashion industry. I was limited with my creativity and was only seen as a moneymaker, not an artist. At that time, I felt rebellious and wanted to show my rebellious feeling by re-creating a woman's two-piece suit in a way that doesn't work as a proper suit.

My goal is to become a fashion designer whose creativity can be respected and who respects others.



Paige Walker

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IT ALL COMES DOWN TO TH(ES)IS

Markers, Procreate

The “It All Comes Down to Th(es)is” collection is inspired by workwear and construction. My parents were starting up their drilling company when I was a child, and I was forced to find creativity amongst the industrial settings I was placed in. I had set up my studio in my father’s office last summer when I found my surroundings began to work themselves into my designs. Geotechnical drilling is labor-intensive and taxing on the body. I examined various types of exhaustion and how different professions vary from using your mind to using your body. The collection blends business wear with protective wear; drilling

coveralls with power-shoulder suit jackets, details such as nuts and bolts, posture-corrective accessories and ratchet straps. To balance the industrialism, hyper-feminine elements restore the softer side of the Walker Woman.

Nia Young

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@ neon__v

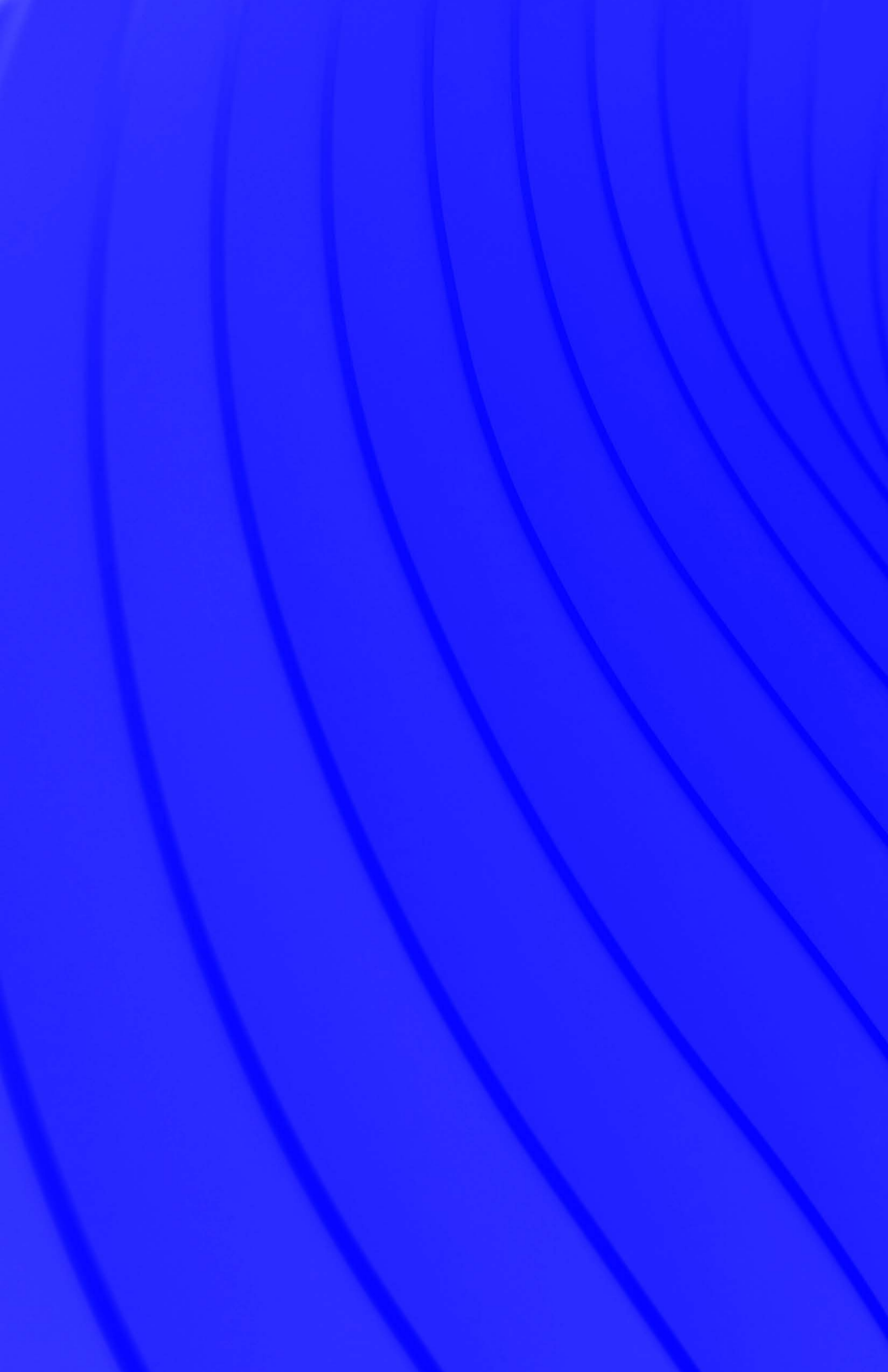


ASTRO GALAXI

Markers

This collection is inspired by the elements of astronaut space suits and space itself. While looking at the plethora of planets and galaxies, I was inspired to build a collection based on various shapes and colors to make wearable spacewear.

My goal is to take viewers through an intergalactic adventure. While on this adventure there are three stops: Planet Azure, Planet Midnight, and lastly Planet Neon. I hope you enjoy the obscurity of the Astro Galaxi.



School of Art and Design
Graduating Student Exhibition

FINE ARTS



How does a young artist create work that is relevant in our contemporary culture? In our ever-changing and interconnected world, the students considered multiple social, cultural, and political influences within their creative practices, while forging a formal visual language uniquely their own.

This year FIT's Fine Arts thesis students grappled with these issues and responded with works that reflect a range of expanded perspectives. Themes of personal experience and identity, as well as that of a strong interest and love of nature were explored. Paintings were produced with mixed media. Work was painted from observation and the photograph, and the use of abstraction was employed as well as the use anti-formalist painting. Because of FIT's proximity to New York's art galleries and museums, these students have developed a greater awareness of how their own ideas relate to both their creative predecessors and today's contemporary dialogue.



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Brittany Davis

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I AM BRIGITTE

Oil on canvas

After my second semester of freshman year, I started to truly fall in love with painting. While developing painting skills, I found more of myself; a part of me that was missing. I always had a fondness for nostalgic imagery, and with stronger painting abilities, I was able to further turn my dreams into reality. I was now able to bring my life stories, desires, passions, and everything that went on in my complex imagination to life.



LADY CHALET

Oil on canvas

During my final year at FIT, I decided to fully embrace my true nature and get more intertwined with my childhood self by doing self-portraits as a Victorian-era empress. After all the years of searching, I found the best thing for me was literally creating myself. I understand myself and my life story the best, so it made sense for me to be in my own spotlight.

Sofya Dudnik

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EMBRACE

Oil, stretched gessoed burlap



SILVER BOY

Oil, stretched cotton canvas

I work in oil. My favorite genre is painting from direct observation—whether it is a portrait, a landscape, or a still life. My works incorporate all the media I have worked with in the last four years, including sculpture, photography, and textiles. In my thesis project I explored a topic of emotional resilience during challenging times. I wanted my paintings to reflect how I dealt with life during the coronavirus pandemic. I felt confused, frustrated, angry, and sad. From that experience, my “Silver Boy” painting was born. The next stage of my journey was acceptance and hope. My painting “Embrace” manifests the universal love and affection that our planet and humanity needs so direly. I plan to continue working on expressing the whole range of emotions and feelings I have experienced during this unique time through my art.

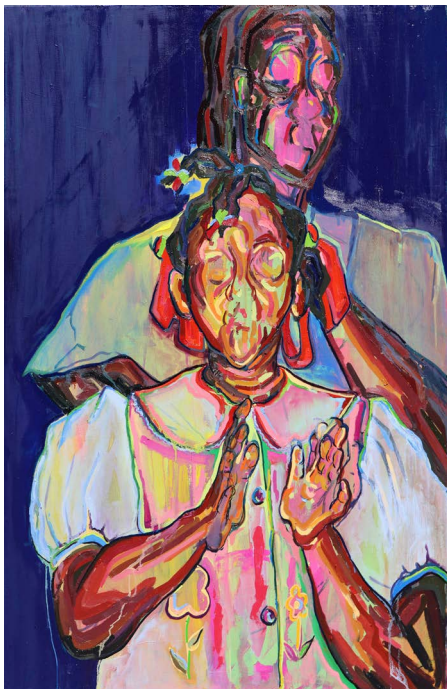
Marchelle Fleury

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@marchelle_art & shelly_fleury



LANMOU PA GEN PAREY

Oil on canvas



LANMOU PA JANM FAYI

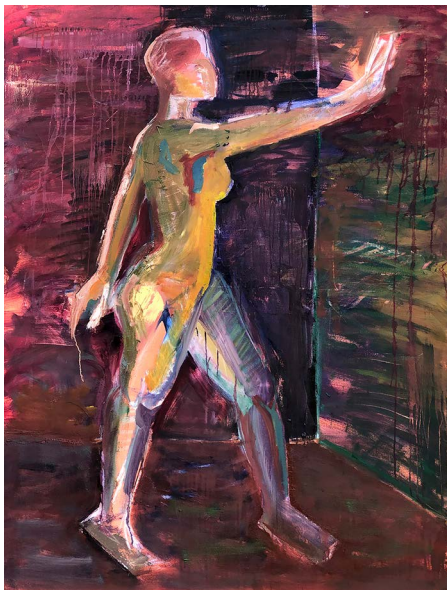
Oil on canvas

With these paintings, I wanted to commemorate my life in Haiti with my family—a simpler and happier time. Growing up in Haiti as a dyslexic child, color played a big role in my education and art language. I struggled to learn my native language, but I excelled in physical activities and the visual arts. I work in oil because it allows me to highlight the rich colors I remember from my childhood, from the exquisite, colorful costumes of traditional Haitian dance classes to vibrant Haitian paintings. I derive inspiration from my country's natural rainbow of colors: green palm trees, bright tropical flowers, and beautiful orange mangoes. By painting with these colors, I can articulate my culture and experience as an immigrant to viewers. I never give myself guidelines or limits. I just begin with a movement that is organic and keep going until the canvas is filled.

MY GOAL IS: To pursue my art to the best of my abilities and continue to strengthen myself as an artist.

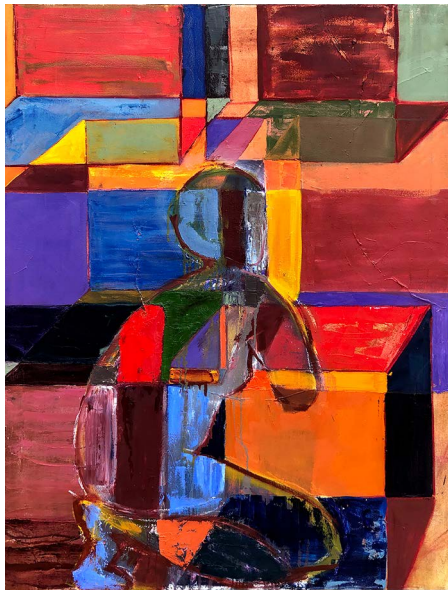
Evelyn Franco

@bakedmagic



STRENGTH

Oil paint



VULNERABILITY

Oil paint

A painting is a window into the complexities of an artists' life. The everyday struggle of simply being human has inspired my work through many phases. Throughout my life I have grappled with mental health issues which were not acknowledged because of the stigma that lies in many households regarding anxiety and depression. Years of unresolved issues, and my perseverance despite them, has fueled the exploration for my thesis. Perseverance

is defined as "persistence in doing something despite difficulty or delay in achieving success." My anxieties have forced me to question myself every step of the way. The goal of this thesis is to try and understand my mental health through the medium of painting. In my thesis series titled *Perseverancia*, I am using geometric forms while incorporating figuration—wrestling to find balance, and clarity.

Elle Gregg

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@elle.greyy



GERMS

Acrylic spray paint and tube acrylic on canvas

In my artwork I explore the combination of sculpture, street art and graffiti, and painting. My greatest influences have been Fiona Rae and Takashi Murakami.

Using many different styles (such as graffiti and expressive abstract painting) and materials (such as acrylic paint, spray paint, and digital prints), I find joy when stylistic worlds collide, and also in sprayed mistakes. I'm inspired by decisions that feel odd and daring. The artworks evoke a clean nature. They are simultaneously precise—configured



INSIDE US

Acrylic spray paint and tube acrylic on canvas

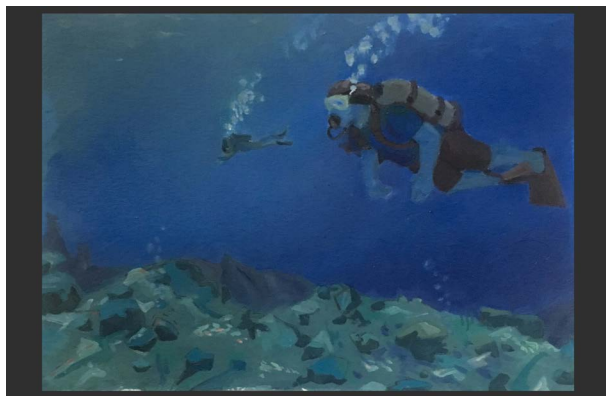
purposely—and are free. The images I depict are heavenly, dreamlike, and evoke escape. I hope the artworks suggest to the viewer a different visual standpoint every time they look at them.

I'm attracted to boldness. When making the work, I question every angle and color.

The over-analyzers will understand my work most, and over-analyze with me, in the most positive effort to engage with the work.

Vladimir Ignatov

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UNTITLED, EXPEDITION1

Water-soluble oil paint



UNTITLED, EXPEDITION2

Water-soluble oil paint

As an emerging artist I find that my process focuses on exploration: exploration of color, harmony, form, and perspective. Yet I feel compelled to dive deeper than the fundamentals of visual thinking—to imbue my work with a meaning that serves as both the reins and the horse, inspiring my continual adventure in image making as well as steering it in the direction of infinite progress. I can think of no better subject matter than the furthest reaches of man driven by an endless wonder of the world around us. Whether it is the untamed wilderness of the rainforest or the mysteries that lay beneath the oceans, the desire for understanding is what makes us human. Such is the artistic endeavor, to understand the ways we communicate and perceive our experiences. Thus, this work is a metaphor of its own meaning: examining the desire to know and see.

MY GOAL IS: To explore my own mind through the “artistic method.”

Donghyun Kang

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EXPERIMENTS ; SLEEP PARALYSIS (GULPING FOR AIR)

Oil on paper



EXPERIMENTS ; SLEEP PARALYSIS (BLOCK)

Oil on paper

With the act of painting I strive to create a subtle ambiguous world made by a compression of the conscious and the unconscious. The development of my visual language is embedded in a rigorous undertaking, driving me to understand my interior life. For me, the painting process is one of constant destruction, erasure, and inclusion, made prescient by experiments with color, shape, composition, and line. The use of the formal lexicon enables me to describe my emotional struggle using the painting process. It is with this practice that I hope to find what I perceive to be the existence of an inner skewed balance, belonging uniquely to me.

I want to create a subtle world of ambiguity compressed with the known and the unknown, the conscious and the unconscious.

Mira Kheyman

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AND YET TO EVERY BAD THERE'S A WORSE

Oil on canvas

The question, "Who are you?" is one I excessively ponder. When I think about my life and who I am, the cultural details come to the forefront of my mind, but as I dig deeper into the details which make me an individual, it is hard to ignore the fact that for over a decade of my young life depression immensely contributed to who and why I am the way I am. My art is a complete parallel to the pains, joys, and experiences I have endured. With my paint-



THERE'S MUCH A MIRROR DOES NOT REFLECT

Oil on canvas

ing series I am trying to depict the feelings that nobody sees, memory loss, and mental insecurity. This series is about myself, my experience with mental anguish, and my way of saying the words I wish someone told me when I was younger.

My Goal Is: To pursue art therapy as it is the field which would allow my fascination with psychology as well as art to continue to flourish.

Shane Kidd

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SELF
Oil on canvas



SATURN DEVOURING HIS SON
Digital collage

I work in collage because it allows me to physically and creatively engage with my work and highlight contradictions. I created these works to express my need for connection. These collages are about self-identity and layering pieces of myself together. I am investigating what pieces of the world and my life make up who I am. I find inspiration in using found images and blending them with original images to create a unique work that can represent something greater than its individual parts. I discovered that my approach needed to be open to change and I needed to allow myself to engage freely with the process. My goal is to create harmony between different textures and images in order to reveal the unconscious.

Fiona Krugolets

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FIELDS OF MEMORY

Acrylic, oil, oil stick, collage



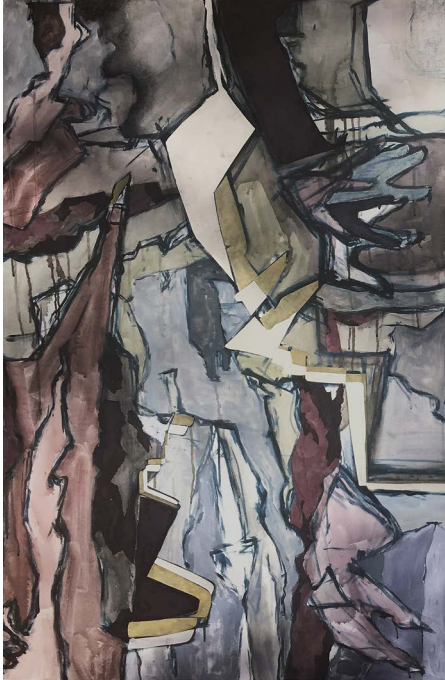
TIME WARP

Monotype print, acrylic, collage

My work explores imagery of the growth, aging, and transformation of the landscape and architecture that colors my surroundings. When painting, I reflect on the environments that have shaped my childhood: Luna Park, Coney Island's beach, and playground structures that I once played in. The movement and transformation of life translates into my artistic search. Working in a process-based style has helped open doors to changing landscapes on canvas, while pushing the exploration of the composition in my work. Layering and adding new media such as collage and oil paint on top of acrylic surfaces, create a push and pull in imagery and motifs that symbolize architectural surfaces and nature. This method works in creating a lively energy of a living being and soul. As the world changes, my goal is to use my process and personal meditation of memory to connect with the world around me.

Erica Blue Leibowitz

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@artbyblue

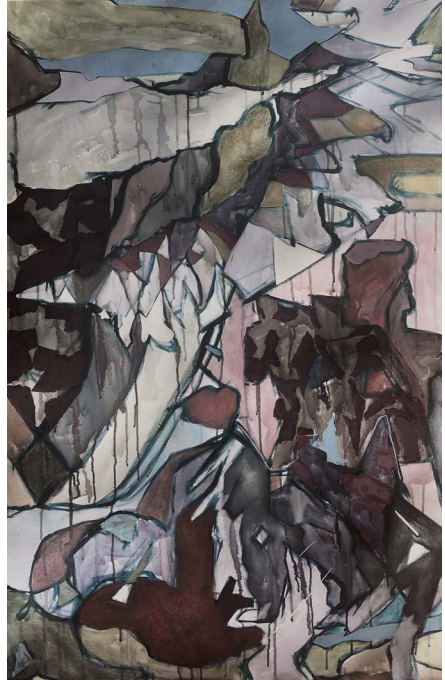


REST

Watercolor, acrylic, oil pastel, collage

Shadows silhouette the objects they represent. My interest in shadows grew when I noticed that the chandelier in my parents' bedroom produced a gradient of multiple shadows of objects that were reflected in the lights. Through simple contours and color value change, these shadows displayed a sense of movement and depth.

In my paintings, I eliminate the objects and focus instead on the shadows as the subject of the pieces. By using multimedia and forming a



RELAX

Watercolor, acrylic, oil pastel, collage

collage of images of repetitive shadows, I am able to contrast the softness and sharpness of shadows. This series of paintings highlights the power of shadows to illuminate absence; it commands a presence when the tangible and physical is lacking, allowing art to thrive within the shadows.

My goal is to elevate overlooked subjects and focus on their values and strengths so that they too are given the platform to shine.

Niko Lowery

@nicky_draven_



STOP! EXIT! GO!

Spray paint on paper



THE ROCKY IV

Acrylic on boxing gloves on canvas

My art acts as a voice for my beliefs, opinions, thoughts, and views. The angry strokes, my emotional approach to painting, and the attack on the surface with my raw emotions, offers me the relief I need. Displaying these feelings is both rejuvenating and exciting. Art can be just as effective as punching a pillow or screaming. In the case of my artwork, punching a canvas, writing out and drawing these feelings, or channeling thoughts onto one piece, for a long period of time, is an act of release for me. I want my work to show that I struggle like everyone else, and we can help each other by using our feelings and thoughts to create artwork to inspire the world.

My goals are to make an impact on everyone who sees my artwork, inspire artists of all ages and skills as an art educator, continuing my practice, growing as a human and creator, and passing my skills onto other artists who are as hungry as I am.

Kaitlyn McDonald

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[@no.patience.artist](#)



COCOON

Recycled plastic and wire on welded steel



ASPHYXIATE

Recycled plastic and wire

I have focused on diversifying my work and pushing myself to take on new mediums. My selection of materials is heavily influenced by my interest and concerns involving climate change. I believe that giving these materials a new life is very important, especially in my sculptures. Formally, I am fascinated with the characteristics and texture they introduce in my work. These sculptures attempt to push the boundaries between comfort and suffocation. Inspired by nature and human interference with nature, it is my goal to continue investigating these interferences with a wider range of materials.

Kendra McLean

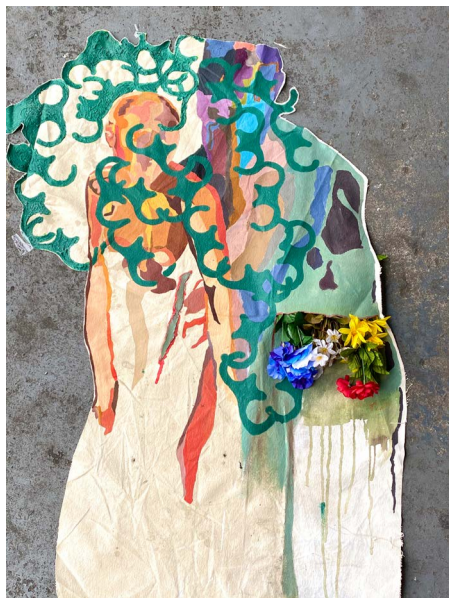
@kenspeckles



MEMORIAM

Acrylic, oil paint, glue, mylar, artificial flowers, rhinestones

Originally, I was going with a different idea for my senior thesis. However, being inside has unlocked a different approach and changed what I have been working on. I have learned that nothing is planned, and that ingenuity is developed through adversity. I have had the time to cherish many memories on how the world used to be, and I have witnessed death around me, witnessed my loved ones on the precipice of it. This is a battle of within, and I am oddly grateful for it. During quarantine and COVID-19, I have learned that not only is it a time to reminisce, but also, a time to accept.



MORTIS

Acrylic, matte medium, glue, duck canvas, artificial flowers

My Goal Is: To inform and express myself with my thoughts and expressions of memory and death, thus, these artworks are titled “Memoriam” and “Mortis.” Both represent death and memories—memories of what used to be and death to those memories, and those people. Death is not always damning, though associated with pain and loss. It can also be bright and beautiful, like a flower, or like a phoenix.

Rosa Miranda

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@slimjimxrosa



TUTU

Oil on canvas

The human experience is dictated by the senses; we chase what feels good and run from what our body deems dangerous. However, these instinctual powers have weakened with the ever presence of technology in our daily lives. When we just lie in bed on our phones, our senses become muffled. Your brain travels to a virtual realm as your body remains unmoved and stagnant. It causes you to disconnect from the physical world around you.



SAVANNAH

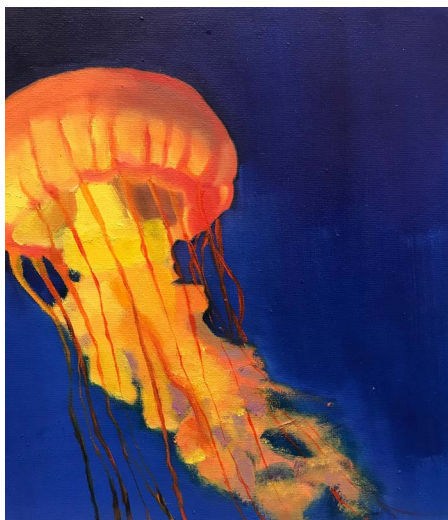
Oil on canvas

Drawing from my own experience with this sensation, I created a series of oil paintings to exhibit the dissociation of oneself with the present. My visceral color palette is inspired by the strength of the concentrated light emitted from electronic devices, as opposed to the world's natural light, creating a feeling of instability between the two realms. I use the repetition of body parts and objects to further demonstrate this inconsistency.

My goal: To continue growing as an artist.

Veronica Nelson

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UNTITLED
Oil on canvas



UNTITLED
Oil on canvas

In the last two years, making artwork as a student at FIT, I've been passionately depicting the subject matter that calms me. I have been making work about what pleases me. I really like fine aesthetics and personal beauty.

Initially, I struggled to find subject matter that I enjoyed depicting and that motivated me to make my work. I believe I have finally found what I have been searching for: ocean life, plant life, and all things in the natural world.

As an artist, I like creating works that are especially meaningful. Painting the natural world works as therapy for me. My artwork is a reflection of who I am and helps to describe my vulnerability. Art makes me feel at ease and puts me in a great mindset.

My Goal Is: I plan to continue with painting ocean life, plant life, and the natural world. I hope that by painting the subject matter of my interest, I will have the ability to work fruitfully into the future.

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MAP OF STATEN ISLAND

Oil paint and natural clay on artboard

Through printmaking, painting, and collage I am able to express the deep connection I have with the natural world. My affinity for mycology and relic hunting have helped me interlace my worldly perspective onto paper. Growing up on Staten Island exposed me to a unique biosphere that was nestled away from the big city. The wildlife and history of the island is my fuel for creating works that showcase how truly unique this borough is.



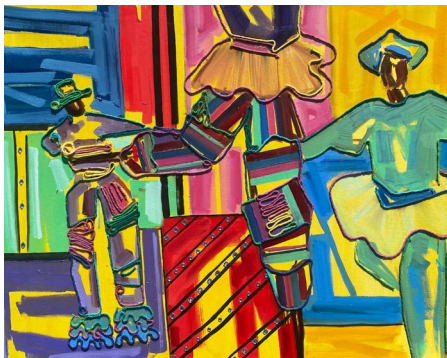
UNTITLED

Solar plate etching and black walnut wood shavings

My process starts outside. I will spend hours walking in the woods, combing beaches and old dump sites, and photographing wildlife. Once I create enough paintings and prints in addition to gathering natural materials, I will begin to assemble them into final pieces and series. When I am creating these pieces, I like to think about the asymmetry and symbiotic relationships that exist in nature.

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MOKO JUMBIES - STAND STILL AND BE MOVED

Oil paint on canvas, yarn, gems

Moko jumbies are traditional, colorful, stilt walkers or dancers that perform at parades or festivals. A *moko* is an Orisha, or god, of fate and retribution, and the term jumbie, West Indian for spirit, was added post slavery. When this traditional carnival stilt-walking character is asked where he is from, he responds that he has walked across the Atlantic Ocean from the West Coast of Africa. As a child growing up in Trinidad and Tobago, I'd look on admirably at these characters who stood 10 to 15 feet, heads touching the sky, as they danced in their long pants or skirts and covered faces. With these images in mind, my brush moved freely, dipping frequently into my palette, while the yarn took play, representing the dancing, child-like element that would flow through the streets.



MOKO JUMBIES - STAND STILL AND BE MOVED

Oil paint on canvas, yarn, gems

MY GOAL IS: To inform people an aspect of Carnival culture. It's not just feathers and beads. As many of the characters, here, the moko jumbies, pay homage to the ancestors of those who either forcefully or voluntarily migrated to Trinidad and Tobago.

Camryn Ramirez

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THE LIFE AND MAINTENANCE OF RELATIONSHIPS

Rope, string, fabric, trees

My art practice has been consistently focused around humans. Whether that be the physical touch of human beings, the deep relationships we form amongst ourselves, or the rights I feel every human deserves. I gravitate towards sculpture because of the closeness I can achieve with my materials.

My visual interests were in flesh on flesh. However, if social distancing has taught me anything, it has reminded me that I miss being even a whopping five feet away from my friends and family.

So I have made a web, intertwining all of the connections I feel like I am missing out on. I am manifesting the physicality in connecting with someone amongst other living things, giving life to the web and all of the relationships it holds.

Goal: I am hoping to have endless hours to pursue my career as an artist, while in the process of reminding people the importance of human connection.

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DIALOGUE

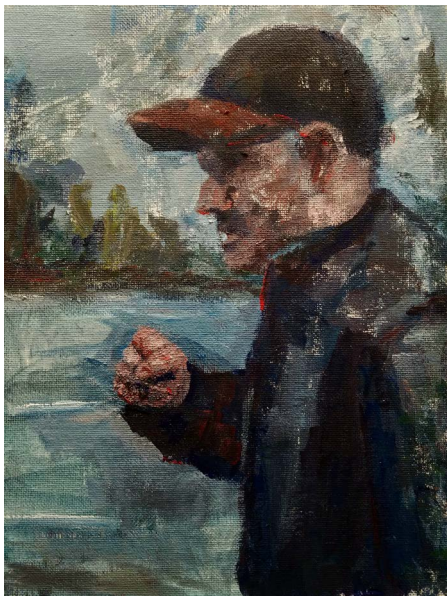
Plaster, fabric, chicken wire, steel, packing peanuts, paper, yarn

Born and raised in Japan, I came to New York in 2016. In Japan, I belonged to a dance club and was in charge of costume design. I like working with fabric from my culture and enjoy the touch and feel of the texture. I recognized that I was a figurative painter before I transferred to FIT. I recently had the opportunity to attempt sculpting for the first time. I experimented with body casting last year, and since then it has become important

for me to “capture this moment in moving ways.” I created this sculpture to express my frustrations. The three figures supporting the big head represent the three major desires of humans: eating, sleeping, and sex. My various desires in my head are amplified and are about to explode. When it comes to future artworks, I’d like to keep working on sculpting and painting to express myself.

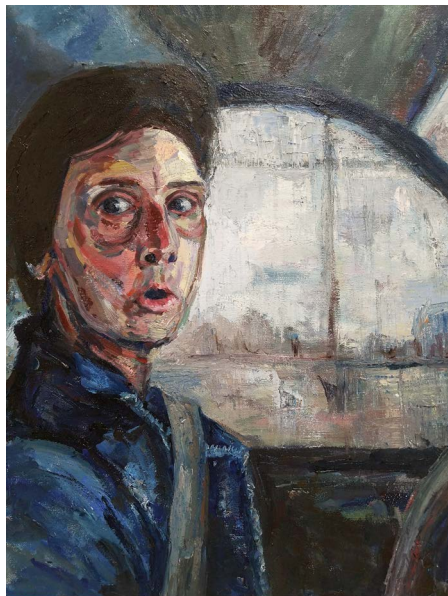
Mariel Tepper

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FITS OF RAGE

Acrylic on canvas board



THE BEST IS YET TO COME

Oil on canvas

I paint and draw directly from personal photographs as a way to process and interpret my surroundings and history. I draw inspiration from my family, friends, and neighborhoods of Staten Island. My main focus at the moment is portraiture, which I have been drawn to since childhood. I am fascinated by faces, the individuality and emotion inherent in the human face. Working from observation is a crucial foundation part of my process, but I aim to go beyond surface reality. I incorporate gestural

lines and brush marks, as well as an intuitive color palette, to express more of my emotional connection to the subjects. With each artwork, I feel one step closer to revealing the mysteries contained in myself and the world around me.

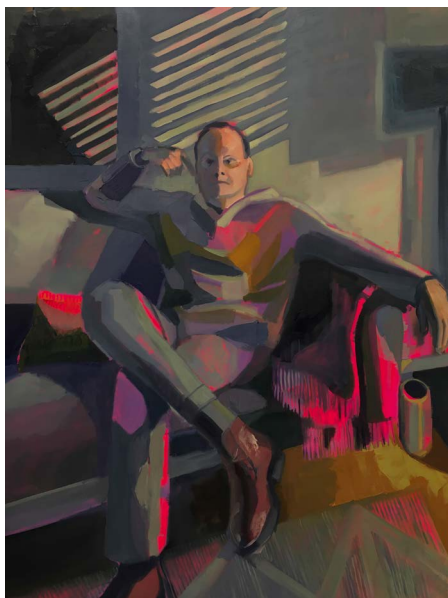
MY GOAL IS: To keep challenging myself, and to keep making art, whether it be through painting, drawing, photography, printmaking, filmmaking or another creative endeavor.

Cynthia Villamil

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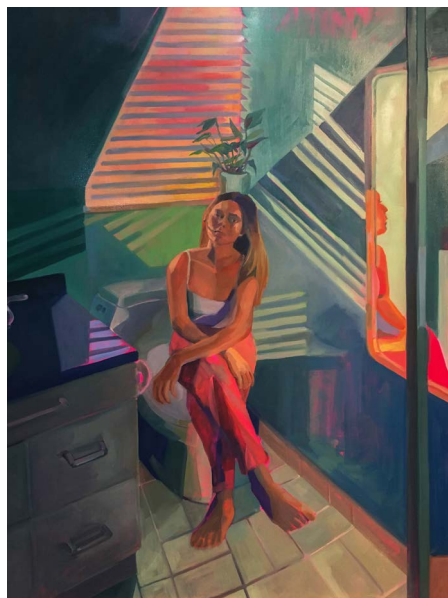
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PAPI IN THE LIVING ROOM

Oil on canvas



CYNTHIA IN THE BATHROOM

Oil on canvas

Home, its confines, and the walls within, have shaped me as a person. Foundation comes from a physical edifice, as well as from those living around me. This series merges the idea of structure within a domestic space, and family, because both shaped my foundation and who I am today. The geometry of the walls give structure to the people within them. By virtue of my painting style, my family and the

walls that surround them are both painted similarly—a representation of foundation.

My goal is to extract the idea of what home means to me and the people who occupy those spaces. By simplifying form and color, I observe the relationships between people in intimate settings.

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MY LOVE, MY MIRROR

Acrylic on muslin



LEARNING & OMISSION

Acrylic on muslin

The art I created for my thesis represents different turning points in my life. From being in a healthy relationship for the first time, unlearning childhood trauma, and how the current pandemic is affecting me. These are all situations that are both profound moments to rejoice, as well as very anxiety-inducing circumstances that are new to me.

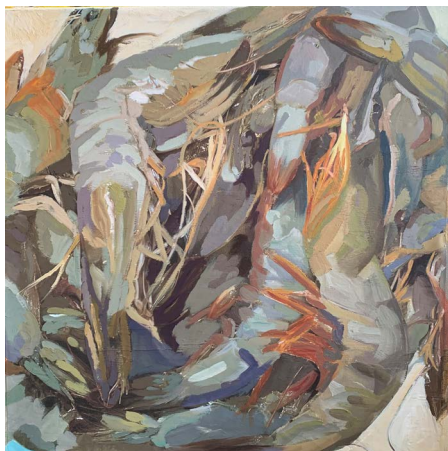
The paintings are all self-portraits that feature those close to me. I wanted these paintings to have a nostalgic and almost dreamlike feel to them. Even though these are completely different situations, they're all connected and influence one another. I also kept this in mind when picking the colors for each painting, as they all share a similar color palette.

MY GOAL IS: I want to be a voice for the Black children who weren't encouraged to be themselves.

Ashley Wu

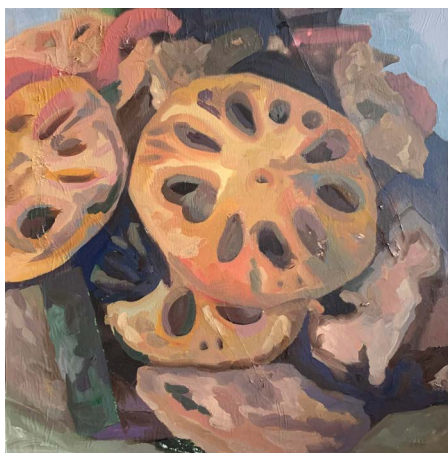
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SHRIMP

Oil on canvas



LOTUS

Oil on canvas

Why do I choose nourishment as a subject matter? This is a question I am often asked about my work. I use food from my household as a subject matter to truly describe my way of life as an Asian person. Real food and fresh ingredients are of great importance to me.

My compositions are designed to praise the shapes, hues, and tones of the food I use as subject matter. I arrange my lighting with deliberateness.

My hope and goal as a painter is that my images bring to my audience the passion and enjoyment I have enjoyed in my life, and invite the viewer to understand the culinary adventure I have experienced daily in my Asian household. With the paintings of my culture's food, I hope to inspire my audience to feel the same about the food of their own ethnic origins as I do about mine.

Megan Yoos



LOUNGE

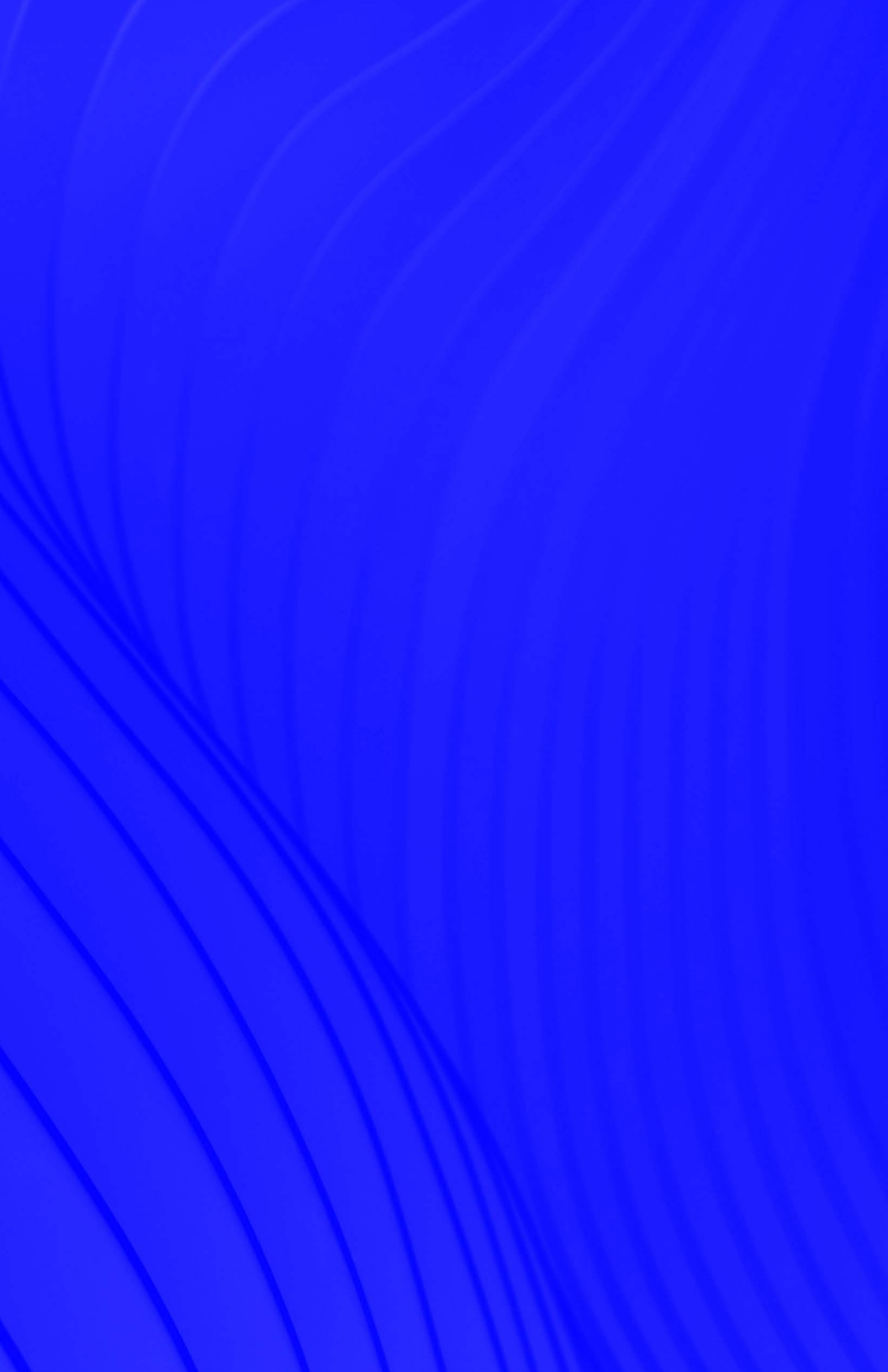
Oil on canvas

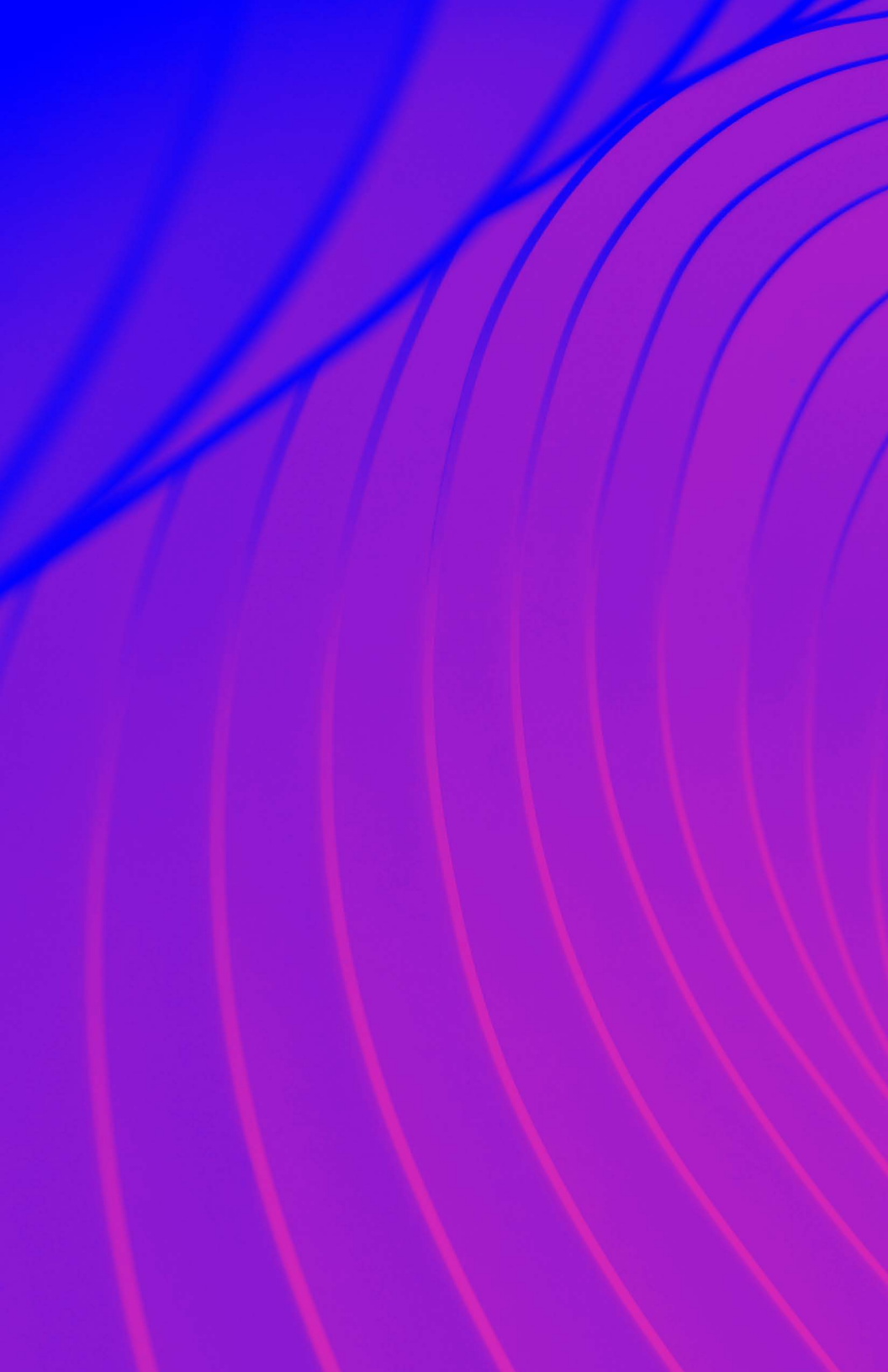


POOL

Oil on canvas


My work explores the dichotomy of wealth inequality. I achieve this through experimenting with texture, form, and pattern. I constructed dioramas to highlight the ideal American dream. I want my viewer to resonate with familiar iconography in the world through images of luxury. I'm intrigued by creating an atmosphere of distortion through perspective by physically exaggerating the space. I work in oil because this allows me to articulate the significance of materiality with the piece itself. The relationship between the abundance of material and its application amplify the contradictions in the work. This reflects an exclusivity that neglects the majority of Americans. My goal is to capture the viewer's attention with the extravagant illusion of materialism. With this pervasive look into these synthetic lives, I invite the viewer to investigate their principles.





School of Art and Design
Graduating Student Exhibition

GRAPHIC DESIGN



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
[@fitartdesigngse](https://twitter.com/fitartdesigngse)

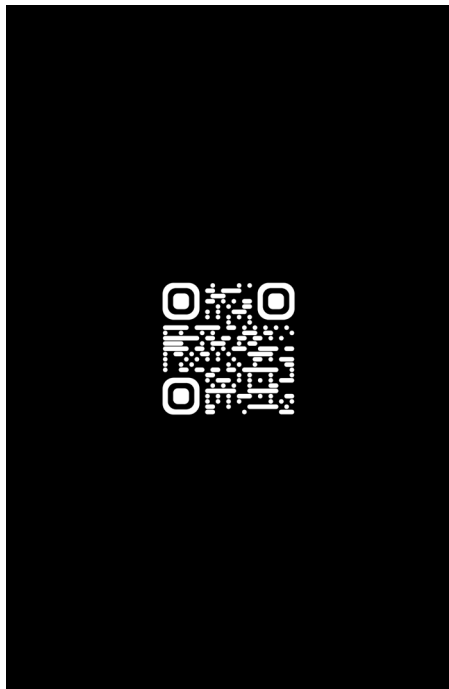
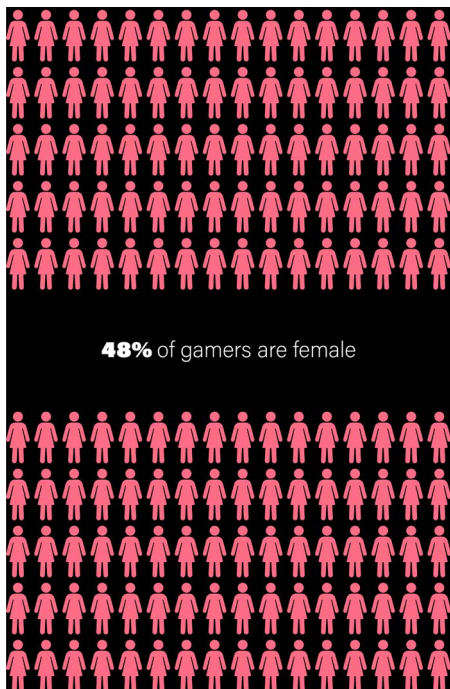


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BLOW YOUR OWN CARTRIDGE

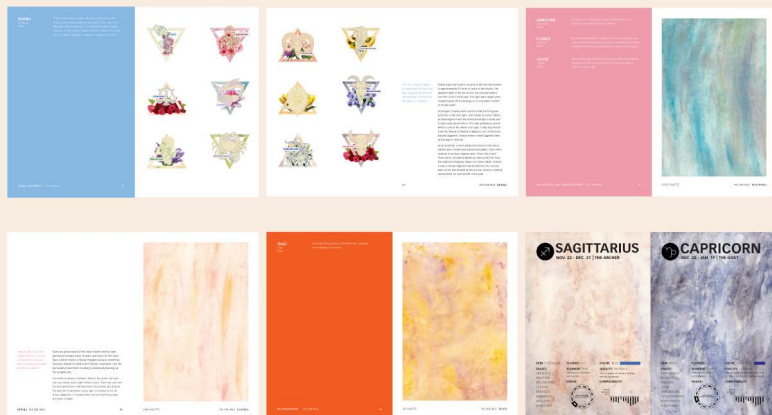
Animation

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

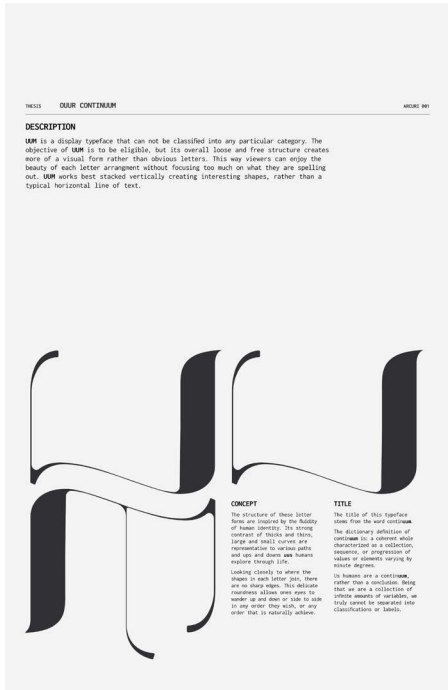
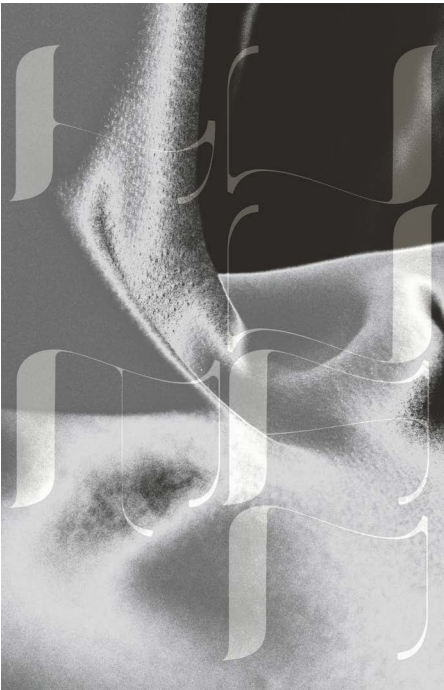
Wood, Acrylic, LED Lights

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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OUUR 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

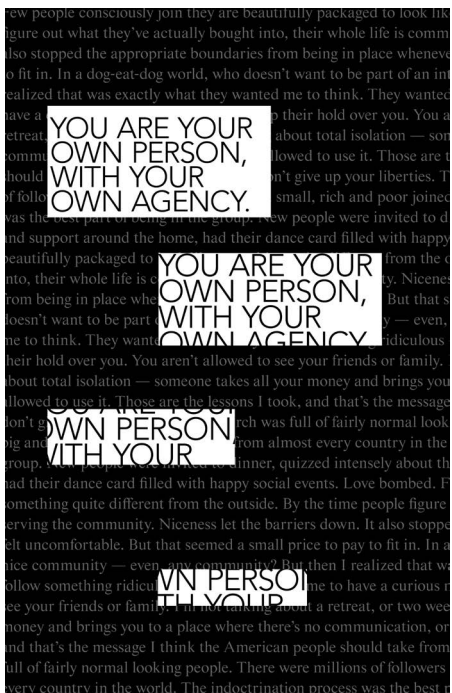
Extreme individualism has to come to an end. The habits of control and power that a lot of people have pursued to meet their own goals, at whatever cost and without regard to society, have brought conflict and suffering to many.

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.

Danielle Aviles

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ACQUIESCENCE

Book

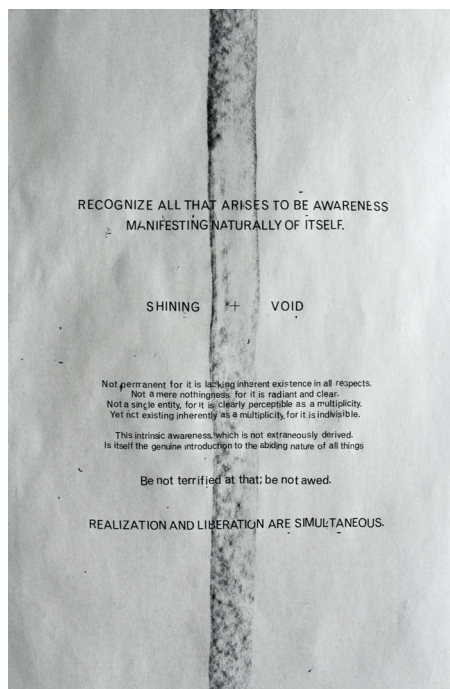
To acquiesce refers to a person's reluctant acceptance of something with little or no protest. As humans, we conform to everything around us. It is part of who we are. We need to feel accepted and part of doing as others around us. Our natural human tendencies, when exploited and taken to an extreme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

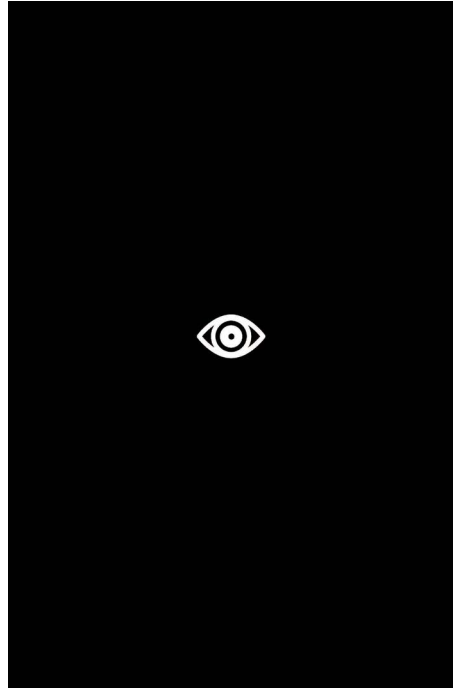
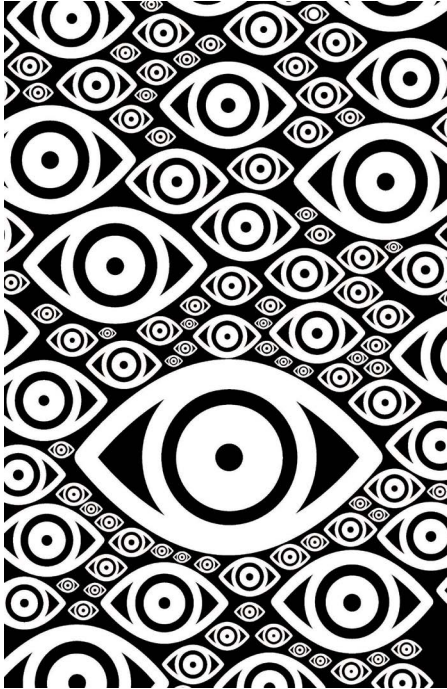
This series of works is the product of meditative practice conducted during a period of self-isolation. It is intended to elicit spiritual contemplation, particularly in the current moment of societal disillusionment.

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THE LITTLE DETAILS

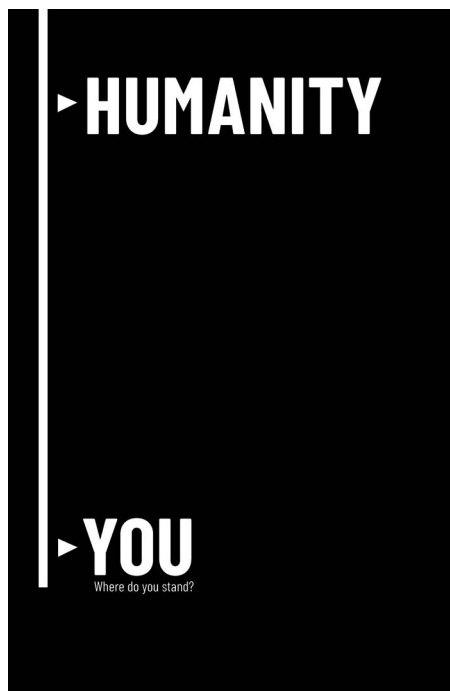
Animation

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.

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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.

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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.

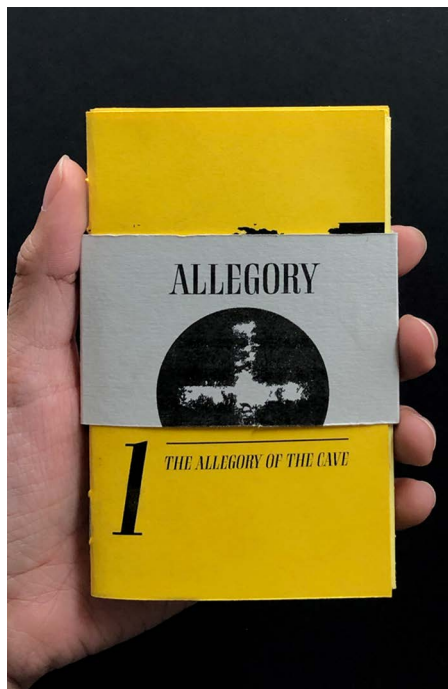
Technology can be as foreboding as it is propitious. A drone is depicted to represent the most basic form of tech. In hierarchy, a drone overlooks all printed media. Monetized applications form the word "SWAT" as a reference to the true nature, or origin, of machinery. Money seems to be the main driving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

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janelycollado



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.

Alondra Diaz

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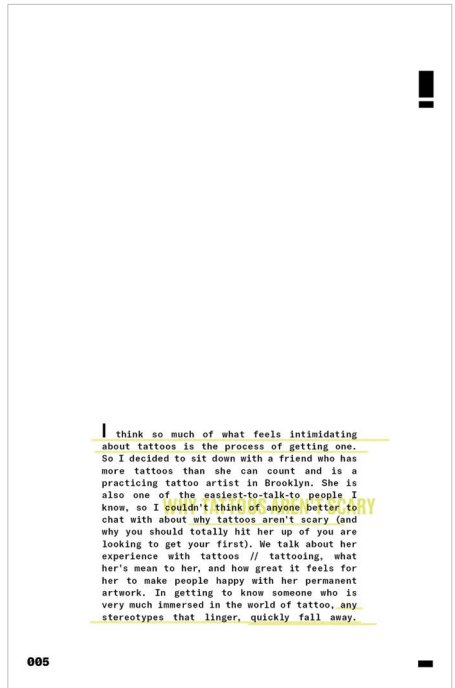
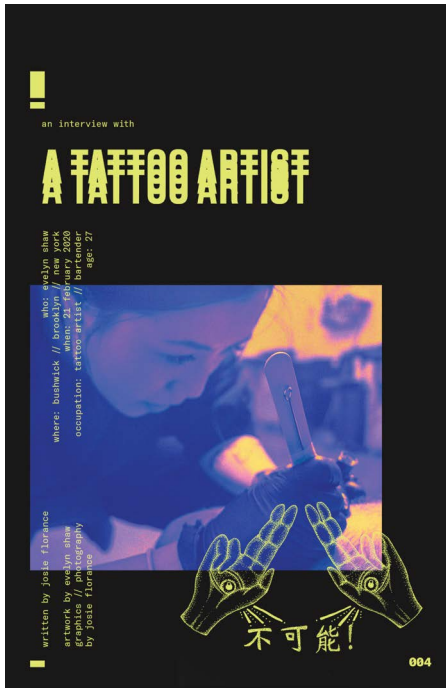
TAPASTRAY

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....

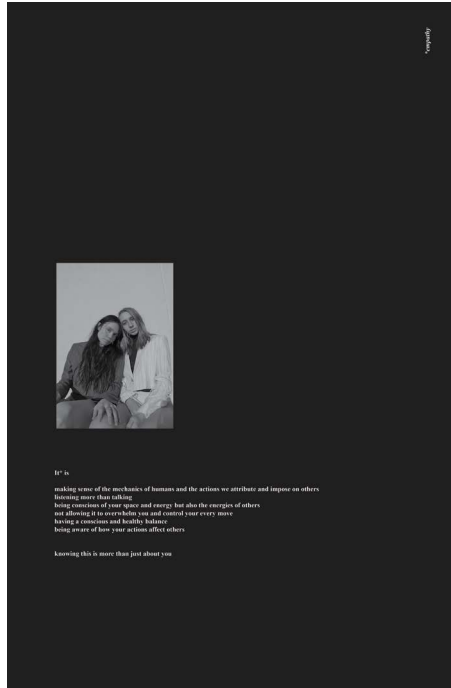
Jacqueline Hur

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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



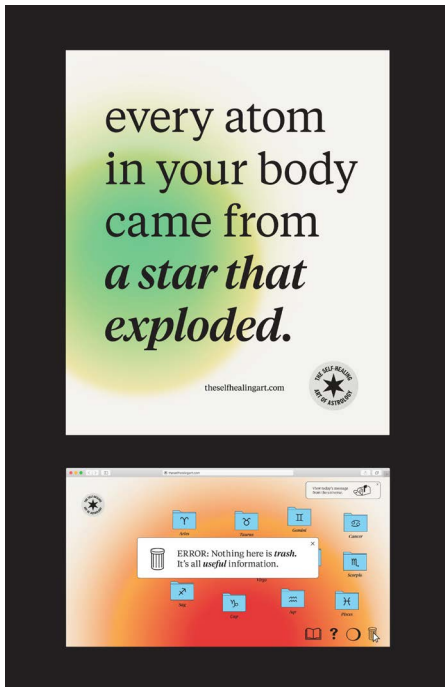
your biweekly grocery list, but this commonality we have by the emotions we have once felt. The pictures are there as a reminder. A reminder of this feeling. The words to try to better explain the science of this sensitivity and balance. And the string being the underlying connection of you, me, and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

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THE SELF-HEALING ART OF ASTROLOGY

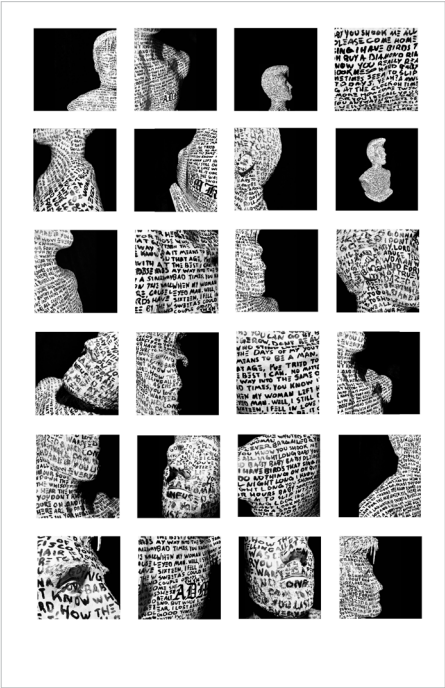
Digital (poster, web page & e-Book)

“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

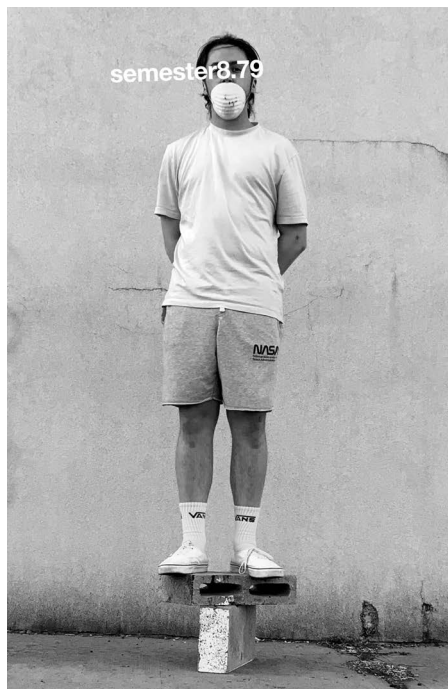
“Implications” bears the abstract idea of ownership upon its viewers and prompts one to reflect on their imprint in the world, and the world’s imprint on oneself. It is not what we choose and why we choose it, but what we do and how we do it. By presenting a few objects I have claimed ownership to in 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 uninterrupted is to expose the creative process to the page directly.

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

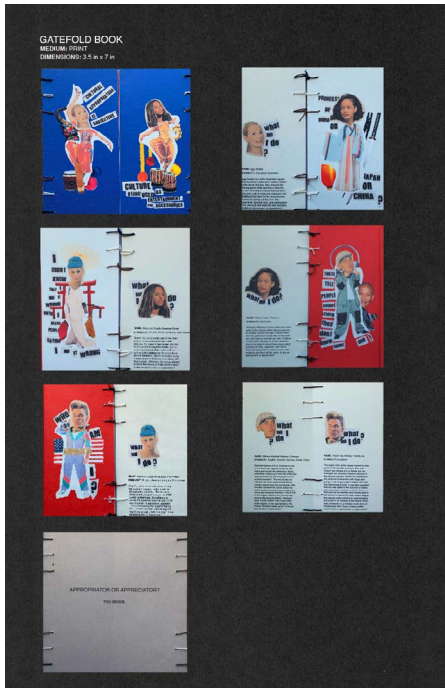
...and in doing so, maybe find peace.

Safra Khan

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APPROPRIATOR OR APPRECIATOR?

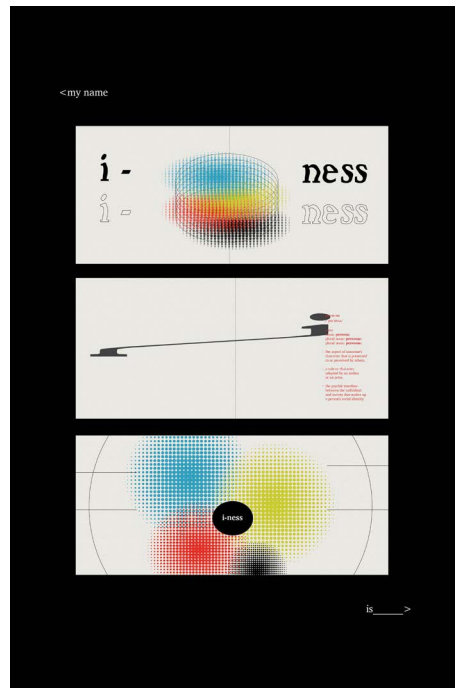
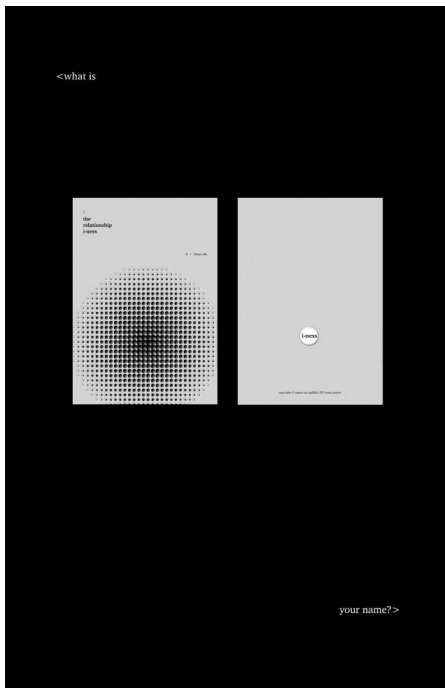
Print, digital (video)

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.

Manru Ma

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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.

Diana Mejia

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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.

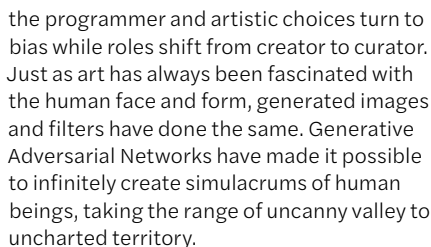
Darwin's "On the Origin of Species" is the primary reference invoked in the piece's form — even in its mimicry of nineteenth century typesetting sensibilities — contrasting the slow process of evolution with the current rapid decline of life due to climate change.

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

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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



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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.

Nora Slonim

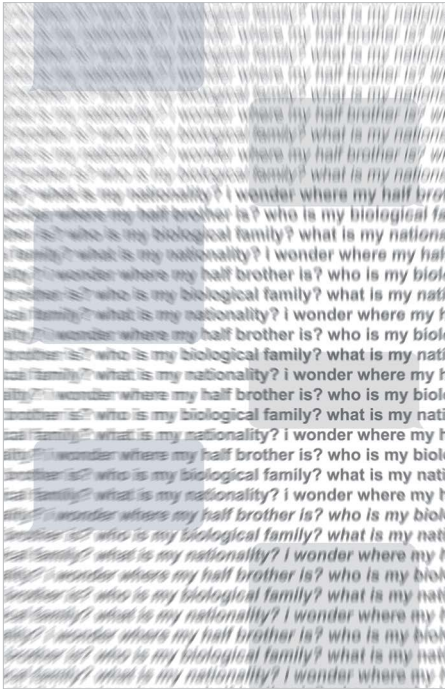
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@noracreative_



TERMS AND CONDITIONS

Book & Audio

DNA is the foundation of our identity. People have a significant desire to know who, what, and where they come from. Online resources, such as AncestryDNA and 23andMe, give the public the opportunity to find everything about their DNA history in a matter of seconds. When people sign a contract with AncestryDNA, do they really know what they are agreeing to? Ancestry plays with real lives and isn't just something "fun" to do. Every



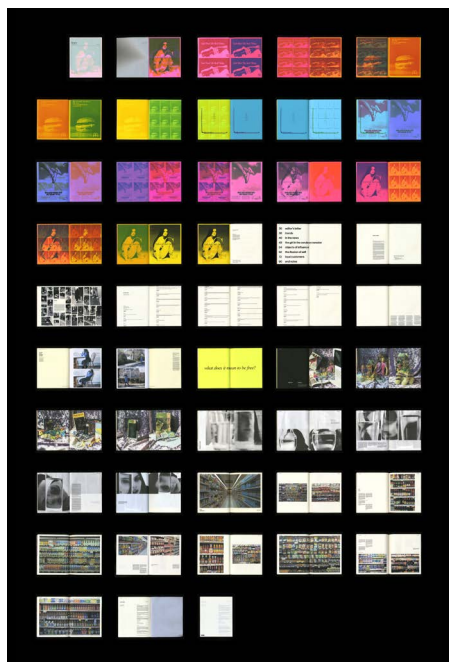
choice we ever make will affect the lives of others. When someone takes a DNA test, they can find anyone with the same DNA as them, even those who are not in the system. But the question here is, Do those other people want to be found? Was there ever any real privacy or anonymity? What are the ethics and morals behind the thousands of lives being changed and effected by this technology daily?

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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

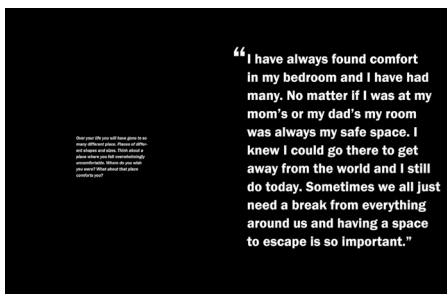
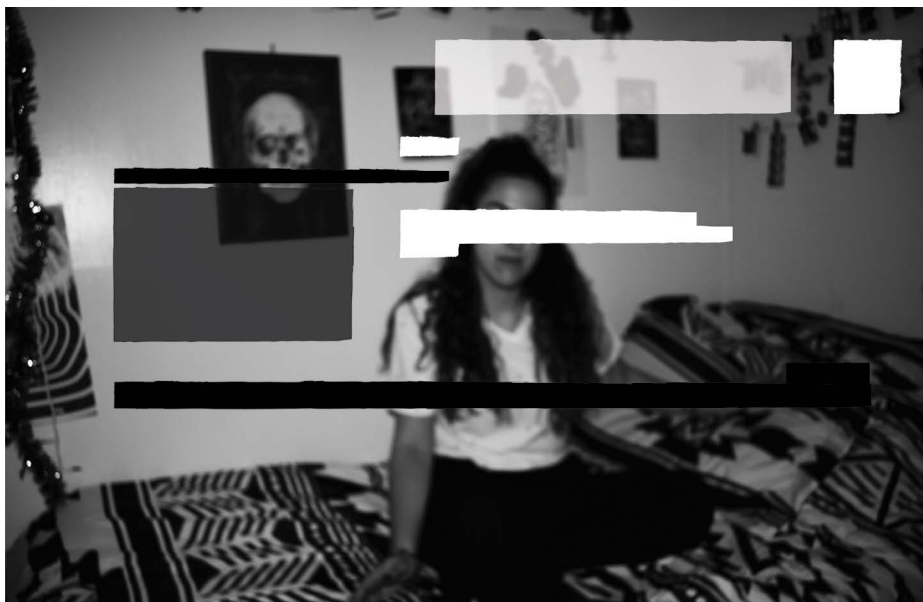
through our lives making choices based on what we want, but really every desire and preference has some sort of prior influence. With the inescapable media as the main producer of culture within American society, it is seemingly impossible for us as Americans to make decisions without these influences.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

Kyra Straub

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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.”

that year the year old house place is so
new different place. There are other
children and adults. There about a
week before the fall semester
commenced. There are other
kids and adults that were
waiting for it.

DISRUPTION.

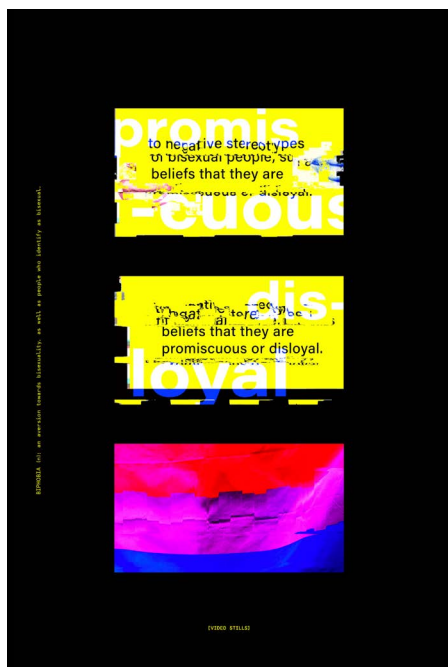
Print

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 I 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?

Danica Tanjutco

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@danitanjutco



BI.

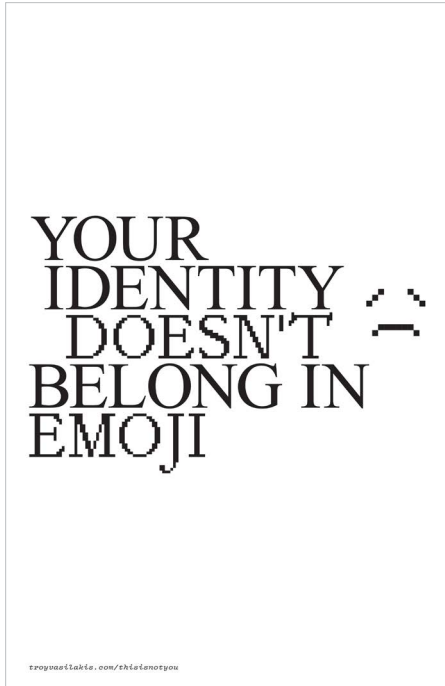
During the last decade, the LGBTQ+ community has witnessed a series of progressive actions that has led to broader acceptance throughout the United States. However, there remains a frontier of regressive ideals proposed by conservative lawmakers to stall protections. In that regard, the LGBTQ+ community 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

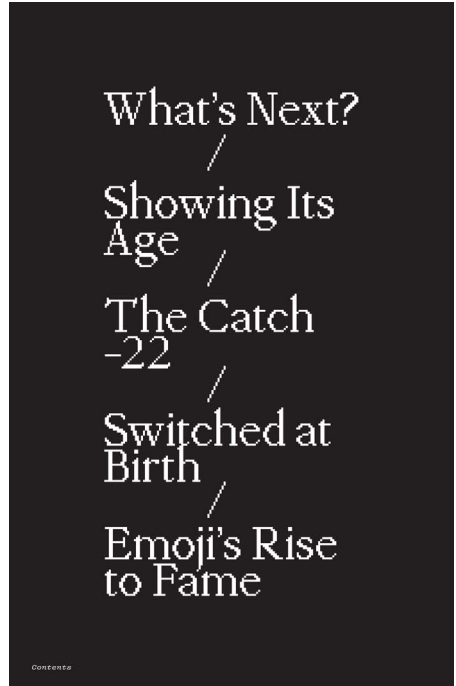
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@troyvasilakis



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.

Sami Wilbur

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@samiellie

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

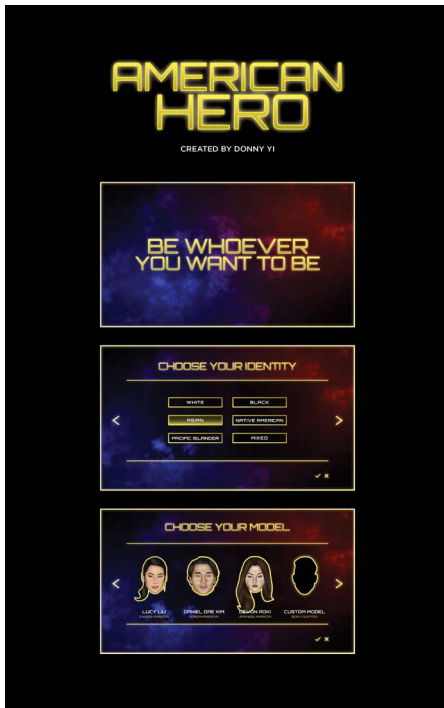
Print

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.

Donny Yi

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@donnyversassy



AMERICAN HERO

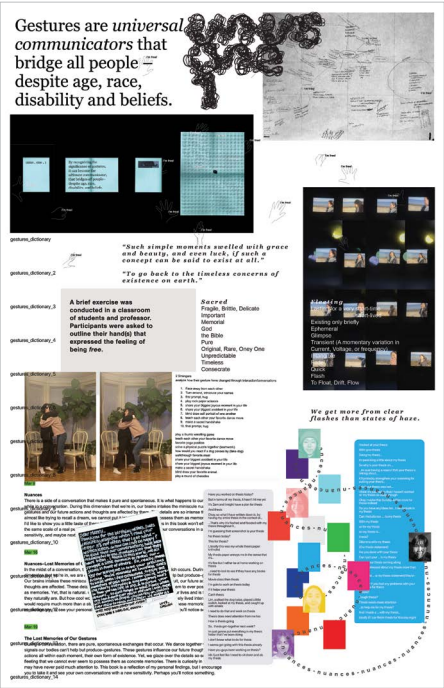
Digital video

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.

Caslon Yoon

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@clippingmasks



NUANCES

Print

During a conversation, there are pure, spontaneous exchanges that occur. We dance together with signals our bodies can't help but 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.

School of Art and Design
Graduating Student Exhibition

ILLUSTRATION



Illustration students at FIT learn the application of art, technology, and entrepreneurship. The program prepares students for careers in the competitive graphic arts business. Students integrate traditional and digital art media and techniques as well as engage in creative problem-solving processes to produce imagery for commercial applications that effectively communicate information and target specific markets. During their time at FIT, students develop their personal style, technique, and expression, creating a strong body of work that culminates in the end-of-year exhibition. The high quality of work reflects their talent, persistence, and experience, which represents the initial step for each artist in their career endeavor.



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



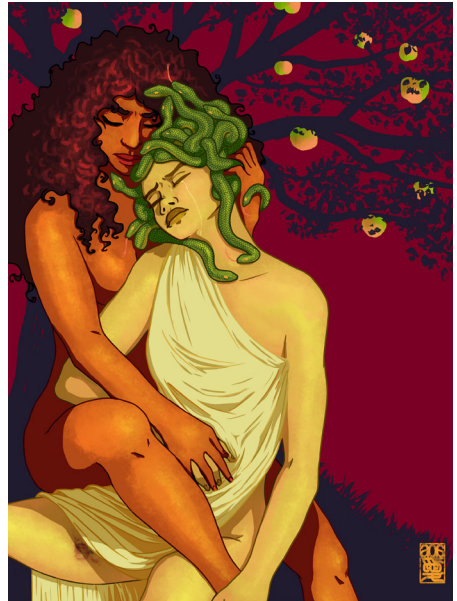
Aisha Akeju

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@aoakeju



HOPE WORLD

Digital



NOT YOUR FAULT

Digital

In my illustration, “Not Your Fault,” Eve and Medusa share a moment of commiseration. Both women are victims of their circumstances and blamed for the sins of others. In “Hope World,” life is so much brighter with hope in the world.

My Goal: To pursue work as an illustrative and editorial artist. I enjoy telling stories with my work, but most of all I want to have fun with it.

Marella Moon Albanese

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HOT HEAD

Gouache



MOTEL BLUES

Gouache

I am a Western New York born illustrator currently living in Brooklyn. My work is heavily influenced by graphic and social art from the 1930s to 1960s, while bringing forward contemporary styles and ideas reflecting the world around me. I have been featured in Packaging Strategies magazine as well as the Society of Illustrators Annual Exhibition 62.

MY GOAL: To go into editorial illustration.

Yon Hee Allen

@yonheeallen

I was born and raised in South Korea. I moved to New York in November, 2015. I draw inspiration from the culture I grew up in, being half Korean. Plants, animals, and people are just a few of the things I like to illustrate.

My Goal: I want to create art as I please and make them into posters, postcards, stationery, etc.



PAN'S LABYRINTH (ALTERNATE MOVIE POSTER PROJECT)

Digital



ARIES

Digital

Adam Aly

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@adamsanatocity

Art imitates life. As cliché as that statement is, I believe everything we create reveals a part of ourselves. I have never been incredibly open about my emotions. Articulating my feelings or opinions on things does not come as easy to me as it does for others. I express myself through the characters and animations I make. As embarrassing as it is to accept, the unenthusiastic, struggling characters I draw are all a part of me. I try to draw things simplistic yet stylized, which is a means for me to portray gloomy themes in a way that is fun and not too serious. It is my way of trying to say we all have our own set of problems in life, but those problems should not deviate us from just how beautiful the world can be.

My Goal: To keep learning and creating, I want to work in the fields of animation or cartooning.



FUNGI



NEVERLAND

Emily Arlantico

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TIGER + LILY

Digital

The FLORA & FAUNA series stemmed from the thought of a tiger and a tiger-lily together, as I found myself amused by the wordplay of the two sharing the same word and thus, these pieces came to be. Each piece revolves around the link between the flora and fauna that share similar sounding letters. My Goal: To be an illustrator who draws art from the heart onto self-published zines.

Anayshah Bashier

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@nay_uh_tree_art



LIGHT

Acrylic on Canvas

With art being a universal language, I take it in my hands to express and communicate many different ideologies via paint and other mediums.

My Goal: To expand knowledge through my art. Also, to contribute to the diversity of how Western-made art is analyzed and visualized on a broader level. Art is in everything and everywhere. Therefore I see no limit to how I can execute this passion of mine through both an editorial and traditional sense.

Taylor Bender

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FAMINE

Acrylic paint, Photoshop



AFTERNOON HAZE

Acrylic paint, Photoshop

My work is primarily created digitally, with an occasional use of traditional medium to jump-start the project before being touched up digitally. I concentrate in atmospheric environments and supernatural characters with punk convictions. I am influenced the most by beauty and horror, sometimes separately, but usually mixed in some way. I like makeup and glamour, fashion and decorum, but also darkness and creeping dread, and a sense of dreamlike confusion. I've always gravitated toward imagery that is equal parts aesthetic and anomalous, mainly because it expresses a sense of nuance that exists in the world, the grey between black and white. The pieces I've included for the show are those that are expressive of these themes. They are representative of beauty in horror, or "unsettling comfort," the duality of beautiful colors and atmosphere, with creepy and surreal details or subject matter.

My Goal: To become a concept artist.

Diego Best

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@mattfranart



I have been gaining insight from indie films, nature, architecture, literature, and personal events, but my roots will forever be grounded in western comics and Shonen manga.

My Goal: For each illustration, to offer a bit of escapism for the viewer, but also a poetic experience. Since writing is only a hobby, and drawing comes more naturally to me, I find that creating a picture gets the job done much more efficiently.

IKEA MOCK POSTER

Graphite and Digital



AMITA AND ESTEVAN.

Graphite and Digital

Logan Brennan

iamlogan130@gmail.com
@loganb666

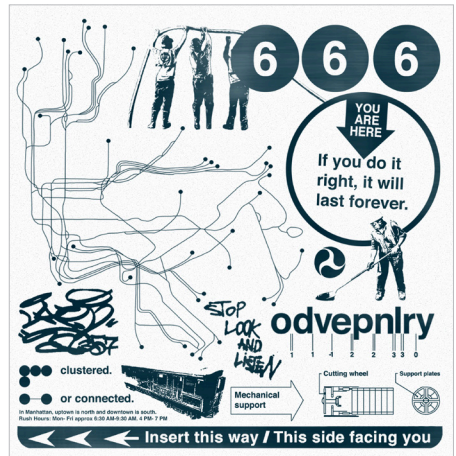


COMMODE
Adobe Photoshop

“You Are Here” is a piece based on symbols and language used specifically by my local transit and how, without context, the maps of subways and public symbols become ancient texts.

“Commode” is my take on the state of modern art and the culture surrounding it.

My Goal: To enjoy steady pay and fulfillment as an artist in the 21st century.



YOU ARE HERE
Adobe Photoshop

Christian Brunner

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@christianjohnbrunner



THE JOE ROGAN EXPERIENCE

Traditional Ink and Digital Color



CONGRATULATIONS WITH CHRIS DELIA

Traditional Ink and Digital Color

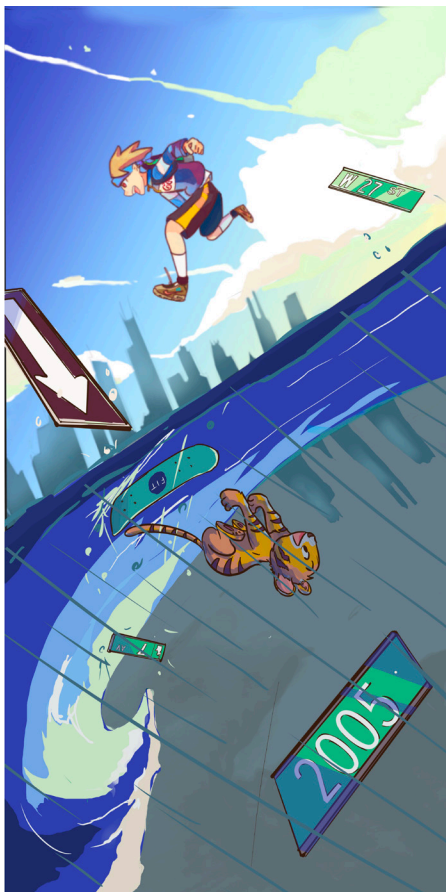
Soon after I started drawing, I found the thrill of making characters. It is a simple illusion or trick, but the world of art and animation is vast. Through studies in high school and college, I have developed my own voice as an artist. I am very keen on creating characters, worlds, and stories in my projects. I draw inspiration from the art world and the comic/animation industry, but I am also inspired by things like stand-up comedy and music.

I use a cartoon style to express my world. This style is in all my work, even though I can also render drawings to look very realistic. My life and experiences are what inspire me the most, and I find this brings an extra bit of interest for me when writing the story.

My Goal: To make my own company based around me producing cartoons.

Mickey Calapis

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@mickeylapiz



STORM CHASER

Digital



WANNABE BAD BOY STARTER KIT

Digital

Along with creating concept sketches of environments, I also enjoy designing props. I believe that environments and props are what enhance a character's design to make it resonate with its viewer. Two images are included. The first is one of my favorites, centered around the 2005 Hurricane Katrina events. The artwork was a part of #ChalkFIT. The second consists of three pieces for a character with a mischievous, yet conniving, personality.

My Goal: To make concept art for animations.

Margaret Che

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@terra_grams



GARDEN ESCAPE

Digital Photoshop



HERMIA AWAKENING

Digital Photoshop

As an illustrator, I explore the themes of wanderlust, capturing the vast beauty of nature through storytelling. My illustrations capture moments of a journey and the emotions of the characters developed throughout their time together, whether it is the sense of longing, budding love, or camaraderie.

My Goal: To continue creating adventure pieces, whether it is for books, videogames, movies, or other forms of entertainment.

Youn Hee Chung

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@windhover07_art



GENERAL RABBIT

Adobe Photoshop



UNDER THE PYTHON'S EYES

Adobe Photoshop

A battle between rabbit warriors and a giant python.

My Goal: To create art that I can really have fun with.

Steven Compton

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@stevencompton



WANDER

Digital

Growing up on Staten Island, I was given two career options: I was to become a cop or a fire-fighter. When I showed no interest in either, I was given a third option, which was to become a sanitation worker. As you can tell by reading this, I am not a sanitation worker yet. I draw not just because I enjoy it but because I need to. It's the only thing I am passionate about. Making something from a pencil and paper is nothing short of magic.

My Goal: To find a way to make drawing my career.



CHILDHOOD FRIENDS

Digital

Jennifer Contreras

monarisann@gmail.com
@monarisann



FOOD MURAL MENTOR PROJECT

Flat polymer clay and beads painted with acrylics and digital



TAROT CARD TRYPIC

Flat polymer clay painted with acrylics and digital

With my art I hope to provide an escape from reality using fantasy, flora, and more! I enjoy working with polymer clay mixed media. By combining sculpture, painting, and photography, I can create a boxed off world for others to see.

My Goal: That one day I can use my love for creating worlds within a frame to beautify and provide escape in this world for others, no matter what format it may be.

Micha Cruz

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[@mochamountains](https://twitter.com/mochamountains)



MILK RUN

Adobe Photoshop

"Milk Run" was created as a promotional post-card meant to showcase the artistic voice and style of my aesthetics.

Nicole Cuellar

www.nicolecuellar.myportfolio.com

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[@n.cuellar_98](#)



LADY DEMON HEAD

Watercolor, Pen and Ink, Paper



THE HERMIT

Oil on panel

Throughout these past few years, I have fallen in love with watercolors and ink. With these media, I can easily switch from being fragile and soft to becoming dramatic and bold. I love illustrating portraits or monstrous women like “Lady Demon Head.” My goal is to capture their essence, whether they are creatures or not, and to illustrate how fierce yet beautiful women can be.

“The Hermit” is my visual interpretation of what it’s like dealing with social anxiety, the soul-crushing and uncomfortable feeling it brings, whether it be in social situations or alone with the tornado of your own thoughts.

My Goal: To capture emotions, even the uncomfortable ones, and turn those into visual art for people to look at and realize they are not the only ones dealing with these feelings and fears.

Marc Cuvin

marccuvin722@gmail.com

@m_coovin



TREE FROG NINJA

Digital



RAT CENTURION

Digital

My recent series of digital paintings played around the theme of prey vs. predator, with an intent on creating unique fantasy type characters. Each character was made to invoke a sense of humor and playfulness, while at the same time suggesting the type of world they live in and the story that takes place. My aim was to create scenes of realistic fantasy serving as possible character art or book illustrations.

My Goal: To become either a senior illustrator at a video game/entertainment company, a book illustrator, or a pet portrait/portrait painter.

Olivia Davis

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olidavis26@gmail.com

[@olivesauce_art](#)



BABY FACED

Digital painting on photoshop



DISCONNECT

Acrylic Paint on Aquaboard

We live in a world that thrives on an abundance of entertainment and knowledge that can be accessed at any time. Unfortunately, although all these things have been put in place to keep us connected, they ultimately leave us feeling more and more disconnected from our fellow humans. The work I have accumulated over the past few semesters is a great representation of this overwhelming feeling, and with a vicious virus on the loose, my work has never been more relevant. I've created these works through different materials, figuring out how to recreate my style through traditional paintings via oil and acrylic, as well as in a digital format.

My Goal: I aspire to create album covers, making images that act as a staple in people's lives while referencing their memories and the music that sculpted them.

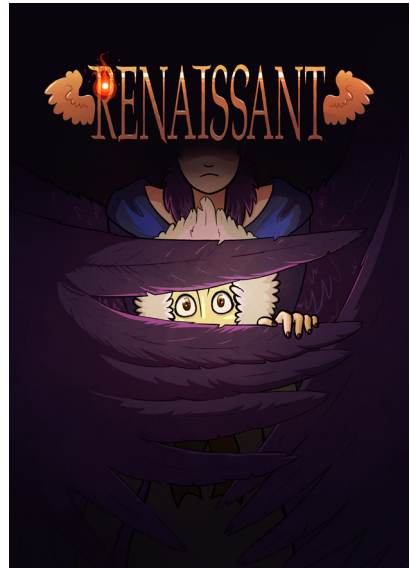
Jorik de Haas

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[@sharkdivus](https://twitter.com/sharkdivus)



RENAISSANT COVER

Digital



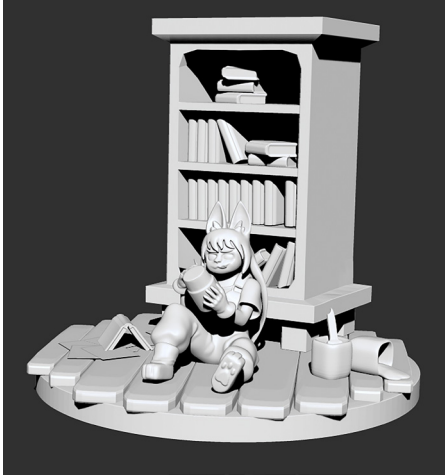
RENAISSANT COVER

Digital

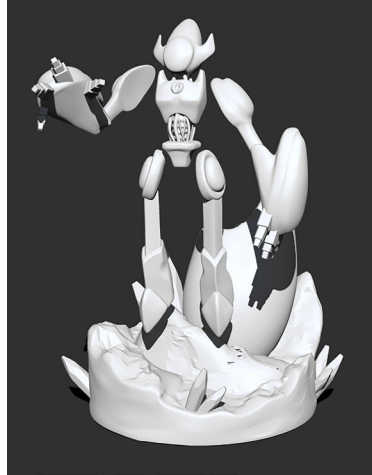
I have been writing stories for as long as I can remember. As a kid, my dream was to become a writer, and I wrote an entire novel in middle school, only to think it would be great if this were illustrated. That is how I got into illustration! Since then, my love of writing and drawing have grown alongside each other. I love world-building, coming up with storylines and characters, and then the visuals. I especially love creating content revolving around LGBT characters, being a trans man myself. For my thesis, I have put a lot of love into "Renaissant," my graphic novel that explores angelology along with themes of self-acceptance.

Courtney DeMola

courtney_demola@fitnyc.edu
@courtneydemola



ZOEY
Digital



AXON
Digital

My artwork is a compilation of 3D models that have been used in a story. These projects are originally made to be 2D flat images, but my goal is to translate them into 3D models without losing their design elements from their 2D images.

My Goal: To pursue a career in 3D modeling concept artwork for video games or animation.

Kristina Dewhurst

www.kristinadewhurst.myportfolio.com

kristina_dewhurst@fitnyc.edu

[@kristinas.art](https://twitter.com/kristinas.art)

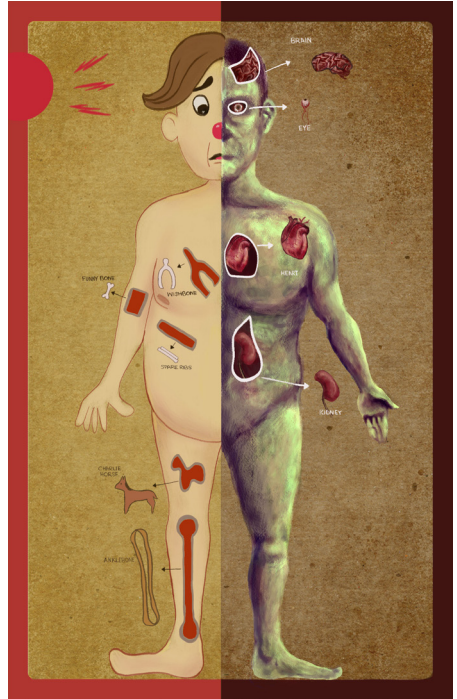


NIGHT OF THE LIVING HAMBURGERS

Digital

I create to distract from the seriousness of life.

My Goal: To find the humor in every piece I do.



DR. DEATH

Digital

Dawn Dinh

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dawndinhillustration@gmail.com
[@dawndinhillustration](https://www.instagram.com/dawndinhillustration)



STRAWBERRY MONSTERA

Gouache, Color Pencil, and Gel Pens

My work is primarily a mix of traditional and digital media. The themes I convey in my work consist of and elevate themes of Asian identity. I am heavily inspired by Eastern illustration heritage, as this topic is not generally explored in the illustration world. I hope to share this knowledge with the world. I approach my themes in a more appreciative way, rather than appropriating. As an American born, it is extremely difficult to find what it means to be a “real” Vietnamese person. I always find myself battling a Western centric viewpoint, amidst trying to find my Eastern identity. Through my



ROYAL AUTOMATA

Procreate and Adobe Photoshop

work, I experiment with Western and Eastern techniques and symbolism. I aim to join both Western and Eastern illustration to a cultural understanding and appreciation.

My Goal: I hope to create new concepts in a variety of artistic mediums that are diverse, appreciate culture, and expand the history of illustration heritage globally.

Mary Draffin

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maryadraffin@gmail.com

[@madepicts](#)



PLAYER 2

Digital



BUTTERFLIES II

Digital

Mental illness affects many people at various points in life, whether they suffer from it themselves or they have a loved one who suffers from it. It is not as widely spoken about as physical illness, and sometimes insurance companies require a certain amount of proof regarding mental illness, or even may decide to cut off funding for certain services after a while. I want to be a voice for those afraid to speak out on what they feel, or those who simply cannot explain a feeling. Everyone's brain works differently, and their perceptions are what makes them unique. Mental illness

plays a large role in perception, and I hope to create pieces that inspire people to speak out more on what they are feeling and to seek help if necessary.

My Goal: To create pieces that people can relate to and give them the courage to use their voice.

Kendall Farris

kendall_farris@fitnyc.edu
@madiison.arts



For as long as I can remember I have always been pulled in by stories of wizards, mythical creatures, and faraway lands that allowed me to escape reality for even just a moment. I read countless books throughout my childhood illustrating the worlds I wished I lived in, so it made sense to me that in my adult life I would do my best to create the artwork that draws people into books in the first place. Not merely to hold the title and allude to the adventures inside, but to function as a standalone art piece worthy of being framed in a home.

My Goal: To illustrate a mock book cover that reflects the darker themes in the short story, "Beauty and the Beast," originally written by Gabrielle-Suzanne Barbot.

BEAUTY AND THE BEAST

Digital



HOWL'S MOVING CASTLE

Digital

Laura Feng

laura_feng1@fitnyc.edu



UNDERWATER DREAMING

Digital

My works are mainly created with digital media. I like to use a mixture of fantasy and personal experience as inspiration for my works. Fantasy is one of my favorite themes to incorporate because I believe it lets the artist showcase their creativity the most. By adding in my personal experiences, my works can be more easily understood by the viewer. I also find inspiration in game concepts that have a developed world building concept.

My Goal: To create my own relatable but unique stories that inspire and motivate my readers in whatever they are looking for.

Wyatt Ferran

fireking1423@gmail.com

@halloweentownreaper



HUNTER AROSTEL

Photoshop

An illustration made to depict a scene from a self-written short story.

Myles Gala

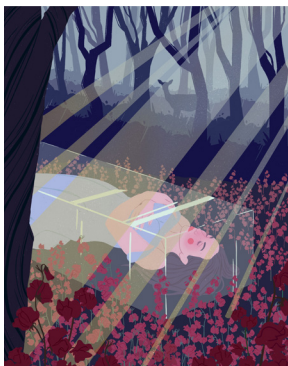
mylesgala@icloud.com

@500mylesart



BURIED MOON

Digital



SNOW WHITE

Digital

Since I was very young, I have been enthralled by folklore and fairytales. Beginning at the age of 5, I began to fill dozens of sketchbooks with drawings of such stories. Now at 22, my hope is to take my art into the world of publishing and editorial illustration. The focus of my work is to use bold and bright color palettes to create new worlds and to reimagine the one around people in a way that is graphic yet descriptive.

My Goal: To work in publishing for book cover art and in editorial illustration.

Tatiana Garcia

garcia.tatiana.976@gmail.com
@poutybun_draws



GLOW
Digital

I have passion and dedication for creating comics. I spend a long time on editing panels. I want to create panels that feel emotional and cinematic. Comics offer the ability to teach an audience and connect people of all backgrounds to a world of creativity. I believe that comics can serve as a bridge between art and academics.

My Goal: To create comics that I can publish online. I hope to create works that inspire others to create and explore who they want to be. I want my work to impact the perspectives of the readers.



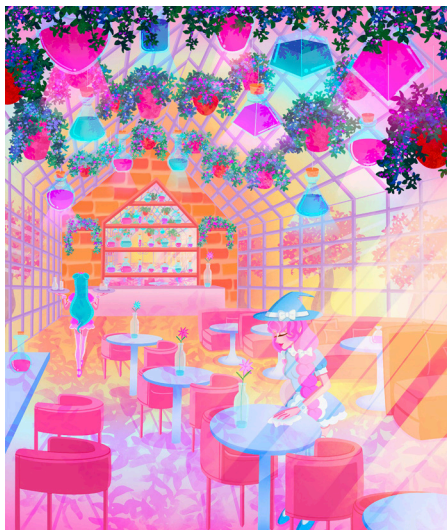
VIDA'S FLAME
Digital

Jacqueline Garduno

www.jacquelinegarduno.com

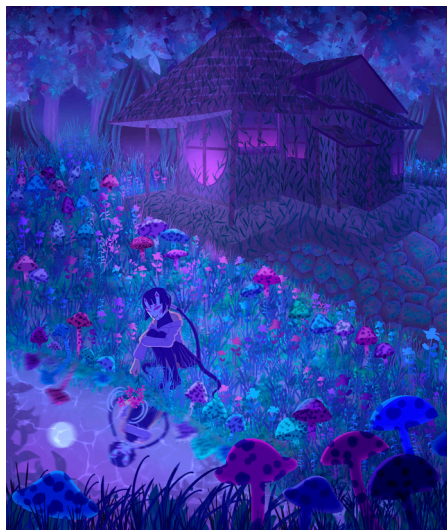
jackiegarduno5@gmail.com

@angerybear



GREENHOUSE & TONICS CAFÉ

Digital



HIDEOUT IN THE FOREST

Digital

I am a New York City native and graduate from the Fashion Institute of Technology, with a Bachelor of Fine Arts in Illustration. My illustrations depict characters and environments using bright and vivid color schemes, reminiscent of dreamscapes, to create compelling stories coupled with vibrant atmospheres.

My Goal: To become a visual development artist for TV animation, feature film, and video games.

Jackie Gassler

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paleghostart@gmail.com

[@paleghostart](https://twitter.com/paleghostart)

I enjoy creating work that I would hang on my own walls. Subjects on the stranger side are my usual forte. However, I am beginning to experiment with designing pieces that appear immaculate, but the longer one looks, the more warped they become.

My Goal: To have a comfortable life in a career that fits me at whatever point I am at.



THE POSSESSION OF OZ NOIR

Digital



THE FIRST MOTHER, LILITH

Digital

Eldar Gilmanov

www.eldar.design
eldar270297@gmail.com
[@eldarverse](https://www.instagram.com/eldarverse)

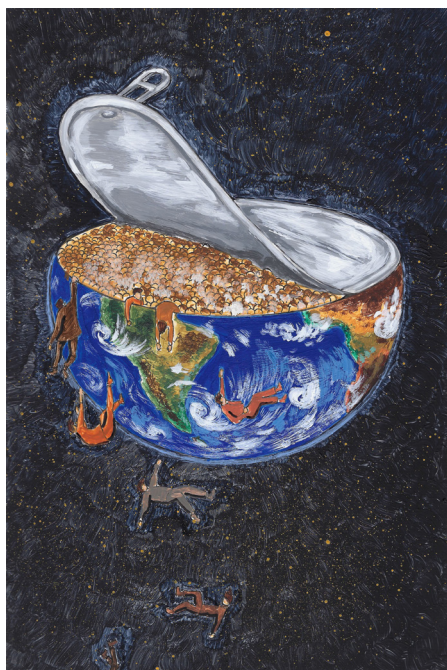
My work is primarily drawn or painted using traditional media. I enjoy using ink line art in my work to define the subject matter. As of late I have been drifting away from realistic work to more conceptual work, using unique and playful concepts to tackle important issues. I have also begun to experiment more with mixed media. The ability to combine different mediums into one piece has pushed my art further. With this recent series, my goal was to tackle the issue of human-caused climate change. Each separate illustration is meant to depict one specific aspect of human pollution. It was fun creating a playful and unique take on an important global issue such as climate change.

My Goal: To become an art director.



OCEAN POLLUTION

Ink line art and digital color



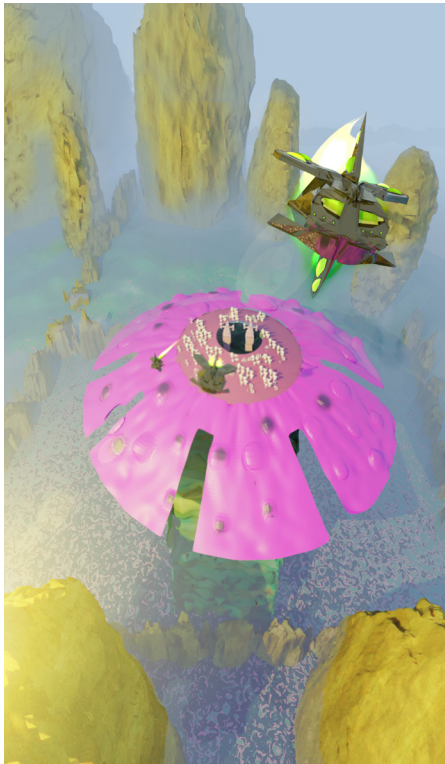
PACKED LIKE SARDINES

Acrylic and ink line art

Joshua Gomez

gomezjoshua4311@gmail.com

@josh_gomezz



KINGDOM OF THE CHULARI

Digital



THE CENTER KINGDOM

Digital

These pieces are sci-fi environmental concept designs of a story that I developed. This world represents the Chulari species, a plant-like race who live on a planet that barely has life, with only one place. A big plant city that blossoms living creatures, these are the Chulari.

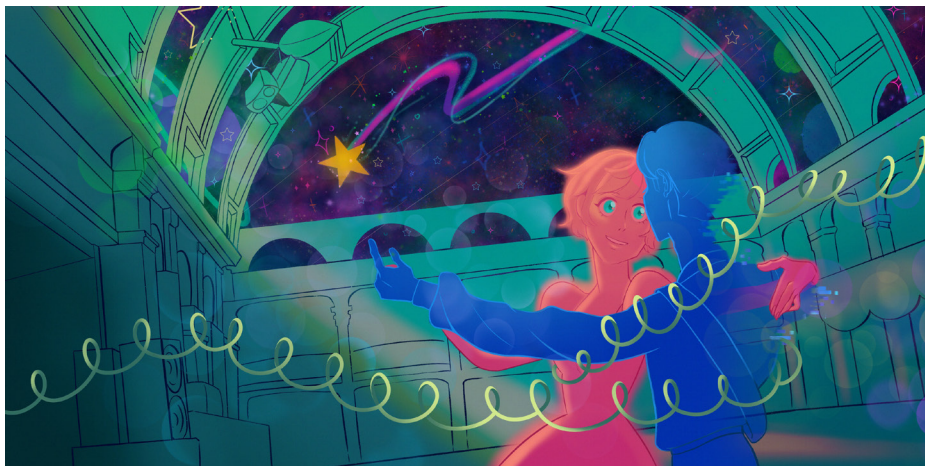
My Goal: I am an illustrator, and my goal is to improve more on the illustrator level and grow more in the conceptual art world. I studied illustration and traditional painting, and I began getting closer to the entertainment industry and pre-production. I love film with a good story. I approach each piece with environmental shots and angles. So, my goal is to work in these types of fields.

Allison Holandez

www.pupchans.com

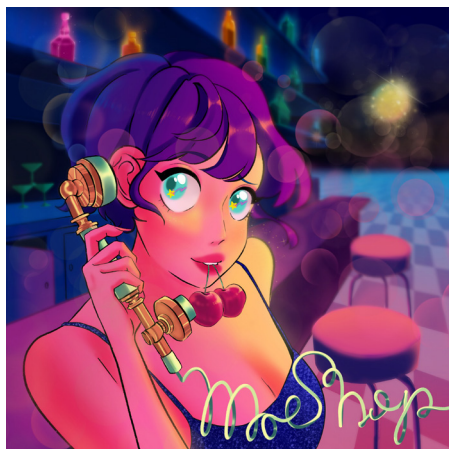
allison_holandez@fitnyc.edu, pupchans97@gmail.com

@pupchans



“MOE SHOP” ALBUM GATEFOLD

Digital



“MOE SHOP” ALBUM COVER

Digital

I am a Filipina-American illustrator from New York. I believe in the concept of duality, the ability to be two things at once and the endless combinations within your own character.

My Goal: To create art that shines like the stars, art that brings energy toward future dreams, and art that tells a story that lasts in your memories. Storyboarding and visual development for film and music videos.

Michael Hynes

hynesm16@gmail.com

@kidmichaelart



MIDNIGHT SNACK: A CHIP COOKIE CASE

Micron, Digital



BARHOLOMEW THE VOODOO DOLL

Digital

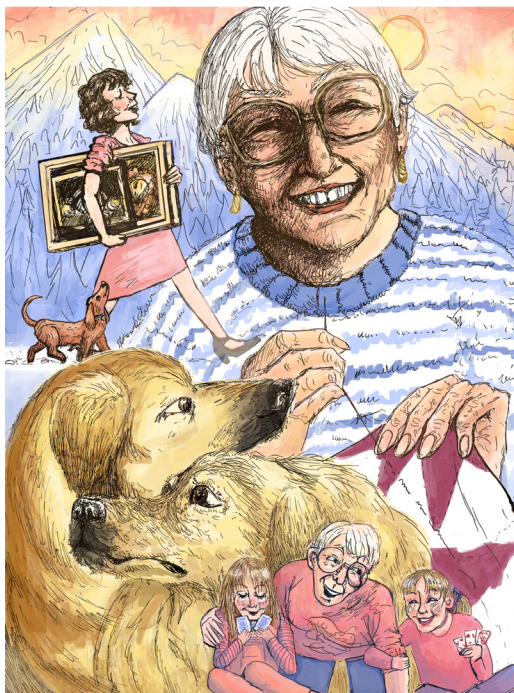
Included are images from the style and subjects that interest me. "Chip Cookie" is a "pastry private eye." I invoke posters and noir from the past, incorporating these influences with a tongue-in-cheek novelty found throughout my artworks. I create and appropriate type fonts found from these influences and apply them to graphic novel and motion picture poster concepts.

Emily Javaruski

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emi.tea.illustration@gmail.com

@emi_teaa



NANA, A.K.A FORTITUDE

Ink on Bristol, Photoshop

My thesis is a series of illustrations honoring the women of my lineage through conceptual portraiture. My family is full of brave, inspiring, and powerful women who often think of themselves as somewhat unimportant or not special, despite their achievements or sacrifices that they have made for others.

These pieces honor their commitment in their pursuits, empathy for others, strength through adversity, who they are to the world, and what they mean to me. This illustration of my grand-

mother represents her silliness, energy, and willingness to have fun, as well as her inspirational personal narrative filled with hardship. She was a hardworking artist who took care of her family, but she also loved to travel and experience new things and never paid any mind to the judgments of others.

My Goal: To work in the field of editorial or picture book illustration.

Alyssa Jed

alyssajedillustration@gmail.com
@jedinski



THE MORNING RUSH

Watercolor on cold pressed watercolor paper



INTROVERT AND EXTROVERT

Digital

Human emotion is a key subject that I aim to capture throughout my illustrations. When looking through my portfolio, you will find slice-of-life moments that highlight the overall essence of being a person. Although everyday life can be fairly simple, it is my intention to capture the “over the top,” humorous qualities of people. I draw inspiration from Broadway musicals and theater to exaggerate the expressiveness of individuals. I primarily work digitally, but some other mediums I enjoy working with are watercolor and acrylic paints.

My Goal: For the viewer to acknowledge and laugh at the trials and tribulations of our everyday situations.

Daeun Jeong

daeun_jeong1@fitnyc.edu
@artbydaeun



GRANDMA'S KITCHEN

Digital (Photoshop)



TRAVEL DIARY

Digital (Photoshop)

I created this image after a long trip to Europe during winter break. The snow globe is showing the precious memories I made during that time. This piece of art is special to me since it is the very first digital work I have created. Before this, I used only traditional mediums; I needed some refreshment. Through this work, I was able to experiment on new techniques and explore different styles of illustration.

My Goal: To show my fond memories of trip to Europe.

Fernando Juarez

juarezfernandoart@gmail.com
@fern_andoworks



FLOWER WARS

Ballpoint Pen, Embroidery, Acrylic paint on
Linen

I believe we are all a product of our environment. As an artist I use my craft to express how my environment affects me and how I affect it. Born to Mexican immigrant parent and growing up in Brooklyn, New York has exposed me to many experiences that influenced me and my work. The medium that I use is ballpoint pen. Some teachers have brought to my attention that a pen is not a medium, but that has only encouraged me to continue using it. Ballpoint pen is my favorite medium because it



WHEN THE DRY SPELL WAS LIFTED

Ballpoint Pen and Pencil on Paper

has allowed me to create precisely what I envision.

My Goal: To continue to grow and help create change in the world around me through my art. I do not want to stop expressing myself and want to become the voice for others, like my parents, whose voices were not always heard.

Lauren Junio

lauren.m.junio@gmail.com
@sunscripsts



THE UNISPHERE

Digital/Adobe Photoshop



HORTICULTURE THERAPY

Digital/Adobe Photoshop

My work expresses moods through the use of bright color and figures. The works I have chosen for the show encompass my intent to showcase them. "Horticulture Therapy" was a mock editorial assignment based on an article from "The New York Times" about the positive effects horticulture therapy has on improving mental health. "The Unisphere" was a mock client job assignment for the MTA Arts & Design. We were assigned to interpret a location in New York City like the actual posters people see during their commute.

My Goal: To work in the field of pre-production for tv and print media, character design, and concept art.

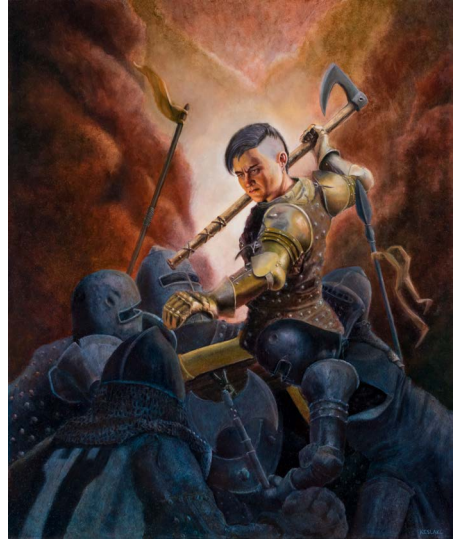
Nicholas Keslake

www.nkeslake.com
nkeslake@nkeslake.com
@nkeslake



THE GOLDEN HIND

Oil on Panel



ST JOAN

Oil on Panel

I primarily work in oil paint and am working toward a career in fantasy realism. I want my images to live in a world that is both imaginary and has a history that is not so far from our own. I want the image to feel like it hangs in the balance between what has just happened and what will happen next. I love the romanticism in the works of Sir Lawrence Alma-Tadema and Frederic

Remington because it feels like it has history and gravity. I endeavor to have a sense of that in my own work. The works I have chosen are what I hope represents the type of work I want to produce.

My Goal: To produce these types of images for the fantasy book and magazine publishing world.

Maria Kofman

www.mariakofmanillustration.com
maria_kofman@fitnyc.edu
@mariakofmanart



BILLIE

Prismacolor colored pencils, Photoshop



CIRCUS

Prismacolor colored pencils, Photoshop

“Circus” was a poster for a whiskey company called Compass Box that advertised their limited edition circus-themed whiskey. “Billie” was an editorial piece based on a “Rolling Stone” album review article.

Nikki LaMountain

www.nikkilamountain.wixsite.com/illustrator

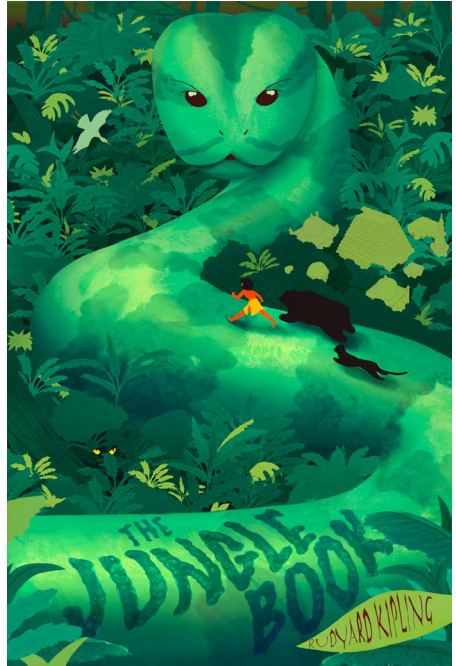
nikki_lamountain@fitnyc.edu

@niktropolis



THE RAVEN MOCK COVER

Gouache and Adobe Photoshop



THE JUNGLE BOOK MOCK COVER

Gouache and Adobe Photoshop

The covers and interior illustrations on children's and middle grade books are what inspired me to pursue illustration, so that is the path I want to go down. I mostly would like to illustrate middle grade and young adult covers. However, I would also love to illustrate picture books of any kind and illustrate covers for books of any age range. I am also

interested in designing book interiors. My style of illustration tends to be very detailed scenes and landscapes, which I think can really enhance the story and feel of a book.

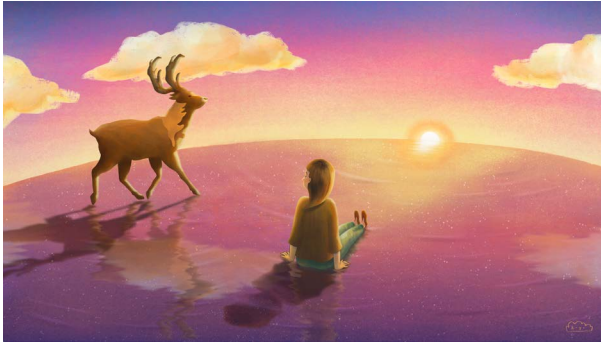
My Goal: To have a career in the book publishing industry.

Kaya Lee

www.kayaillustration.weebly.com

kayalee1225@gmail.com

@kayaillustration



DAY DREAMING

Digital



EARTH IS TAKING A BREAK

Digital

I love to tell stories through my artwork and hope the audience can relate to it in their lives too! Mostly my artworks are narratives, adventurous and imaginative, because this is the only time that I can do or be whatever I want in my world. It is the place where I make my dreams come true. Recently I have been creating my artworks digitally because I feel like I still have a lot to learn, which will make it easier to adjust or experiment. During my senior year at FIT, I began to have a great interest in animation because I realized that it can deliver more stories by creating sequential art. The 2D animation movie "Klaus" really inspired me by the exquisite skills and heartwarming story. I am also interested in children's books and visual development.

My Goal: To be able to tell stories through diverse mediums and better skills that touches everyone's heart.

Stephen Li

www.artstation.com/spookerz

sfnwly@gmail.com

[@sfnwly](https://twitter.com/sfnwly)



HILL

Digital



GRUE

Digital

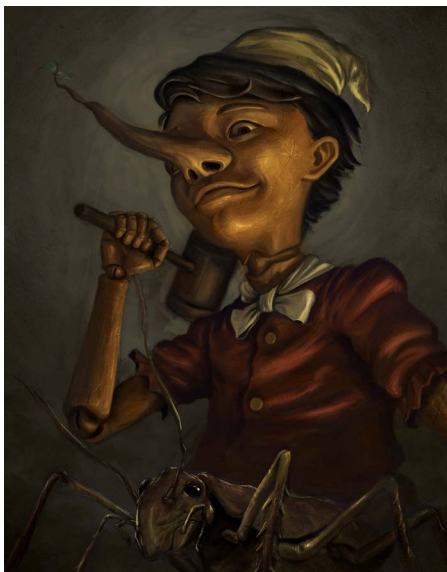
With my pieces, I strive to create interesting atmospheres utilizing color and mood.

My Goal: To build engaging worlds as a visual development artist/illustrator.

Peidong Lin

dongz704591492@gmail.com

@peidongus



PINOCCHIO

Digital

I have always been a student of art since a rather young age, and the continuous learning and observing have contributed to my pursuit of finding better ways to express a vision or display an idea. There are no definite paths to approach an artwork, and I believe that is a wonderful thing, the ability to have countless unique artists to appreciate and to learn from, and the privilege to have the choice to become a virtuoso, not limited by a certain way of telling a story, but being able to utilize many and savor each one.



CHRONICLE ALTERNATIVE POSTER

Digital

My Goal: As an illustrator, to ultimately never stop learning and improving, to be able to engage myself in any kind of work and enjoy the process and the end result.

Alicia Litt

www.alicialitt.wixsite.com/aart

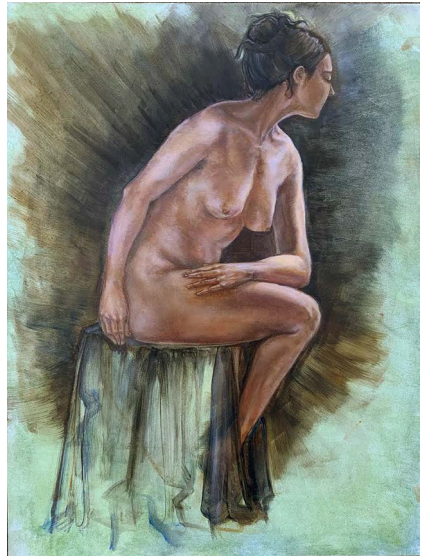
aaalicia003@aol.com

[@alxcx_art](#)



NATALIA'S BOX

oil



EMILY

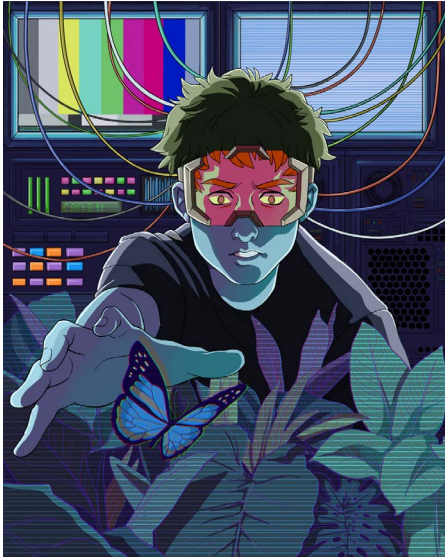
oil

Life is observation of a classical model pose and a visualization of the wonder and excitement that occur for a child over the simpler things.

My Goal: To continue to interpret life and raise it to the surface.

Karina Mata

www.karinamata@fitnyc.edu
@rinamata05



TECHNOLOGY OF NATURE

Digital



LAS TIGRAS

Digital

The first piece is a commentary on the theme of technology versus nature. The second piece is a character study focused on the expression of two characters during the development of the thesis body of work. The characters are part of a Wild West-style girl gang called Las Tigras. The characters and world are heavily influenced by the glam rock, glam metal, disco, and LGBTQ+ aesthetics of the 1970s.

My Goal: To work on character designs for pre-production in movies, television, comics, or video games.

Theresa McDonagh

amievenhumanart@gmail.com
@amievenhuman



ALTERNATIVE PARASITE
MOVIE POSTER

Digital



MOLA MOLA DISCOVERY

Mixed Medium

In my artwork, I enjoy creating fun, playful characters and building their worlds. One of my favorite things to do is to try new media and experiment with my art.

My Goal: To be a freelance illustrator and comic artist in the future.

Melany Mejia

mejia.melanyl@gmail.com

@m.m.illustrations



NASAVERSION2

Digital

“NASAversion2” depicts an important achievement in the history of NASA, when Jessica Meir and Christina Koch became the first women to take part in an all-female spacewalk. The women are the center of this piece, with the Earth in the background. As people sleep on Earth, these women work hard to fulfill their task and make history. I want to make editorial illustrations that can be relatable and marketable. “Rachel the Raccoon” is from my story about a NYC raccoon with a passion for fashion. Here, Rachel is discovered making clothes out of scrap materials by the staff at the Central Park Zoo observatory, and she becomes instantly famous. I wanted this piece to be rendered in a stylized way. I want to turn my story into an animated film.

My Goal: To become an editorial illustrator, storyboard artist, and designer.



RACHEL THE RACCOON

Oil Paint

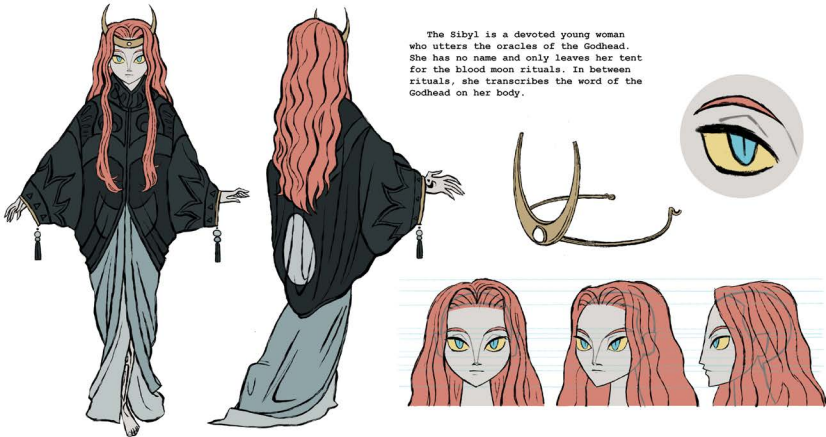
Alyssa Molina

www.alyssamolina.myportfolio.com

alyssamolina@optonline.net

@alyssamolina

SIBYL



SIBYL CHARACTER SHEET

Digital



NAOMI THROUGH THE FENCE

Digital

Drawing stories comes naturally to me. I can see the story in my head like a movie, and making illustrations is my way of sharing my world with others.

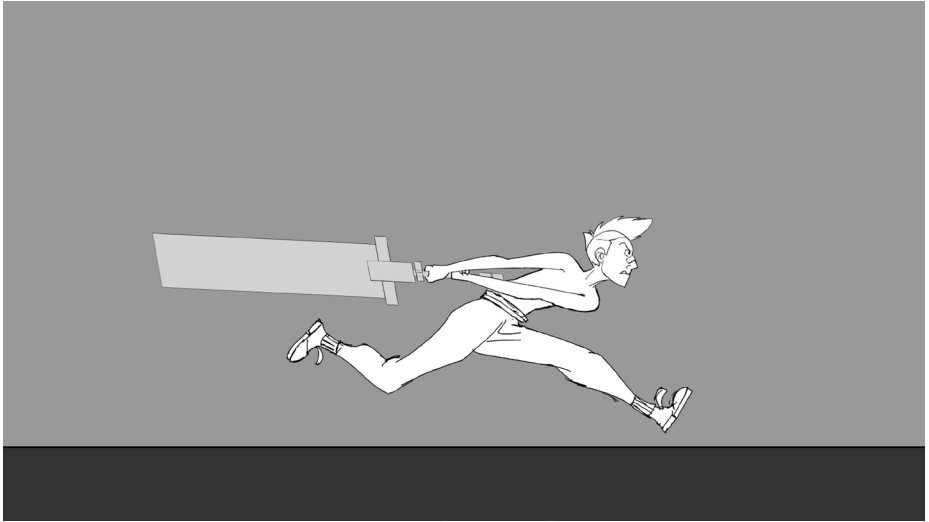
My Goal: To work in visual development, character design, concept art, or storyboarding for animations and video games.

Matthew Mortati

www.mortatim.wixsite.com/chexchess

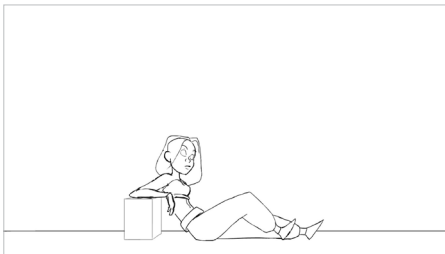
matthew_mortati@fitnyc.edu

@checkerschess



ANIMATION RUN SEQUENCE

Digital



ANIMATION RUN SEQUENCE

Digital

My work is intended to take some solid steps into doing well thought out and executed animation studies/tests. I aim to achieve a general consistency in the quality of the animation and in the subtlety of the motions on screen using original character designs.

Joseph Nelson

jtnelson.art@gmail.com
@phattestbee



THE WALKING CITY

Digital



ENGINES OF WAR

Digital

Ever since I can remember, I have always loved the bizarre and fantastical. All my free time was spent exploring new worlds, either through literature, movies, or games. I believe that good art is unique in its ability to transport someone to another place — be it a literal place, a different time, or even a different state of mind. In my own art, I try to accomplish the same thing, through dynamic yet realistic light and color. I think illustration is unique in its ability to create compelling and immersive scenes, which makes it perfect for fantasy and science fiction genres wherein the nature of the subject matter requires a certain level of suspension of disbelief to be effective. This ability to create worlds is why I love looking at and creating real-feeling fantasy and science fiction art!

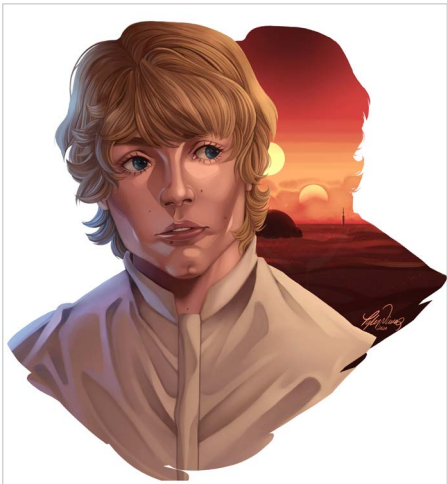
My Goal: To become a fantasy/sci-fi artist for videogames, movies, and boardgames.

Tyler Nieves

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@Smallkazoo



THE UNTAMED
Digital



LUKE
Digital

As an artist, I have always leaned more toward drawing and painting digitally. Many of my works have themes like science fiction and fantasy, and some are more modern, but my primary focus is creating stories and pieces that represent the LGBT+ community. While we have made so much progress in becoming more normalized in modern day society, representation in media is still so important, because truthfully there is hardly enough of it, and every voice deserves to be heard and validated.

My Goal: To finish my webcomic that I have been planning for 8 years, and to continue drawing what inspires me, so that I never fall out of love with this particular craft.

David Ortiz

david_ortiz1@fitnyc.edu



MADAM PHANTASMIC

Digital

My intention with these illustrations is to explore the element of storytelling through individual images and to communicate something that has not necessarily been communicated before. I want to give life to characters that would otherwise only live in our imaginations. As an artist, I want to manifest these stories and characters in my head through this visual medium of illustration and ideally be



LIFE OF THE MACHINE

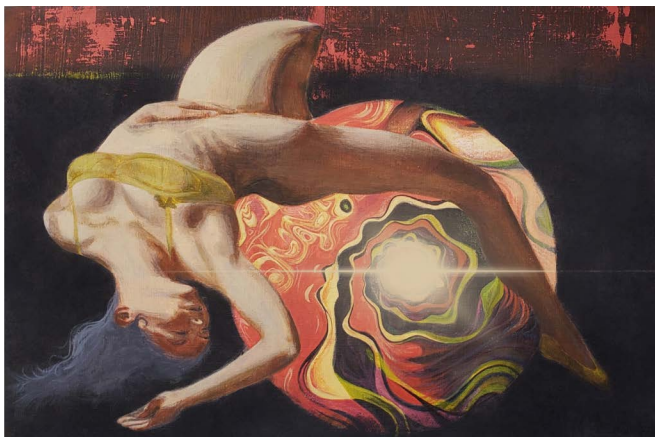
Digital

able to evoke emotions in the viewers' hearts, to speak to the silent thinkers, and to touch the isolated imaginations of as many people as I can possibly reach.

My Goal: To visually tell stories that will affect people and make them forget about the real world, if only for just a moment, through concept art, graphic novels, or otherwise.

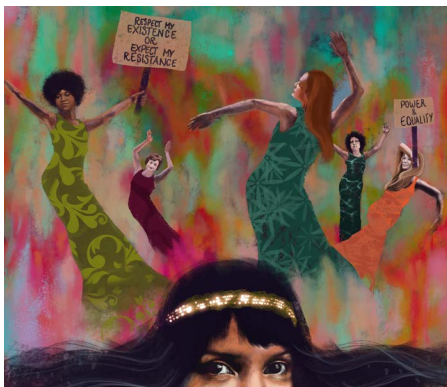
Michelle Pacala

michelle_pacala@fitnyc.edu
@SpiceStudioArt



MOVEMENT

Acrylic paint, oil pastel



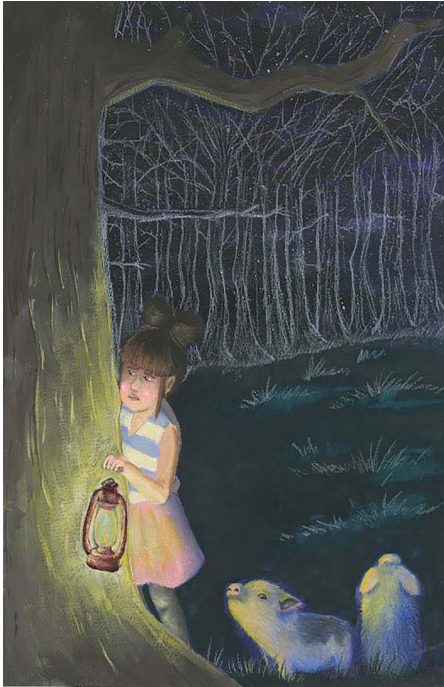
EXPECT MY RESISTANCE

Digital

“Expect my Resistance” arose from my studies of civil rights in America. The image depicts prominent female figures from the second wave of women’s equality movements in the 1960s. Some of these revolutionists are Betty Friedan, Gloria Steinem, Judy Chicago, and Dorothy Pittman Hughes. These women are celebrated for their accomplishments of the time, however as the movement continues today, the job is not done and there is more change to come. The new generation that is taking on the responsibility of the third wave of women’s equality in the present day is represented by the young girl facing the viewer at the bottom and by the woman facing all the second wave women behind her. “Movement” was inspired by the hypnotic trance music can bring to your mind. I wanted to visually interpret the mind getting lost in the movement of sound and the body becoming one with the fluidity.

Williams Perez

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@will_illustrate



3 LITTLE PIGS

Acrylic gouache, color pencil



FREEDOM

Digital

I love to play around with mixed media and digital art. For my traditional work, I use acrylic gouache with colored pencils. As I develop my skills, I also try to experiment with different styles. In my illustration, the technique and color palette are especially important to me – I want my work to be bright, colorful, fun, and eye-catching.

Bryan Pimentel Monroy

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@bryanpimentelart



THE NIGHT OF MARIACHI

Adobe Photoshop



GIVING OF THE CONCH SHELL

Acrylic and gouache

While in college I discovered a new passion, mariachi and singing. In my first illustration, I show a scene of a silent night reflecting the moon and beautiful twinkling stars. A group of mariachi children marches through the streets of New York City. Playing their instruments and singing together, they fill the hearts of those who listen from their homes with wonder and joy — this is the night of mariachi. For my second illustration, I wanted to paint a Mesoamerican-era scene and practice the medium I had recently picked up, gouache. I had my father take many pictures of me in an Aztec costume. Watching Aztec documentaries and listening to Mesoamerican music helped me dive into the mood and express the essence of this era.

My Goal: To work in children's books, as a freelancer or with an animation company.

Sabrina Poon

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@sabrina_sana_



UNDER WATER WORLD REBIRTH

Digital Procreate



BREATHING IN THIN AIR

Digital Procreate

We all breathe air as nature itself provides us, but life is not always easy, it can be suffocating, and sometimes things hold us back. However, there is often some sort of light showing a path forward. “BREATHING IN THIN AIR” shows plants growing out of the body, depicting nature giving life, but the image also shows the person underwater as it is hard to breathe, but we sense the hope to live and the chance for another future. “Under Water World Rebirth” is a cover illustration for a children’s book. It is an underwater world where nature plays a role in creating life, one girl is human and one boy another being. A playful story with a dangerous jelly slime monster lurking about. Everyone should have the courage to explore things, make mistakes, and overcome problems. Therefore, one can enjoy themselves and celebrate life to its fullest.

My Goal: To create storytelling illustrations, to create images that can stir people’s imagination.

Melissa Queliz

melissa_queliz@fitnyc.edu



THE WORLD CARD

Graphite



XENOPHOBIA

Graphite/Digital

These past four years, I have explored many different media: acrylic paint, gouache, oil paint, and colored pencils. However, none of them have been as enjoyable to use as a simple pencil. I have also learned that what I enjoy depicting the most are people. After I graduate, I want to continue expressing my fascination for people through graphite drawings.

My Goal: To continue discovering myself as an artist.

Noe Ramirez

noe_ramirez@fitnyc.edu



DREAM LANDSCAPE
Watercolor



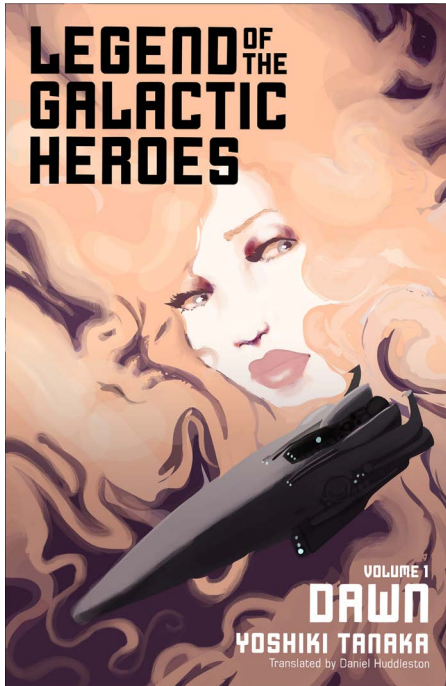
PLASTIC CRISIS
Soft Pastel

I have always had an imaginative mind and have used my art to display it. As such, I like to make art that is creative and almost surreal for others to look at. Having been an illustration major, I have learned that art can represent or describe any written word or idea. As such, I wish to do editorial work because I think my work can adapt to these ideas. Also it does not restrict too much of my creativity.

My Goal: To have a job as an illustrator, and the hope that one day my artwork will be exhibited in a museum or gallery for people to observe and admire.

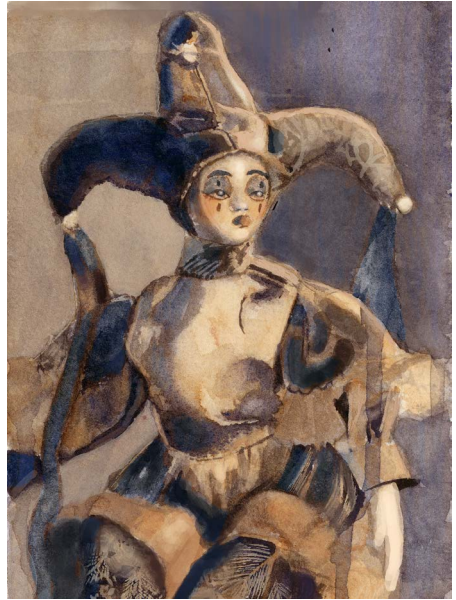
Suzelle Romelus

sujarom@gmail.com
@sujarom



LEGEND OF THE GALACTIC HEROES ALTERNATE COVER

Digital



PORCELAIN CLOWN STILL LIFE

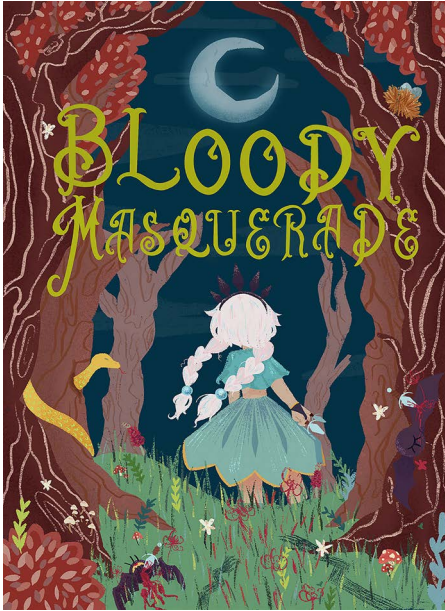
Watercolor

I like to explore color and composition in my work, and I try to pull a whimsical vibe while doing so. When it came to traditional and digital art, I learned that having different styles is all right instead of trying to bridge the gap between both media.

My Goal: To explore the vast scope of illustrative work.

Cristina Ruiz

ruizc135@gmail.com
@kor0bun



BLOODY MASQUERADE

Procreate

I was always fascinated with how video games looked and operated, but I'd never gotten a chance to truly experience making one until recently. I plunged myself into new and untapped waters and rose up to meet the challenge. As I made mistakes and ran into errors, I learned and grew. Every short-coming I would come across, I would aim higher. In my pursuit of portraying a captivating world, whether it be through illustrations



PETRIFIED

Procreate

or through games, I wanted others to see these pieces and become curious and ask one question: "Is there more?"

My Goal: To become a videogame developer and to continuously move past just creating illustrations, but to make an immersive interactive world where art and the story have a deeper connection with the audience.

Holly J. Salerno

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hollyjsalerno@gmail.com

[@hollyjsalerno](#)



EYE CANDY

Ink & digital



ALLIGATOR BATH

Ink & digital

I am interested in creating works that incorporate flat illustrative styles with realistic elements that bridge a gap between realism and line art. I also find inspiration through pop surrealism and depicting a play-on-words.

My Goal: To work as a visual development artist for the animation industry and also create editorial illustrations for books and magazines.

Aniello Salvati

avsprime16@gmail.com



THIS TIGER AIN'T DOING SO GREAT

Digital



DOUGH DEALER

Digital

The federal government has noticed an increase of diabetes and obesity across the country, which has caused a health crisis. To solve this issue, the government has enforced a law that restricts the use of sugar to up to 0.5 grams per product. This has resulted in everyone's favorite sugary mascots to commit to new habits which they would never have thought to do. My artwork depicts their lives now since their products have been banned.

Francesca Samperisi

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Francesca.samperisi@gmail.com

[@francesca.samperisi](https://www.instagram.com/francesca.samperisi)



APOTHECARY SHOP

Mixed media



RAFT OF ISOLATION

Mixed media

I wanted to create an adventurous form of isolation, with a shipwrecked man on a floating raft. I have the physical raft based on the illustration. Coming from illustration, my interests have grown from just the flat screen and paper, to building three-dimensional narrative environments. I mostly enjoy building and creating from organic materials, with the subject matter being pro, environments, and landscapes. In the past semesters, I've taken classes and have had the opportunity to do freelance jobs and found joy in: set building, window display-making, and prop fabricating. I have learned that this is what I was born to do.

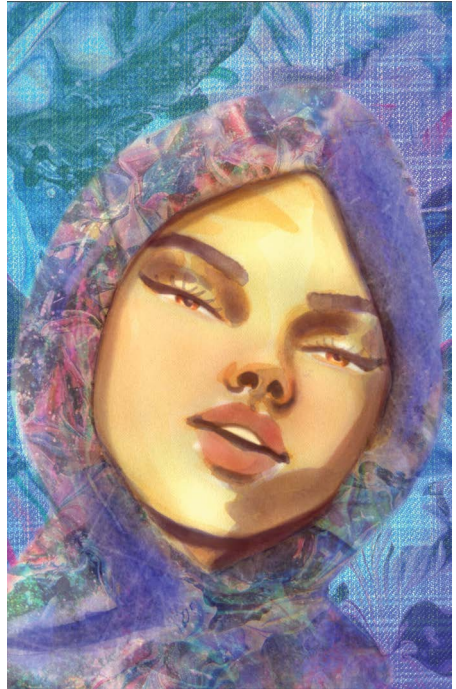
My Goal: To eventually have a staff position working at a major studio like Laika or for a commercial studio in stop motion animation as a lead scenic artist or lead fabricator.

Aneudys Santana

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aneudyseldominicano@gmail.com
[@theshady_artist](https://www.instagram.com/theshady_artist)



QUARANTINE
Watercolor/Digital



BEAUTY
Watercolor/Digital

My focus as an artist is to portray the beauty of the human figure in whatever the subject matter might be. My favorite type of illustration currently is portraiture and pin-up because I feel it allows me to play with hair and makeup.

My Goal: To work in design/advertisement for a fashion house.

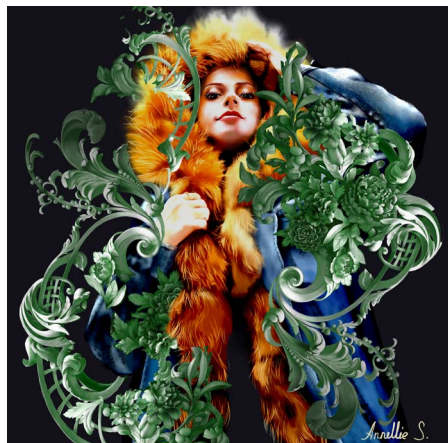
Annelle Saparbaeva

nurzhamal_saparbaeva@fitnyc.edu
@annellie_sapart



THE SOUL OF THE DRAGON

Digital



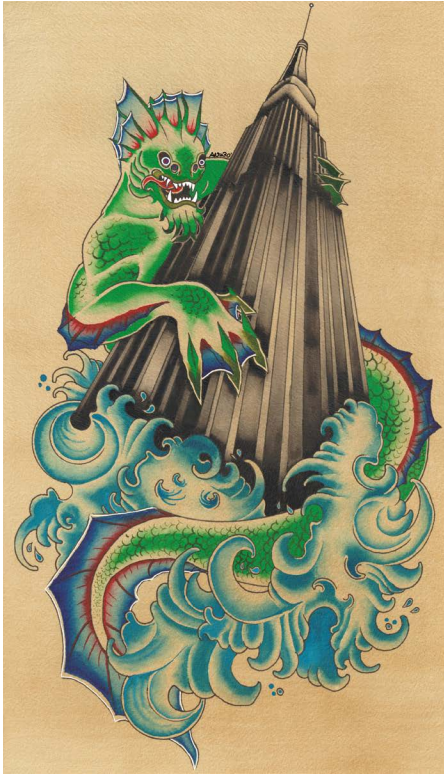
MY DEAR JOANNA

Digital

My illustrations mostly involve concept art, heroic characters with a strong sense of power. My style evolves every day with more inspiration. With every artwork I try to challenge myself to do better, create something new, something that stands out. Attention to detail is very important to me. Every artwork is a challenging task of creating harmony between different elements. However, when I look at the result of all that hard work and see that I can inspire others, it gives me endless joy.

Alex Scheuerman

alex_scheuerman@fitnyc.edu
@shiremite



DAGON TAKES MANHATTAN

Acrylic Ink



THE CALL OF CTHULU

Acrylic Ink

I started getting interested in tattoo art in the beginning of sophomore year and have spent time creating my style to fit that work. I have always thought that they were cool, especially American traditional tattoos. They have such bold colors and lines, and that is something I tried to convey in this piece.

My Goal: To get my apprenticeship to become a tattoo artist.

Tyler Scott

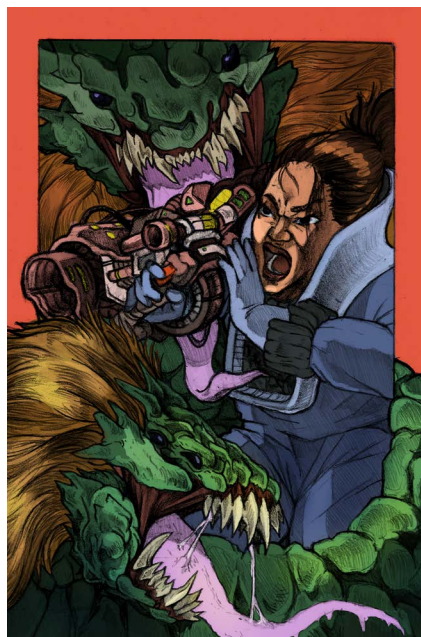
tyler.ryan.scott@gmail.com

@t.s.cott



EMBODIMENT OF STRENGTH.

Graphite and Color pencil



AMBUSHED ASTRONAUT

Graphite and digital color

I'm interested in character design and world building. I have practiced rendering and likenesses to create characters that feel real and have emotion. Through experimenting with various mediums, I have found a good balance of traditional techniques and digital color and editing to further enhance my work. I enjoy portraiture and drawing fantasy themed works.

My Goal: To further improve my digital skills to replicate the same line quality and detail. This would help fit my style, more in line with modern pre-production and concept art.

Faythe Stone

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stone.faythe@gmail.com
@faythestone



BWESSED AWANGEMENT

Digital (Adobe Photoshop)



FISH AND SHIPS

Digital (Adobe Photoshop)

I am an illustrator because I am bad with words but good with pictures. I work both digitally and traditionally with gouache, but I've worked with other media such as cut paper and watercolor.

I like exploring different textures and patterns in my work regardless of the medium. I'm inspired by artists like Saul Bass, Eric Carle, and Stuart Davis and by movements like Die Brücke and Color Field. I love bold shapes, rich colors, and clever design. I enjoy lettering and try to incorporate it into my work as much as I can. The subject matter I tend to have is humorous and botanical. My work can be categorized as illustration, fine arts, graphic design, and even packaging design.

My Goal: To do children's books, editorial work, and packaging design. I would like to work with Flying Eye Books, *The New York Times*, and Target.

Joshua Sue-Ho

joshuasueho@gmail.com

@sueho.j



MIND ARSON

Ink

As a child growing up in Guyana, I would visit my mother as she attended art school. It was one of the most fun times of my life. I watched as she drew, painted, and sculpted — and while I would bother her classmates. One assignment she had always stood out to me. She was tasked with creating a creature from her imagination, whatever she wanted it to be. It was amazing to think about creating



SPACE ODDITY

Illustrator

anything you wanted. Since then, that is how I have approached my own work. I try my best to create what is unique, using influences from art, music, and the films I watch. Creating whatever I want.

My Goal: To pursue a career as an editorial illustrator and to create whatever I want in my free time.

Alvin Sumigcay

www.alvinsumigcay.com
alvinsumigcay.art@gmail.com
@seesumalvin



QUEEN OF CUPS

Digital



HUNTING

Acrylic on Wood Panel

I want to create pieces that tell a story, not only to show the design of the character, but also to portray a deeper understanding of the character's history and personality.

My Goal: To create characters and worlds as a visual development artist.

Ariyana Taylor

www.fumisketchies.wixsite.com/ariyanataylor
ariyana_taylor@fitnyc.edu
[@fumisketchies](https://twitter.com/fumisketchies)



T-SWIRL

Digital (Photoshop & Paint Tool SAI)



FLUFF AND FOLD

Digital (Photoshop & Paint Tool SAI)

I am known as Fumisketchies. I love creating digital work with bright colors, happy moods, and expressive characters. My second piece is concept art for a group animation project called "Hot Dog Heist." Three of the designs are not my own but you can find out more about these characters.

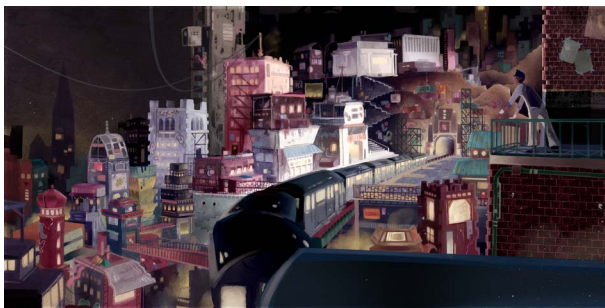
My Goal: To work at an animation studio as a story-boarder or become a freelancer.

Nicholas Tomaselli

www.nicholastomaselli.com

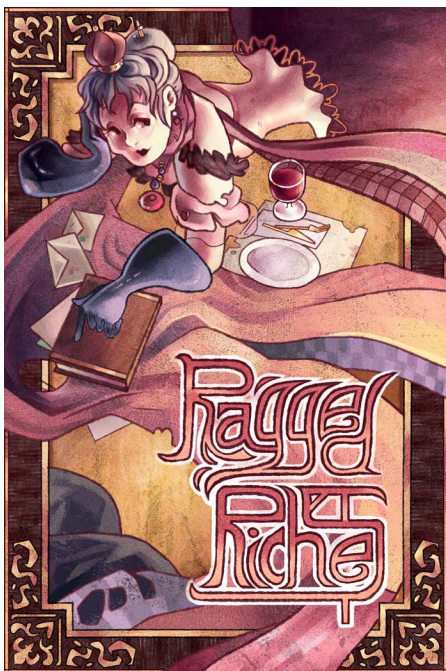
colaselliart@gmail.com

@colaselli



RECLAIMED CITY

Digital



RAGGED RICHES - COVER

Digital

The main intention behind my work is exploring different self-created characters and worlds and figuring out different methods of evoking them visually. Using imagery that combines colorful palettes contrasting with gritty textures, my goal is to evoke a satisfying back-and-forth to a viewer. Whether it be through character or environmental design, I enjoy mixing and matching different motifs and references in various and often divergent ways, playing with the visual language of combining two often conflicting themes. As an illustrator, being able to control and explore the rules in which the worlds I create work, is one of the most satisfying experiences as a creative, and definitely something I'd want to focus on developing in the future.

My Goal: To enter the field of pre-production or conceptual art, helping to design and articulate worlds and the figures within them with a unique sensibility and flair.

Natalie Tse

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natalie.w.tse@gmail.com
@ntlie_tse



UNTITLED

Digital



PROMO POSTER: THE HANDMAIDEN

Digital

I enjoy using art in order to articulate feelings that would otherwise gather dust in my brain.

My Goal: To self-publish zines

Rosanna Victorio Abreu

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rosanna_victorioabre@fitnyc.edu
[@rysabell](https://twitter.com/rysabell)



DOGON TRIBE SUPERHERO

Oil and Digital

These pieces were instrumental in shaping me as an artist. Through each process they have taught me many things. Above all, they showed me that my art can have depth and character. I often struggle with finding my creative voice and making meaningful images. Through the struggles of completing each piece I have made powerful strides towards



MAMI CON ROLLOS

Digital

connecting with not only my work, but with an audience.

My Goal: For these pieces, my goals are to explore different character and costume designs, based on people and tribes of color and to create something that was powered by channeling my childhood.

Alex Williams

alexwilliamsnyc@gmail.com

@a_ritsar



THE LAST INVADER

Digital



THE CURSED DEFENDER

Digital (Photoshop & Paint Tool SAI)

I have had a fascination with the fantasy genre for quite some time. Whatever format it may be in, books, films, games, there is always incredible artwork to accompany it. All those renditions of heroes, monsters, and magic have served as my biggest inspirations as an artist. I seek to add my own vision to this genre and hopefully amaze and inspire others just as all the fantasy illustrators, past and present, have amazed and inspired me.

My Goal: To become a freelance fantasy illustrator.

Yei Mo Yang

ipanemaamy@gmail.com
@sheepyang.ar



GIRL WITH A PEARL EARRING BUT MAKE IT ROCKSTAR

Poster Color on Paper



TIGER IS COMING DOWN

Gouache on illustration board

After 4 years of college experiences, I learned to embrace the playful side of me. The projects I loved the most, and happen to be my best, tend to be brightly colored and playful. I am inspired by many artists and their art, such as James Jean, Keith Haring, and David Hockney, art like the Unskilled Worker and lots of surrealist paintings. I am also inspired by words in books or poems, and films including many of Ghibli's, Pixar, horror movies, and thrillers. I get lots of inspiration from music

as well. I love working with simple shapes and bright colors. I think my art stands out because of its bold colors. I enjoy using neon-based colors, which are meant to stand out, even from the darkness. I chose these pieces because they are what my best looks like: bright and playful.

My Goal: To produce art that I am proud of and hopefully get a job after graduation.

Tiffany Yu

tiffany_yu@fitnyc.edu

@tiffanyyu_art



JAM SESSION

Digital

I am drawn to unconventional relationships and taboo forms of self-expression. This family is fully decorated with tattoos. This includes the child, who drew all over its body to look just like Mom and Dad. Their familial warmth transcends any negative assumptions

My Goal: To work in the entertainment / animation industry, making films that tell relatable stories and challenge the audience. Storytelling is a priority in my art.

REST IN POWER REESE WILLOUGHBY

Digital



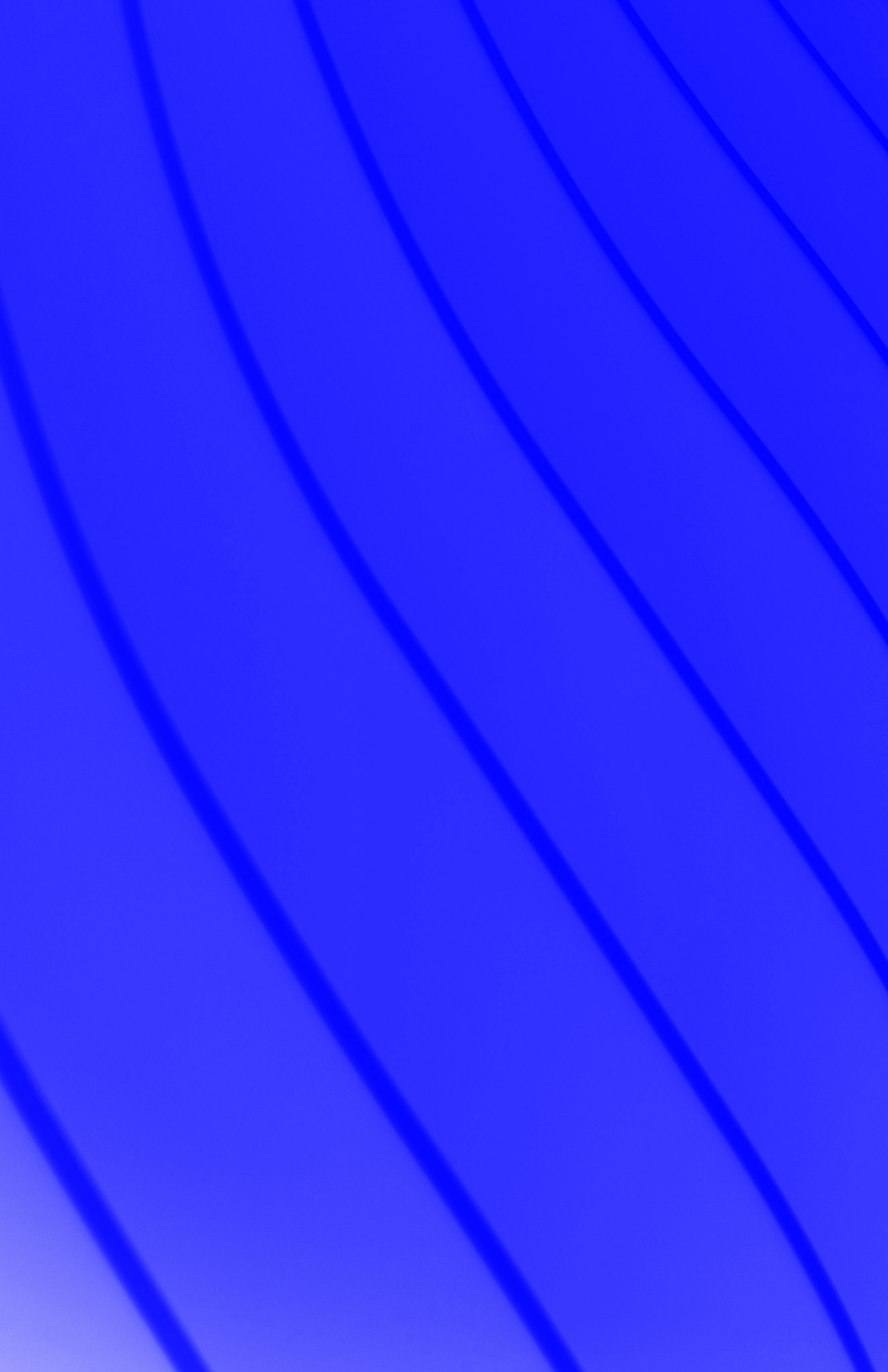
Loraine Zhou

www.lorainezhou.com
zhouloraine.arts@gmail.com
@teaegghead



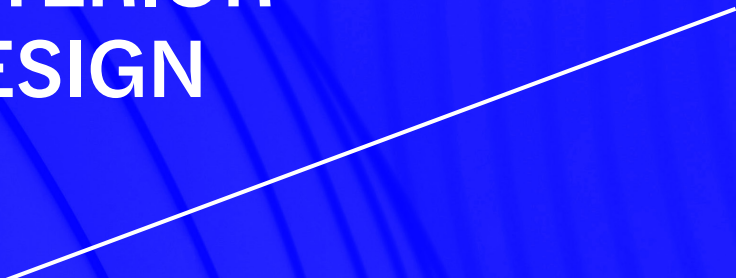
A DAY IN Digital

A digital illustration of a previous “remake” project, my work was inspired by the illustrator Laura Callaghan.



School of Art and Design
Graduating Student Exhibition

INTERIOR DESIGN



The mission of the Interior Design program at FIT is to educate the next generation of creative, environmentally and socially responsible, and globally relevant interior design professionals. To achieve this mission, the two-year AAS and two-year BFA degree programs strive to nurture students' artistic potential, and assist in the development of an aesthetic sense. Students are challenged to utilize evidence-based design and innovate, collaborate, and experiment in an effort to transform the built environments in which we live, work, learn, and play. We strive to empower students with sound design methodologies for success and leadership positions in the profession.



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



Emily Acosta

emilyrose_acosta@fitnyc.edu

@em1iy



PODCAST INCUBATOR



THE JOURNALIST'S DESK - PERMANENT EXHIBITION SPACE

THE QUILL - CENTER FOR ETHICAL JOURNALISM

SketchUp, V-Ray, Photoshop, Illustrator

The Quill aims to maintain and uphold an ethical journalistic practice through fostering cross-border alliances between the journalism community and the public. By inviting a collective of both international and locally based journalists, The Quill will aid in shaping a deeper understanding of journalism that is high impact, in-depth, and trustworthy, in a perpetually changing media industry.

My goal is to learn all that is possible in the world of design and architecture, as far as the eye can see, connect various degrees of ideas, and create dedicated spaces to celebrate diverse communities, nurture, uplift and educate.

Claudia De Leon

claudia_deleon@fitnyc.edu
@claudia__deleon



AILA: CO-LIVING THROUGH CREATIVE EXPRESSION

Sketchup, Podium, Photoshop

Aila, meaning “bringer of light” and “from a strong place,” is for New York City college students who desire emotional wellness support and/or who have gone through emotionally challenging or traumatic experiences. Aila allows them to connect with themselves and others through art, music, dance, and creative writing in a co-living environment.

The design highlights the connection, communication, and support between students by enhancing collaboration through innovative and interactive spaces. The energetic atmosphere emphasizes the creativity and individuality that students express, through vibrant and captivating materials and finishes

Natalie Falco

natalie_falco@fitnyc.edu

@nataliefalco



THE LONG BEACH HOTEL

SketchUp, Enscape, Photoshop

To Wander: To walk or move leisurely or casually in an aimless way. The Long Beach Hotel is based on this idea, inspired by the Long Beach community, and based in resilient design.

Alexandra Fay

alexandra_fay@fitnyc.edu



Melt is an interactive fashion experience where the fashion consumer, designer, and press join together to view and create the most innovative designs within the industry.

My goal is to reimage the current retail model into a unique experience that everyone within that fashion industry can attend and be a part of.



MELT: A FASHION CENTRUM

Revit, Photoshop

Ariel Holder

www.arielholder.myportfolio.com

arielholder11@gmail.com, ariel_holder@fitnyc.edu

@_arielholder



RECEPTION



CAFE, LOWER LEVEL

MUSICORUM: MUSIC EDUCATION CENTER FOR YOUNG ADOLESCENTS

SketchUp, Lumion

When designing, my heart always goes back to nature. Growing up in a more rural environment, nature has always been my inspiration, as one can find several aspects of our current technology within it. Although the natural environment has my heart, I consider innovation, modernism, and comfort when designing a space. As a designer, I want to integrate greenery and sustainability into every space I create, to establish a united front when it comes to design being eco-conscious, in the hope that it will be the new standard of designing.

“Musicorum” is a music center for young adolescents between grades 6 and 12 who don’t have music education within their public schools. This center will give beneficial music education to these children through music lessons, music history classes, and summer camps. “Musicorum” will help motivate and shape the minds of tomorrow through music.

My goal is to become the type of designer that upholds eco-consciousness when creating something beautiful.

Danielle Japngie

danielle_japngie@fitnyc.edu or d.japngie@yahoo.com
@daniellejapngie



THE WELL: THE SPA

Revit, Enscape, Photoshop



THE WELL: THE HEALTHY CAFÉ

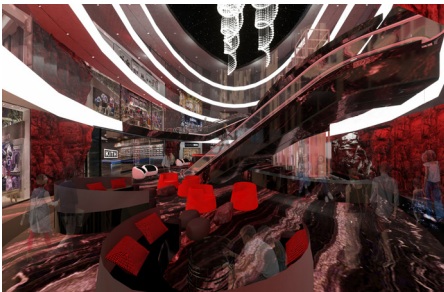
Revit, Enscape, Photoshop

The WELL is a space to bring together all the aspects of health – physical, mental, and social. I want to help transform people's lifestyle into an overall healthier one, while teaching them the fundamentals of health and wellness.

MY GOAL: To show people that health and wellness is so important, and that it can be enjoyable. Bringing people together within this space will create that sense of community among its members.

Sydney Jean-Baptiste

sydney_jeanbaptiste@fitnyc.edu
@sydney_jb



PROXIMA CENTAURI MULTI-BRAND CENTER

SketchUp, Lumion

The new urban multi-brand center for Millennials and Generation Z will mimic outer space's gravitational attraction, with curvilinear structure and form to entice users to shop at the themed specific shops. The design has unique themed common areas, such as Trends, with a large concert area for popular music artist performances, Fit Fashion, with a basketball court, and High Fashion, with a restaurant, planetarium, and full shopping experience. With a focus on sustainable lighting and high technology, this multi-brand center will satisfy the experience that the youth culture has been missing in existing shopping centers.

My goals are to revitalize the brick-and-mortar shopping experience and make in-person shopping a trend again, so retail businesses will continue to prosper.

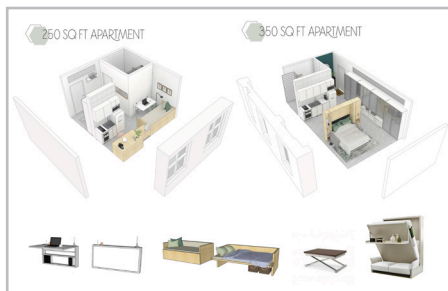
Kerby Kanaly

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@kerbykat



THE HIVE RESIDENTIAL: COMMUNITY CO-WORKING SPACE

SketchUp



THE HIVE RESIDENTIAL: MICRO-APARTMENT LAYOUTS

SketchUp, SketchUp Podium

The idea of nostalgia seeps into every project I design. I look to simple gestures informed by origin and history to trigger the concept for a space. I use objects or elements from the past and turn them into new ideas that make one connect with memories and experiences. We live in a new world that revolves around technology, and my goal is to encourage people to appreciate the space around them, not just the tech at their fingertips. I strive to find a balance between keeping those things that are special to us and finding new ways to preserve those moments. Having the ability to impact the interior environments in others' lives allows me to provide the amazing opportunity of inspiring people to connect with each other, their memories, and the simple gestures in life.

My goal is to create special moments throughout interior spaces that encourage viewers to make a connection, both with the environment around them and the people surrounding them.

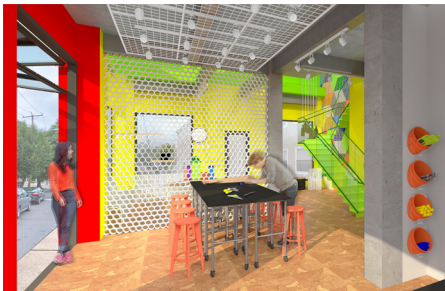
Dalia Kramer

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[@dk_designs1](#)



AVION @ EWR

SketchUp, V-Ray, Photoshop



ONE ROOF

SketchUp, V-Ray, Photoshop

As a young aspiring interior designer, I believe it is my job to listen, to embrace, to collaborate, and to work hard at translating client dreams into beautiful living environments, through inspiration and by paying attention to detail.

My goal is to create spaces that make people feel as though they belong, while creating a connection between the world around us and the spaces we inhabit. Ultimately, I want to inspire creativity through well-designed spaces.

Nasim Lahbichi

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@lahbco



WELCOME TO CULTIVATE

SketchUp, V-Ray, Photoshop



CULTIVATE: THE CORNER STORE RE-IMAGINED

SketchUp, V-Ray, Photoshop

Welcome to Cultivate: A hub of diverse solutions for resilience against food inequality. The center is dedicated to improving the health, wellness, and life quality of East New Yorkers who have faced the disparities that come with living in a food desert. As a tool of transformation, Cultivate will bring educational programs and resources that empower and nourish residents.

My goal is to connect with communities at large through design that reflects who they are and what they stand for. Every story deserves to be told and plays a grand role in spurring inspiration, impacting communities, and emulating genuine connections. I hope to be a part of this storytelling, giving others the opportunity to create lasting, meaningful memories for generations to come.

Kathryn Leroux

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BLOOMING OUSIA: INDEPENDENT LIVING COMMUNITY

Revit, Photoshop

When it comes to my designs, I try to look at the needs and wants of the individual that I am creating for. I try to integrate that with as many elements of nature as possible, to continuously bring the natural environment within. My approach can sometimes be midcentury modern and have bursts of color, but I try to keep a consistent palette when it comes to each space. A project can sometimes feel disconnected from the client. When I design, I try to incorporate the individuals that will be within the space, and how the area could affect them. I want to draw a personal connection to the space and to design more for the individuals that will be using it.



My goal is to bring together communities that may not naturally attract one another, but come together as one through an impactful design. Even though they might seem to have nothing in common, the design could provoke a feeling and connection that could cause an interaction between these individuals.

Samantha Lopez

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LIFT

SketchUp, Podium, Photoshop

LIFT is an immersive education and cultural home for individuals seeking refuge in Brooklyn, New York.

As refugees transition into the United States, they can live here for 1-2 years while they learning skills to become employable within the community. While gaining the skills they need, they're also gaining a community in what is now their new home. With an emphasis on communal living, residents will share all essential spaces, while participating in educational classes together.

My goal is to set a new standard for the way the U.S. responds to the intake of refugees. We should not simply accept refugees into the country with open arms, but welcome and grow with them. A space designed entirely for their growth and well-being, LIFT rethinks the refugee experience entirely by giving them the resources they need and deserve to start their new lives.

Samantha Mayo

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FUSE: RESOURCE LIBRARY

Revit, Enscape, Photoshop



FUSE: TEST KITCHEN

Revit, Enscape, Photoshop

Located in what was a vacant LIRR Substation in East New York, Fuse aims to assist small artisan and farm businesses in implementing sustainable business practices and encourages consumers to shop locally to aid in responsible consumption and production patterns. Adaptive reuse is at the core of the building's

design. Preserving as much of the existing structure and accounting for carbon emissions was important in sourcing new materials.

The design concept aims to fuse the natural and man-made worlds. Custom workstations made from salvaged heart pine wood, refinished stainless-steel plates, aluminum, and glass fuse elements both natural and man-made. The greenery seamlessly joins the design of the existing brick building.

My goal is to create sustainable interiors and long-lasting environments that support the health of their users as well as the natural environment. I believe creating spaces that promote well-being allows people to thrive and supports an environment where strong relationships can develop.

Brittney McKenzie

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ERUPT

Revit

Erupt is a space for college students to come and release stress in a physical way. Stress is something that everyone goes through, however, too much stress can affect you physically, mentally, and emotionally when not dealing with it. Studies show that over 60% of college students suffer from stress and do not know how to deal with it. Also, 40% of students who are stressed suffer from a mental illness due to it. When you look up ways to release stress, the first thing that pops up is exercise, so I decided to make a twist on it by having a space where there are multiple ways to release stress such as a smash room (image shown).

My goal is to create a space for college students to come and release their stress in a physical and yet fun way.

Chinami Ojiri

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COMMUNITY URBAN REGENERATION CENTER

AutoCAD, Revit, Photoshop



I'm a Japanese interior designer/art director with a multidisciplinary background in the field of visual storytelling. I have spent the past years working in a professional design field in Tokyo and New York City, where I am currently based. My creation is rooted in an aesthetic sense from the integration of my unique experiences, ideas, perspectives, and vibes.

My goal is to create an aesthetically and emotionally pleasing landscape with a beautiful, unique, authentic, candid, and interesting story that creates moments which will remain in one's memories.

Erin Penny

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AGORA

SketchUp, V-Ray, Photoshop



Agora is a multi-generational debate and exhibition center that stimulates intergenerational conversations promoted through political art — leading to a better tomorrow by learning from the past. People will have the opportunity to stimulate thinking through combative, constructive debate.

My goal is to give people the opportunity to speak publicly about an issue, rather than being on their phones behind a screen speaking. Even if people do not come to an agreement, they are partaking in something that the average person does not typically have the opportunity to do, and speaking about what they believe in publicly, in a controlled, supportive environment.

Minkyung Song

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NEWTRO RECORDS

SketchUp, Podium

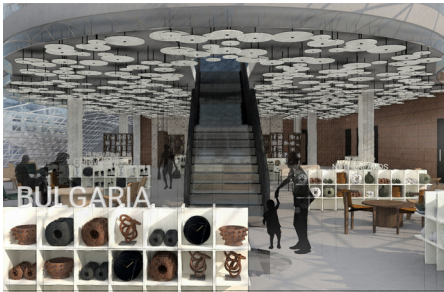
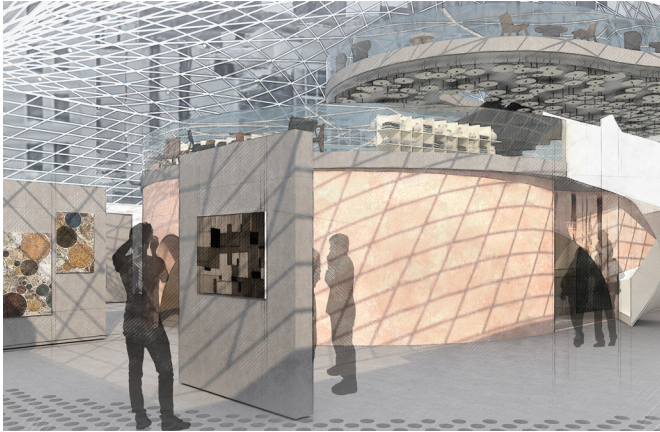
I think one of the biggest joys designers have is being able to create a space that serves as a vessel for people's memorable experiences. We all come from different walks of life, and even though we are in the same space, our interpretation and experience of the space vary. A designer's job is not only to create a

space that promotes the well-being and safety of people who occupy it, but also to make them think, imagine, and have a moment of discovery.

My goal is to design a space that serves as a vessel for the user's creativity and experience.

Michaela Sweetin

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ONE EUROPE (GALLEY AND ARTISANAL SHOPS)

SketchUp, V-Ray, Photoshop

One Europe is a center for cultural exploration through food, art, and design. This space is a spark of nostalgia for European immigrants. This redeveloped historical landmark includes a food hall with traditional dishes, artisanal galleries, shops, and event spaces for visitors to create connections and share new cultures.

My goal is to continuously search for a sense of home. As a European immigrant moving to NYC, I hope One Europe will create the same sense of home I searched for.

Valeriia Orlova

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THE WING SOCIAL CLUB

SketchUp and V-Ray

Human well-being is a solid foundation for great design. Being healthy and happy are the most important things that any person can wish for, so I make this the focus of my design. My direction to design and my approach are based on human comfort. The activities that are happening in a space shape the space itself, and the space, in turn, shapes the people in it. I am pursuing a career in interior design because I have always felt a desire to help people to be happy in their surroundings. I desire to create spaces that will provide a positive influence, whether it's a residential, commercial, or hospitality design, all while not forgetting the function of the space, since a well-designed space must be practical, too.

My goal is to make the world a better place by creating spaces where people will feel happier, united and fulfilled — places that people will not want to leave.

Kerry Van Meter

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@kerryvanmeter



CANINE CORNER: BIG DOG PARK

Revit, Photoshop



CANINE CORNER: CANINE ASSISTED PSYCHOTHERAPY

Revit, Photoshop

Canine Corner is a space that focuses on and enhances the human-canine connection. A dog's love is infinite and is proven to be physically, mentally, and emotionally beneficial. My goal is to provide a space that strengthens the human-canine bond. The community is able to utilize the public spaces with their dogs, adolescents with mental health disorders can receive canine-assisted psychotherapy, and individuals with disabilities are able to train with a service dog for everyday life.

Immanuel Went

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THE CARNEGIE COMMONS

Sketchup, Revit, Lumion, Adobe Photoshop



THE WORKSHOPS



THE CHILDREN'S SPACES

This is an exploration of the library as a center for community. Intersecting technology, education, and social gathering, the library is a medium that can foster the bonds of societies and become an arena of possibility for people of any background. The Carnegie Commons is a vision for the future of public libraries.

My goal is to create holistic spaces that serve to empower others through evidence-based design, grounded with a connection to communities and a focus on laying the foundation for the future.

Jacqueline Yordt

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BUSHWICK APAWTMENTS

SketchUp, Podium, Photoshop



Bushwick Apawtments is what an ideal pet-friendly building in New York City should be. Specifically designed for Millennials working professional jobs and their pet dogs, it has public activity areas including a dog hotel and day care, a veterinary clinic, pet cafe, and many more. All are conveniently located on the ground floor with private residences located on the floors above. Connecting all these spaces is

a courtyard that allows for connection between humans and dogs alike.

My goal is to produce a model of what an ideal pet-friendly residential building in New York City should be, by thoughtfully designing spaces that respond to both the needs of humans as well as dogs, and to facilitate and strengthen the bond that exists between the two.

Bar Zeev

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@zeevbar

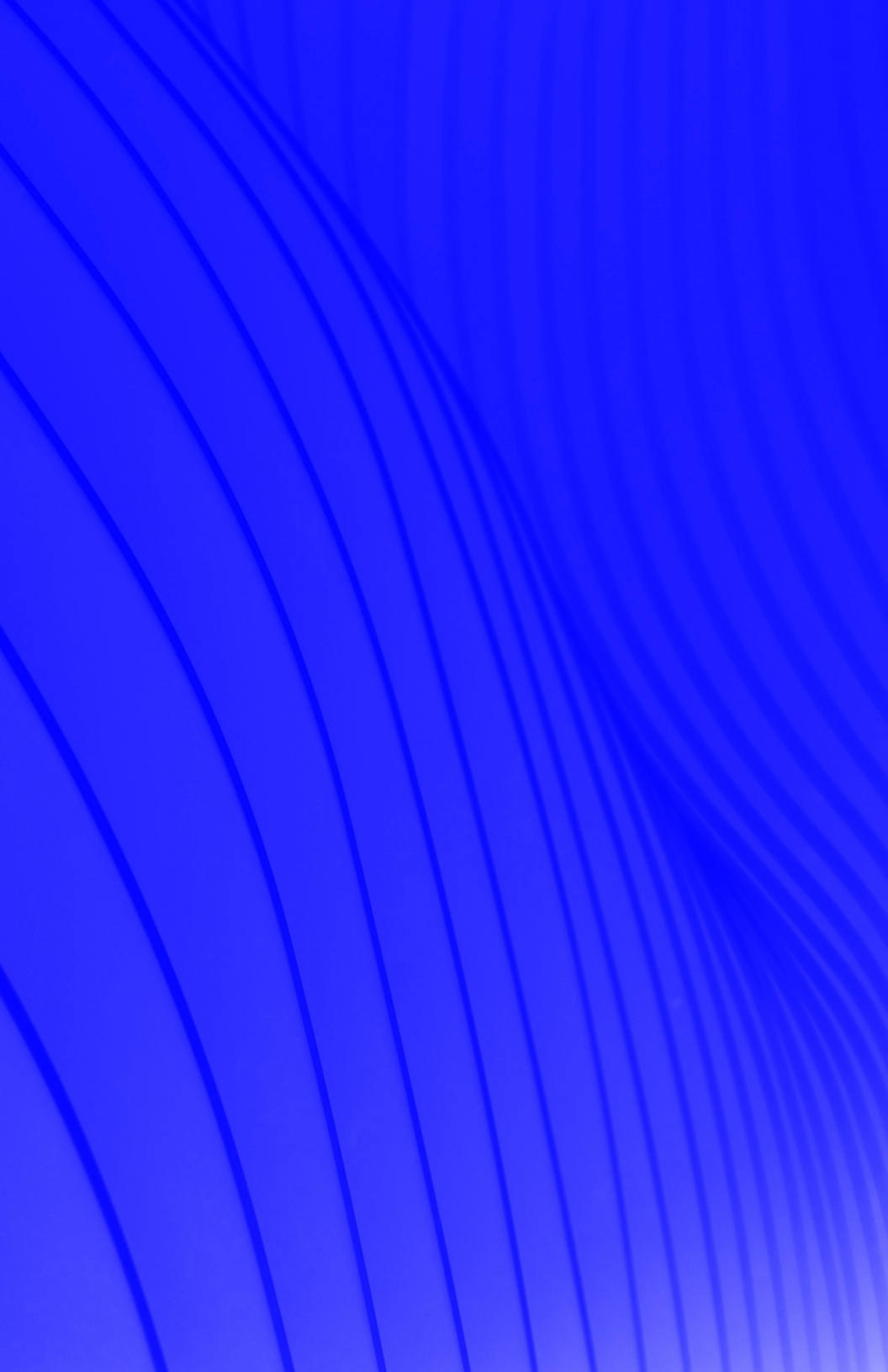


NATURE HOUSE

Revit, Lumion, Photoshop

Interior design has the power to create environments, feelings and ways of life. Designers should use that power to improve the client's quality of life.

My goal is to create spaces that stretch boundaries and motivate people within those spaces to do their best.



School of Art and Design
Graduating Student Exhibition

JEWELRY DESIGN



Jewelry Design students will enter an industry that requires them to strike a dynamic balance with design, craft, economics, ethics, sustainability, and social responsibility. The 2020 Graduating Student Exhibition presents their vision as they balance these factors and find their voice. The unspoken statement of ornament is a powerful one, and this power is explored, harnessed, and released by our students. The exhibition has been curated to demonstrate the range of talent in each student. The ideas expressed, the materials used, and the construction methods employed, are both ancient and modern. Our students' creative voices make a powerful comment on their moment in time.



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Brandon D. Brown

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ARROW HEAD NECKLACE

Sterling silver

Through jewelry making I have been able to connect, educate, and learn with people from all walks of life and cultures. I want to create beautiful pieces of jewelry that will adorn the world. My style as a designer is best described as a marriage between the music and fashion industry, with a focus on technology and development. I need a mad scientist's laboratory to fulfill my dreams, and nothing seems closer

to that than a modern jeweler or goldsmith's workshop. Good design takes maximum effort and quite a lot of thought, add someone's personal taste and you have an entirely different story. They say ignorance is bliss, but I can't see any greater joy than doing what I love and sharing my love with others. I've set a goal to one day create my own fine jewelry house.

Joohee Lee

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DAVID; MOMENTO

Procreate

People tend to forget and overlook what they know, such as profound enlightenment that can change their lives or precious memories that will make their life brighter. To not forget, people need to keep their memories close at all times. For me, jewelry is an artwork that inspires your every moment.

My goal is to make jewelry which reminds you of an important message or a memory.



ROSE OF SHARON

Procreate

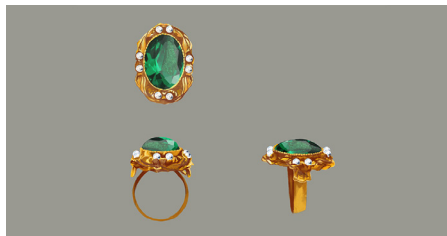
Ziqing Li

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@smokexberry



GOLDEN AGE

Procreate



Before learning jewelry design, most of my interests were in anthropology and philosophy. So for me, jewelry design is not only about fashion or wearable art, it's a way for me to express my feelings and thoughts. Considering my background growing up and my personality, I am addicted to contrasting elements. Art, jewelry, or any other type of art are new ways to influence my inspiration and design of jewelry. Classic and modern. Simple but exaggerated. Elegant and interesting. Unpredictable but spontaneous.

FOR COCO

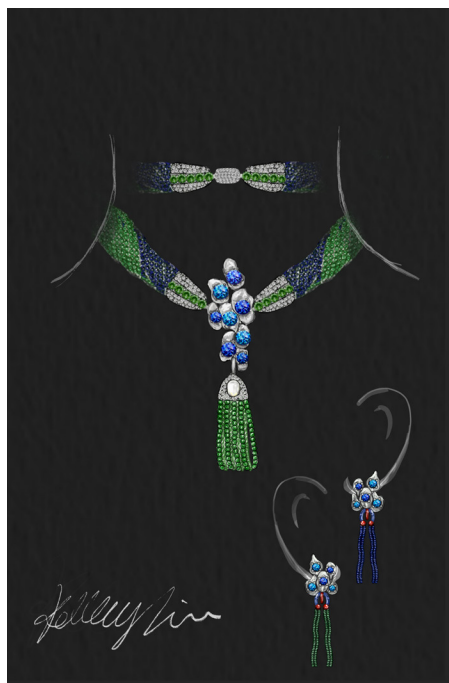
Gouache

Kelley Lin

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@linkly_



OPAL JADEITE TWIST NECKLACE

Procreate



THE BAROQUE PEARLS TIARA

Procreate

I was born in a jewelry merchant family in Taiwan. My childhood toys were a little different from other girls' toys. Instead of Barbie dolls, I played with pliers, string, beads, wires, papers, and scissors. I really enjoyed making earrings, necklaces, handbags, and 3-D models with paper and scissors. My passion for handcrafting has persisted since a very young age. To approach my dream as a jewelry designer, I choose to settle in New York to start my career. As an impetuous person, I initiate a traditional style of jewelry with a more modern style. The main idea of my collection is about combining the use of different characteristic stones on each of the pieces.

My goal is to get people to start looking at different types of jewelry and appreciating it as art jewelry.

Qiuyu Lin

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I am known as Harper. During my childhood, both my grandfathers' studies were my playground. My maternal grandfather is a famous antiques collector, so his priceless collection of paintings, fine china, and especially jewelry were my earliest companions. He cultivated my appreciation of beauty. My paternal grandfather is a cartographer, and he taught me to maintain consistency, preciseness, and an uncompromising attitude toward detail. After I

gained their knowledge and techniques, I started my journey on jewelry design. When I create jewelry, I include many different cultures along with a unique story. The story must impress me, be it happy or sad. Milan Kundera said, "Beauty is the abolition of chronology and a rebellion against time." For me, jewelry is the beauty. As a jewelry designer, I use my brush to collect the story. As a craftsman, I use my hands to record the beauty.



MECHANISM ALBIZIA
Gouache



TRADITIONAL WEDDING
Gouache

Sarah Martinez

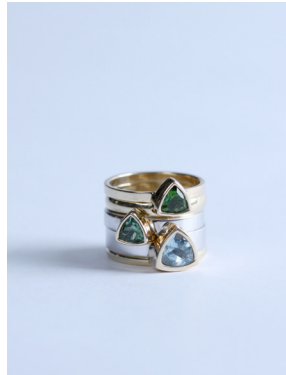
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I am a descendant of Latin American and Northern European immigrants. I am a lifelong explorer of design and the arts across a wide breadth of cultural traditions. I identify as both a minimalist and maximalist and feel equally called to the wild open spaces of Colorado, where I was raised, and to diverse urban hubs like New York City.

Through my jewelry, I seek to tell the story of the places and the cultural influences that have defined me. Though grounded in a deep love for the American West, I create colorful, globally inspired designs that tell stories of people and places from around the world.

In February of 2020, I launched my namesake online fine jewelry brand. My first collection is centered around the idea of home — in the West, in the East, and in my own space.

My goal is to grow my online business — all while designing bold fine jewelry heirlooms that encourage individual expression and create space for fearless exploration.



STACKING TRILLION GEMSTONE RINGS

Aquamarine, tourmaline, and 14k yellow gold



EL FÉNIX AND A COLLECTION OF COASTAL DESERT FOLK CHARMS

Turquoise, opal, vintage coral, mother of pearl, diamond, and 18k yellow gold alongside traditional gouache rendering

Katie McCants

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@iheart_travel



URSULA SUITE

Gouache, watercolor on canford paper

My jewelry is beautifully handcrafted with an emphasis on elevating the natural qualities of the materials I use. Whether drawing inspiration from the vibrant colors of India, the patterns of African textiles, or the clean lines of New York City architecture, I strive to create wearable pieces of art meant to take the wearer on a global journey.

Minju Seo

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WINTER FOREST COLLECTION

Silver, natural dendritic agate

I believe that my fulfillment from my designs comes when fully immersed in creating and fabricating the design. After many hours of sketching, rendering, and fabricating, I feel strongly connected with the piece when completed, as if a small piece of myself has been joined with my creation. I believe the true value of design is appreciated the most when people come to understand the design



WINTER SWANS PEARL NECKLACE

CAD modeling, keyshot rendered

throughout time. This makes me feel that they were given a small piece of happiness that I received from the fulfillment of creating my designs.

My goal is to fully captivate clients and viewers and have them feel the same special connection that I have with my creations.

Lillyana Reyes

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WISHBONE CUFF

Sterling silver

As a first-generation Latina raised in New York City by my Dominican mother, I've learned to be strong and independent. I knew I wanted to start my own jewelry line when I started interning in the Diamond District. I learned and networked through the business and soon realized that this was what I wanted to pursue. My jewelry is an interpretation of the empowerment I feel as a self-made designer. I want my costumers to feel a vibrant energy that fills

them with confidence. I want my pieces to have natural boldness with an urban sleekness that reigns from the city that has made me who I am.

My goal is to have a jewelry line that will eventually become a lifestyle. I want to be successful enough to donate to third world countries that suffer from poverty and to organizations that support sustainability.

Teddy Rizzo

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@teddyr727



SINFONIA

14k gold, 6x4mm emerald, CAD modeling

Gentrification, or the blending of a new culture, is the foundation for all of my designs. The metals in my creations flow in different directions as the heat is applied, forming wavy lines of change. They form curves, like the steel of subways, traveling in dark tunnels. The graffiti on the walls of those tunnels, and the statements they make, are embedded in my art. The blend of urban and urbane evolves in my designs as I combine rich delicate stones

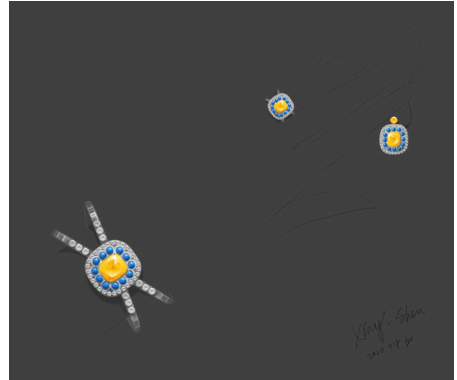
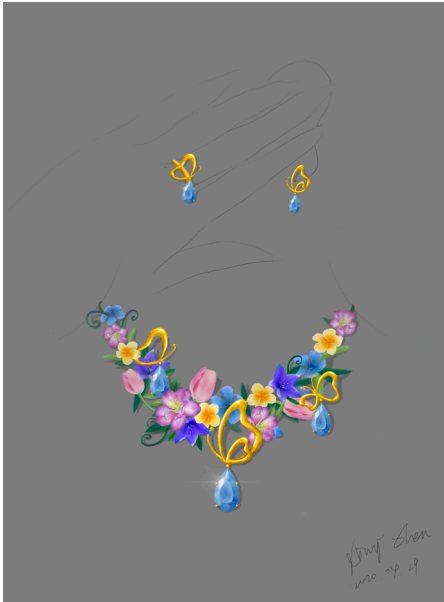


STEEL WHEEL

Sterling silver, CAD modeling

with steely wide metal bands. The rebuilding of a city of beauty, renewed with strength, is at the heart of my style. My designs speak to those who have built a city of beauty where they harmoniously live, work, and relax. They plant their roots in an urban garden of color and diversity. My goal is to create an artistry of wearable beauty that flows among a new culture.

Xinyi Shen



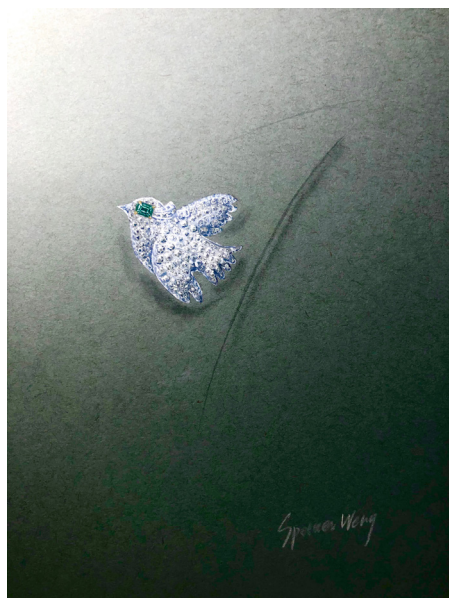
I started to learn jewelry design because I love those shiny baubles. I want to use them to remind people, especially women, not to forget their sense of self-worth. It is the design aspect of jewelry making that interests me the most, because a good design can provide the wearer with different meanings, making them and the object even more beautiful.

Audrey Hepburn once said, "A thing of beauty is a joy forever." I try my best to create jewelry that bring me and my clientele joy forever.

Shuyang Weng

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@spencesomething



LIAM

Gouache; will be made in gold, anemone,
tourmaline



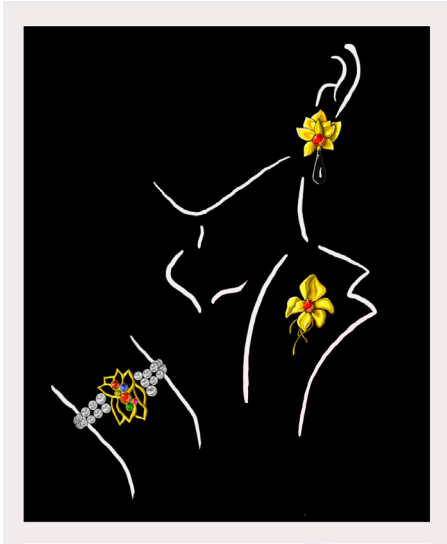
THOMAS

Sterling silver, spinel

I believe jewelry is simply an eternal way of being, brilliance over exaggeration. I create jewelry people can feel, even if they do not own it, yet. Serendipitously, I live with much jewelry.

Shang-Yu Wen

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@marvinwen89



THE BLOSSOM

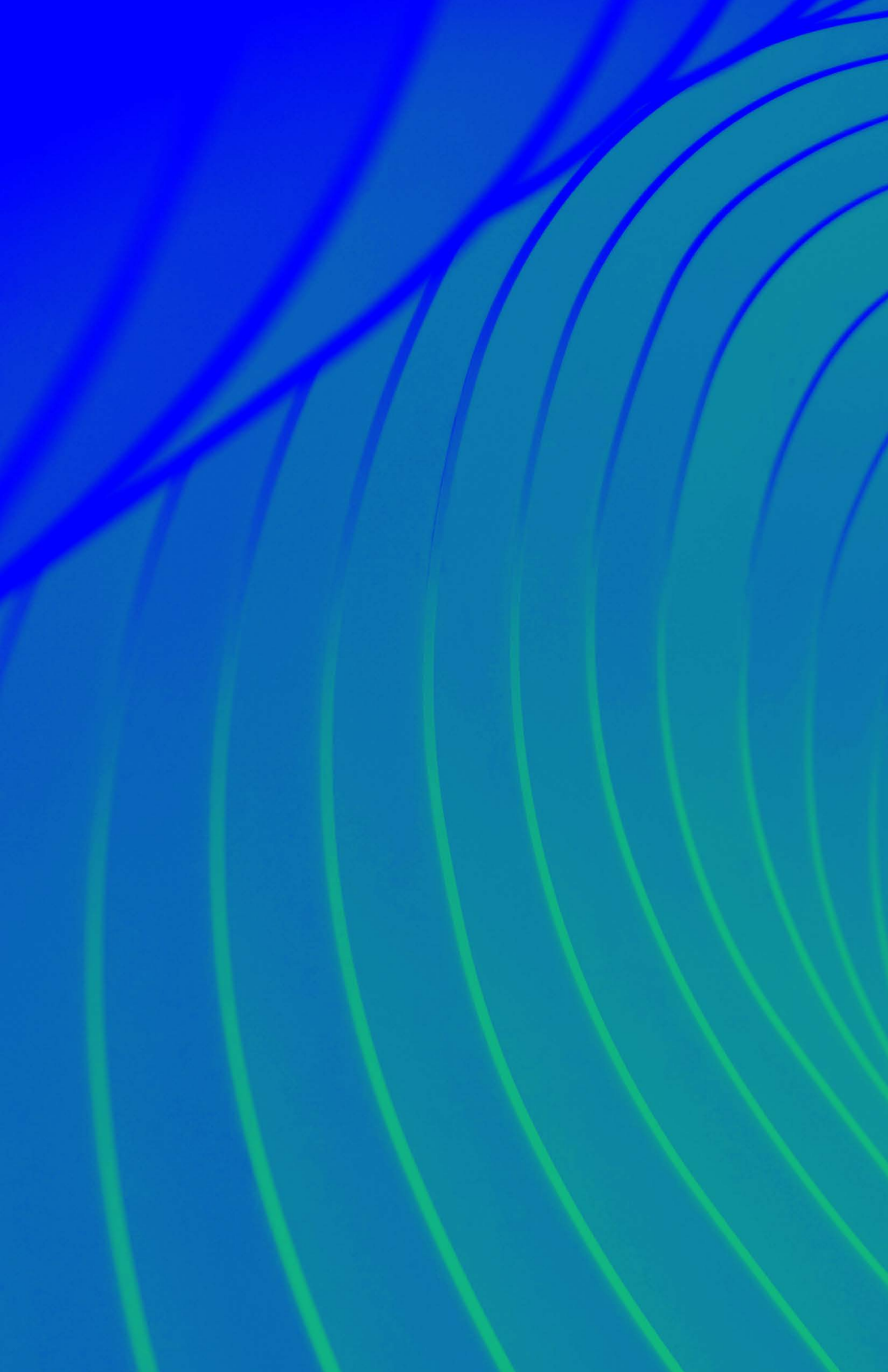
Procreate



THE BLOSSOM

14k gold, ruby

Capturing the movement of nature is what I do. I'm inspired in the moment when I see a fluttering butterfly or when flower petals swing in the wind. My design process always starts from a fine piece of art that I draw, then I transform it into a jewelry piece. Art is a way for us to share our thoughts and ideas, and I like to share my stories through my jewelry. Ultimately, I would like to see how my audience is surprised by the beauty of my works. My goal is to create my own jewelry line, to create jewelry that becomes a gallery collection. It may be unwearable, but I want to enjoy and participate in the story I was trying to tell through my work.



School of Art and Design
Graduating Student Exhibition

MENSWEAR

The Fashion Design Department proudly showcases these garments created by Menswear students in their fourth-semester capstone classes. All graduating student garments are first designed in their portfolio presentation class. Students construct their muslin prototypes, conduct fittings, and refine their garments prior to making final patterns. Once these fully sewn muslin prototypes, or “toiles,” have been perfected, students then cut each item using their final fabrications. Every original item incorporates construction details as well as the refined tailoring techniques perfected throughout the entire Menswear program. A recognized and respected designer critiques each student’s design and selects the best of these original submissions for display in the FIT Graduating Student Exhibition. Past critics have included Ben Stubbington of Theory; Italo Zucchelli for Calvin Klein; Doug and Ben Burkman; John Bartlett; Tim Hamilton; Abdul Abasi and Greg Rosborough; and John Varvatos.

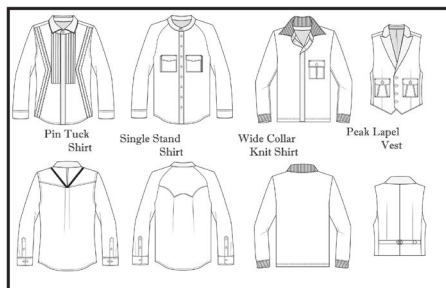


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Andy Arroyo

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FLAWS: REDEFINITION OF NEW YORK THROUGH A DESIRE, A DREAM, A VISION

Shirt, pant, digital art

I am a dreamer with an imagination that is far ahead of my time. I believe in the power of oneself. The collection I designed is based on the attitude and energy of the individual seeking elegance and perfection. I choose this specific topic because I use my journey to add meaning for others, so they can relate and be interested. I have redefined my life and dreams through the objectives and goals that I had set for myself. The attitude with which I approach situations is always positive, even through tough times, like today's world pandemic. I believe our attitude determines how we choose to live and act toward anything that we might want to pursue.

My goal is to cause an effect on others so they can also act and move toward any goals and dreams they desire.

Joshua Brown

joshua_brown2@fitnyc.edu



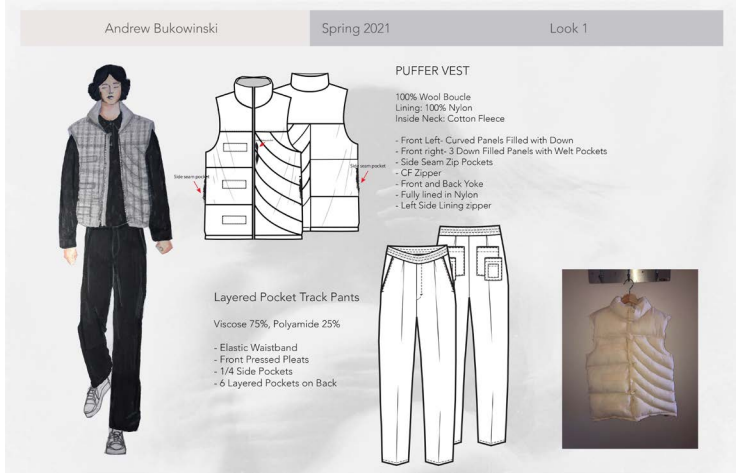
THE FOUNDATION
Digital art, Kaledo suite
software

As with most institutions that have made it to the international stage, I find that, although they provide the world with a good foundation for how to operate, they also leave room to be better. My want to design stems from the desire to self-improve in something I am passionate about- to create meaningful, quality products for the world, and to achieve something with my life which I can be proud of. Utilizing the model the fashion industry has laid out before me, I plan to strive to do my best to expand upon it, do things how I best see fit despite industry standards, and give morally/ethically conscious consumers a reason to believe in the practices of fashion companies again. My work is a reflection of my hope to see the world steadily improve upon its already great stature.

My goal is to create and successfully operate a lifestyle company that operates outside the traditional norms of the industry, while still being recognizable to its patrons.

Andrew Bukowski

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@andrewbuko



SCENTS AND MOMENTS (PLAID PUFFY VEST WITH CASUAL CROPPED PANTS)

Digital art

The title “Scent and Moments” describes the reminiscence of memories to smells. Thinking about a time where you remember what that moment smelled like. The smell of fresh air or the smell of a perfume worn by a person you love. Happy moments, happy memories.

My design inspirations come from a background of formality, bon vivant attraction, and non-conformity. There is a standard that is created by society, but no matter where you stand on the scale, you have the right to feel confident and unique. I design with an idea of masculinity that is mashed with feminine elegance and confidence. The creation of those ideals is soft, harmonic, flowing, yet punk and rebellious, with an impression of luxury and confidence.

My goal is to create interesting and beautiful things that I admire in a moment, but pursue my desire to learn, mature and progress with my work. I also want to continue to enjoy fashion from the past, and in the present, while also working to be a part of the future of fashion and design.

Cody Cannon

cody_cannon@fitnyc.edu



**FIGURES FROM A LINE DRAWING
COLOR, COMPOSITIONAL, AND
DYNAMIC INSPIRATION FROM
THE BAUHAUS PAINTINGS OF THE
EARLY 20TH CENTURY.**

Watercolor, marker, pencil

Possibilities of moving beyond representation
... interplay of line, form, color and space...
colors of varying transparencies to alter
special perception ... enamel and steel.

John Castera

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@lavish_habits



UNTITLED

Markers, pencils, fabrics

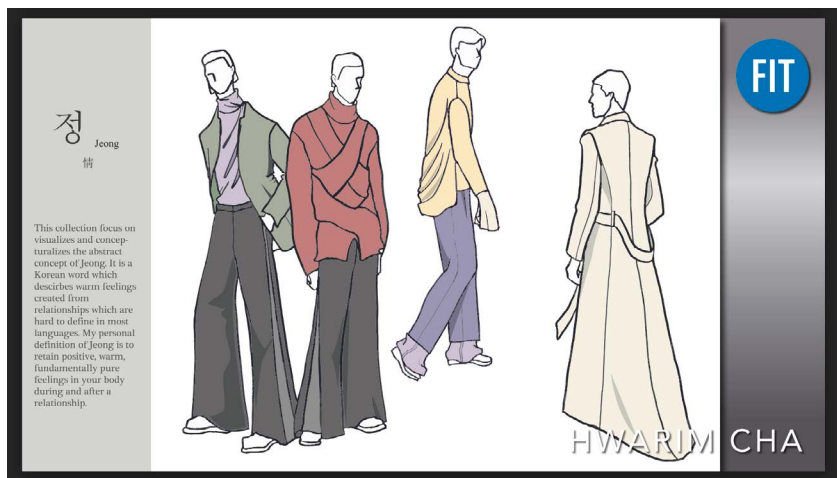
I was born and raised in Queens, New York. I spent a decade of my adult life in the automotive repair industry before pursuing a career in menswear. My technical background and keen attention to detail gives me the edge that I need to stand out. My creative expression is heavily influenced by my upbringing in the '90s, car culture, and NYC. Combining clean aesthetics and intense focus on function and form, I aim to be a socially and culturally aware designer who is more concerned with longevity than chasing trends.

My goal is to continue honing my craft and to launch a brand of my own in the future.

Hwarim Cha

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@blossomforest



JEONG
Digital art

Originally from South Korea, I studied women's wear at Seoul Women's University before transferring to the Fashion Institute of Technology. I believe that clothes have feelings that can be expressed by the hardness and softness of the fabrics and the construction of the garments themselves. Wondering if they can convey one's individual identity through the sensual and technical qualities of apparel, I was motivated to explore menswear, to break it out of its historical perspective and traditional norms. This has brought my designs to the intersection of transcendent fabric design, forward construction, and innovative details. This collection focuses on the abstract concept of "Jeong." It is a Korean word which describes warm feelings created from relationships, which is hard to describe in most languages.

My goal is to create men's clothing that women want to try on, too. I will design clothes that people will want to buy based on their artistry and aesthetics.

Hoover Chung

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@hoovolution



JEONG

Digital art, fabrics

Anemoia is a fall/winter collection inspired by the cinematic aesthetics of the contemporary arthouse LGBTQ films from around the globe, including works from Gus Van Sant, Almodóvar, Wong Kar-Wai, and Xavia Dolan. This poetic neo-romantic collection creates an effortless modernist styling, with a sense of comfortable softness and fluidity, making a quiet statement to just be your unique self.

My goal is to create an alternative image of masculinity in menswear that conveys softness, which doesn't mean weakness. Men can still be portrayed as strong, with thoughtfulness and inner intellect in mind, while caring about others.

Samantha Cobos

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BIG FLAME 1977 – THE DECADE THE WORKING CLASS BECAME AN INFLUENCE FOR HIGH FASHION

Mixed media, digital art, muslin prototypes

I am a New York native unisex designer, and I began my interest in fashion design in high school. I attended the High School of Fashion Industries as a women's wear major, where I learned the basics of design and construction. I had the privilege of being a Season 1 contestant on the Lifetime television show "Project Runway Junior," where I became a first runner-up. This journey helped me to learn to work with others, communicate in teams, experience constructive criticism from fashion design mentor Tim Gunn, and taught me how to work in a competitive environment. These opportunities have driven me to learn more about the design aspect of the fashion industry, resulting in my having earned an AAS degree in fashion design and in menswear at FIT. Now I'm continuing on to earn my BFA in knitwear. My work serves as a representation of the importance of unisex design.

Tristan Holt

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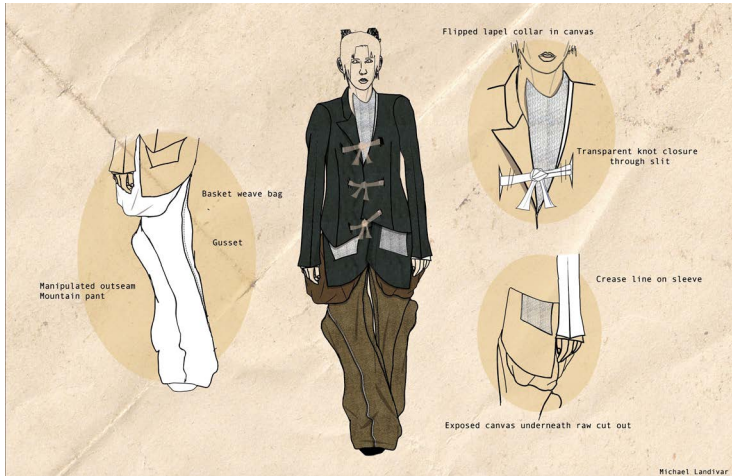


UNTITLED
Digital art

Being inspired by art is what has inspired this collection of work. From the colors to the abstract visuals that one may see in paintings, I bring that concept to fashion. Looking at the body as the canvas and the clothing as the paint, I created a masterpiece in this collection.

Michael Landivar

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CARRY THIS FOR ME

Inspiration, mood board

Presented is a fraction of “carry this for me,” a collection named after an experience in Otavalo, Ecuador.

My goal is to continue to build the ancestral connection within. We all have substances tied to us from the past.

Emee Mathew

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UNTITLED

Colored markers, pencils

“When the Earth hurts, we hurt”

- Theodore Roszak

Ecopsychologists believe that humans are inherently interconnected with nature, but modern living prevents most people from consciously recognizing this deeply embedded attachment. Man and nature must spend more time to rekindle the passion. Inspired by the Wordsworthian love for nature and the ideals of Romanticism, individual craftsmanship takes precedence.

Aaron Niu

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@oxandtree



DREAMS IN THE MIST
Color markers, pencils, digital art

When I design, I seek to combine the past with the present to find the future. Who we become cannot be divorced from where we were. Our creations are built upon generations of experimentation and refining. We step in to use these tools and continue refining them for those who follow us. I believe hybridizing creates exciting potential Old and new. Analog and digital. Natural and synthetic. When you break these boundaries of classification, then anything is possible.

My Goal is to follow God to the best of my abilities, and to let every single person know they are loved and valuable.

Calvin Padilla

calvin_padilla@fitnyc.edu



HUMBLE SNOB

Multiple fabrics, wool, denim

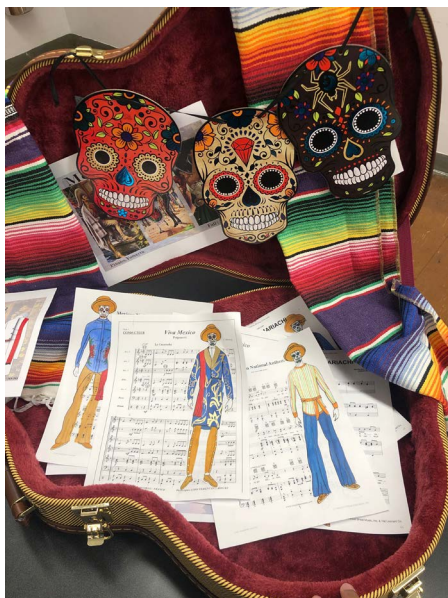
I try to create a blend within opposites. As a designer, I am looking to take an expensive fabric initially created for high-end suiting and manipulate it to fit well with any outfit. I am also interested in taking elements that are normally part of the inside of a garment and showcasing them on the outside. I feel that my ability to shift the use and presentation of high-end fabrics will allow me to blur the lines between urban culture and high-end tailoring. I can achieve this by relaxing silhouettes, adding the roughness of New York City with

industrial elements. As a menswear designer, I love to observe and absorb. I'm inspired by everyday people because I believe they truly create trends. To me, the modern man is an individual with a fashion sense who wants to be comfortable and unique but does not need to stand out.

My goal is to solve common problems of the modern man by combining tailoring techniques and utility with relaxed silhouettes.

Yomayra Pinales

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@Pinalesdesigns



MEXICO LINDO

Color markers, pencils, fabrics

I am considered a second-generation immigrant and I carry that with pride, always. My mom is from Tamaulipas, Mexico, and my dad was from Coahuila, Mexico; my inspiration for most designs is rooted deeply with my heritage. I'm very proud of what it means to be Hispanic/Latin/Mexican and I try to show that with each design I make. I try to take classic looks of my community and give them fresh ideas that would be relevant in today's fashion.

My goal is to bring a little bit of my culture to the industry and show people what it means to me to truly be proud of where you came from. The ultimate dream goal is for my last name to be remembered as one of the great Mexican designers of my time.

Aris Tatalovich

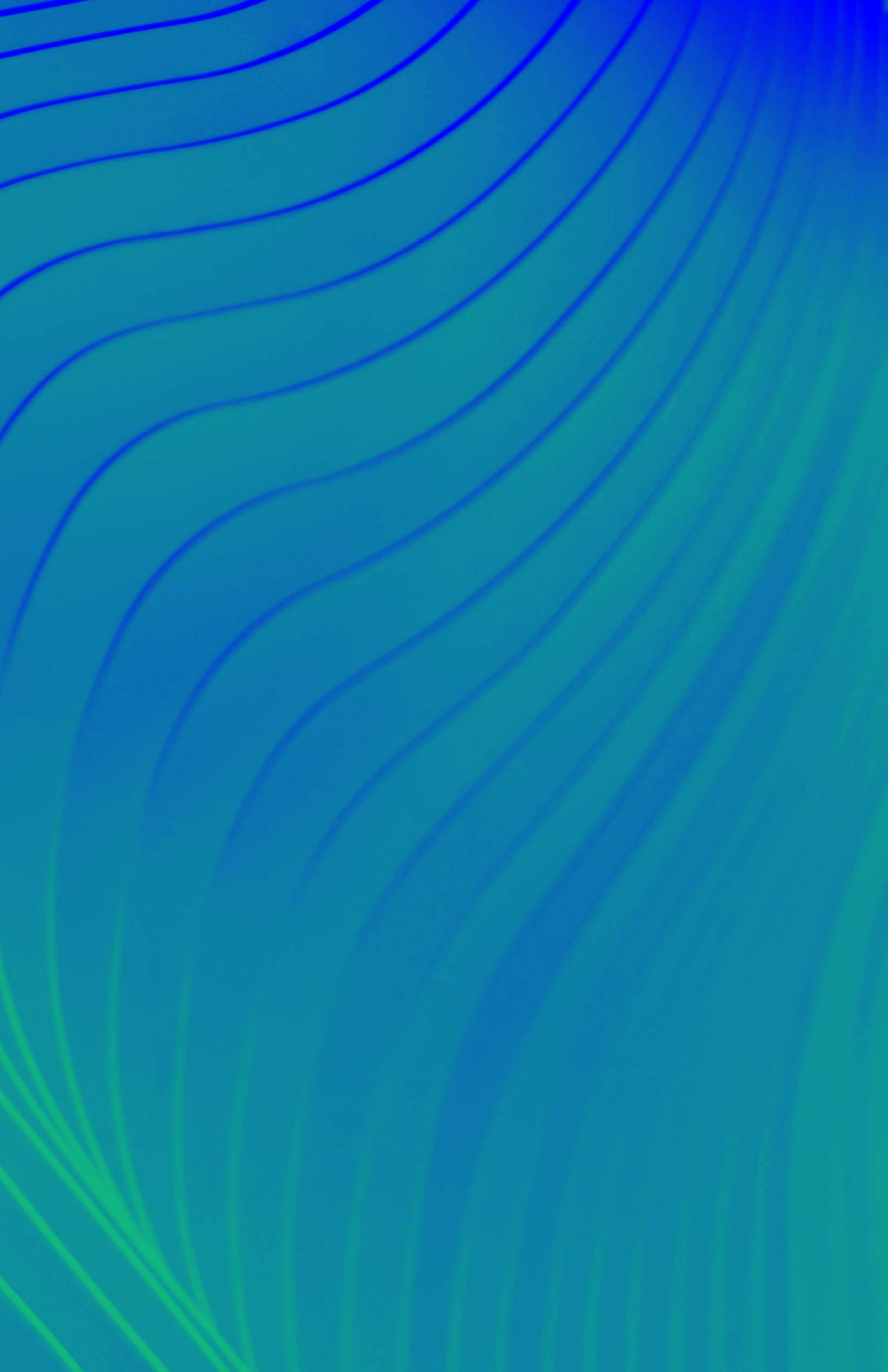
aris_tatalovich@fitnyc.edu

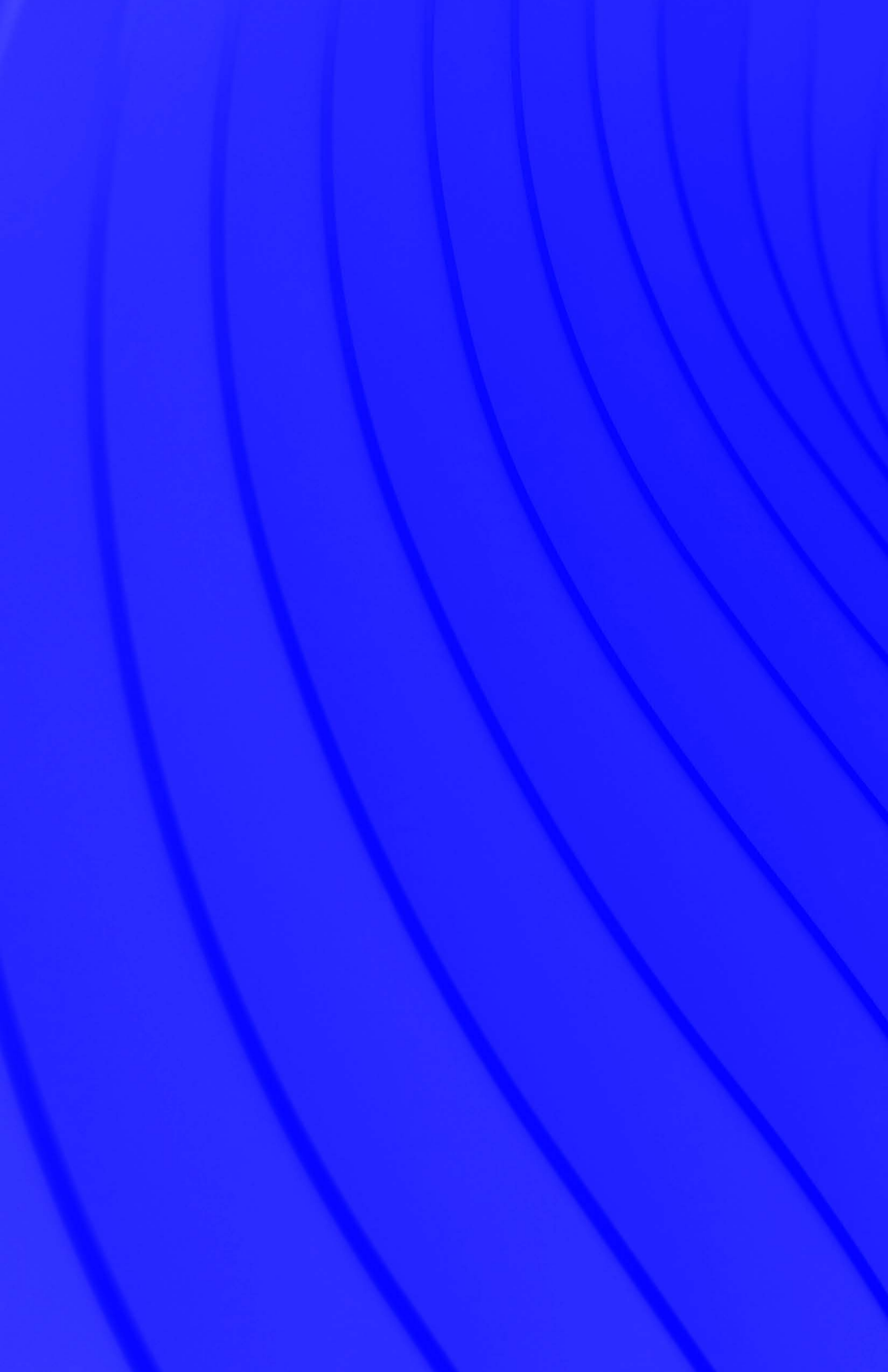


HARDWARE

Denim, cotton sheeting

The "Hardware" capsule collection was sparked by the products you may find in a hardware store. Everyone at some point has to visit a hardware store to pick up tools or materials for a project or renovation. I took some of this hardware from the store and turned it into wearable functional garments that resemble the look and feel of a hardware store.





School of Art and Design
Graduating Student Exhibition

PACKAGING DESIGN



Designing for consumer brands is strategic. Communicating a compelling narrative, brand voice, and product benefit against the backdrop of a competitive and complex marketplace is both challenging and rewarding. As the consumer landscape moves forward in a continuous state of flux, innovation, e-commerce, social globalism, brand loyalty, pervasive digitization, and the circular economy all play a critical role in the paths to purchase. New business models including customization, subscription, and direct-to-consumer delivery provide for a wealth of brand and packaging design opportunities. As the Packaging Design BFA moves into its 40th year, it remains the only BFA of its kind in the United States. Our graduates play a commanding role in the ecosystem of consumer brand companies around the globe.



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



Jonathan Ang

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AKANORI



MAN WITH A MISSION
- SURVIVOR

I never thought that I would one day become a designer, but here I am now. What started out as an interest in traditional art in high school has eventually led me to this point. Back then, I didn't see art and design as a career, but man, was I wrong. It would be hard to try and avoid the fact that we live in a world designed by

others, from the water bottle you use to that fancy new gadget you just got from Amazon. After realizing how vital art and design was to our lives, I knew that I wanted to be a part of it.

My goal is to contribute to this world of design and share my vision.

Izabella Bruno

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BITTER SEA



PETALUMA

I'm an artist who was born and raised in Poughkeepsie, New York, and I have a love for all art, music, magazines, games, makeup ... anything that involves creating, provides me with a wealth of inspiration. My love of adventure helps bring my visions to life with passion and bold energy, whether it be on a computer or with a paint brush. Designing is more than

just digital work; being able to thoughtfully incorporate original, unique pieces of art in brand development and packaging design is something I feel honored and proud to do.

My goal is to share my passion and thoughts about the world we live in through the many different forms of media.

Xavier Collazo

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@xvisual.s



1863 PORTLAND



EKLO

I am a branding and packaging designer primarily focused on branding, logo design, structural development, as well as sustainability—but I love taking on any good design challenge. I was born in the Bronx where self-expression and creativity light up the borough. Nothing excites me more than using

my background and artistic skills to incorporate local aesthetics into my work. I gained a global perspective and a unique set of skills through my study abroad experience in London and Amsterdam and my recent internship with a brand design agency. I'm excited to build on these as a design professional.

Victoria Emond

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@victoriaecreative



GAIA



MERAKI

I was born and raised in Massachusetts, growing up loving to paint, doodle, and play with makeup. I moved to New York City because I wanted to create unique experiences and tell memorable stories through branding. My design philosophy focuses

around storytelling and finding a unique approach for each brand to stand out. I especially love utilizing illustration as a way to bring out a brand's personality. I am inspired by bright colors, old architecture, fine arts, and my roller-skating adventures.

Jerry Hsiao

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weirdleftydesign@gmail.com

@weirdlefty



HEAVENLY INFERNO



BAICHI

I'm a structural industrial and packaging designer with a focus on innovation. I'm the type of guy who can't go anywhere without inspecting everything (even the way the floors were constructed). Accessibility, sustainability, and innovation are my core ideals, and much of my work is in designing and engineering custom structures. When I'm not geeking out over material physics, I can usually be found on a dance floor or at a tattoo shop.

Monica Kim

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DAZE DISTILLERY



NOIR PROJECT

As a born and raised New Yorker, I grew up surrounded by diverse people, cultures, and art. The unique experience of growing up in a culturally vibrant and eccentric city blossomed a passion for art and design. Nothing excites me more than smart and creative branding! I was able to accomplish becoming a designer in corporate settings like SoulCycle, and currently at the Tory Burch Foundation,

starting from my humble beginnings as an intern at a small design agency. Outside of my professional experience, I have fulfilled my love for hand-designed art by writing calligraphy for weddings to painting murals.

My goal is to be a thoughtful and impactful brand designer in many fields.

J'aime Leblond

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



BUZZED



MC1R

Described by others as incredibly passionate, I utilize that passion in everything I do, especially design. As a designer, I am not locked in a little box or limited in any capacity—I am free to be wild or safe, bold or quiet, large or small.

Although I exercise my freedom to express my creativity, I obsess over every detail of a

brand story and its visual language. Many of my projects have plenty of personal research behind them, from ancient Roman beverages and traditions, to hereditary abnormalities. I always add a twist and bring something new to the table.

Naeun Lee

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@leenaeeun



OLENA



TUTTY FRUTTY

I was born and raised in South Korea, spent my high school years in Canada, and now am living in New York as a brand and packaging designer. I'm a lover of beauty, and passionate about digital illustration, branding, and design—especially logo design.

I strive to deliver a message and touch people's hearts through visual language no

matter what their spoken language and cultural background might be. I describe myself as small but mighty, a delicate and practical person willing to keep learning and experiencing the best in the creative industry, especially the world of branding and packaging design.

Joyce Leong

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@joyceybee



JING LAO



ONE LUP LUP

I am a brand and packaging designer with a special little place in my heart for structure. My fellow designer friends think I'm crazy for always trying to come up with new dielines—they're not wrong. But you should give it a real hard think because I'm one of those weirdos who likes veggies. In my spare time I like to do screen printing and make paper plants

(because I can't keep real ones alive). My preferred work music of choice is early 2000s Britney and Fall Out Boy because they give me the same effect I'd get from a five-hour energy shot.

My goal is to equate doing work with having fun.

Lai Siu Fanny Lung

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fannylung@gmail.com

@fan_nylung



**AIM PERSONALIZED
HAIR CARE**



REVERIE

I'm a branding and packaging designer working in New York City. People describe me as hardworking, caring, and family-oriented. I love doing hand-crafted projects, illustrations, and discovering new worlds and cultures. I'm originally from Hong Kong

and as a child, I loved taking inspiration from the cultures around me to create beautiful things. Now in New York City, I have taken in other cultures here as well and I use my experiences in all my creative thinking.

Jaden McMahon

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jmcmahon578@hotmail.com



PYNK



SHII

I am an illustrator and a branding and packaging designer. I enjoy creating designs that bring joy to others in a unique and personal way. I've always loved to create art, using whatever materials I could get my hands on. My illustration background shines through my work. I often express a playful and whimsical style through pops of vibrant colors, quirky illustrations, and inviting brand stories.

Michele Moloney

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@michelemoloneydesigns



COLDENHAM



TEDDY'S TRAIL MIX

I am a coffee enthusiast, travel addict, and design lover. I'm passionate about creating brands for social good and multi-layered storytelling. As I approach graduation, I'm looking forward to working for brands that are innovative and contribute toward a greener Earth.

Hillary Muller

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PURPLE NECTAR



NINETEENNINETEEN

I'm obsessed with stories and the idea of taking someone to another world. Design, for me, is an escape from reality. My love of design has led me to travel internationally, and from those experiences, I've learned about myself as a person and a designer. I'm from a beach town in New Jersey, so deep in my heart I know I'm from the Jersey Shore, but I'll never admit it!

I find beauty in the details, I'm thoughtful to a fault, and to me, no story is too insignificant to be told.

My goal is to inspire people the way packaging inspires me. I want to share a new sense of creativity and connectivity with the world.

Lauren Ng

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laurentayloring@gmail.com
@taylauring



LEO HAIRCARE



TWISTED TONGUE

I am a designer born and raised in Brooklyn. I was an artistic child growing up and would draw anything and everything. I explored a range of visual arts, from painting to sculpture to printmaking, until I found my love for design and branding in high school. I have a passion for telling stories. By combining my illustration skills with a strategic mindset and comprehensive process, my goal is to connect and impact people's lives by bringing these stories to life.

Sarah Ondrush

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CELLO



GOOD ENDS

Born and raised on Long Island, I bring my lively presence, outgoing personality, and passion for branding to my design. I am excited by the ever-changing consumer marketplace and the link between marketing, brand strategy, and the design process. I have worked diligently to create many

connections in the professional world and advance my skills through my education and work experiences. I am driven—with no obstacle too tough to overcome. I am a diligent and motivated worker. I always wear a smile. Some describe me as “a ray of sunshine”!

Christopher Peters

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@cjpeters.designs



KATINA'S KITCHEN



WY WY'S HOMEMADE
VEGAN ICE CREAM

I am a brand and packaging designer, born and raised in New York City. I love to be bold and have fun with my work while making sure that each design solution reflects a unique and memorable personality. Through my study abroad experience in London and Amsterdam and site visits to design firms, I gained a new global awareness that I apply in my design thinking.

Marko Radojevic

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@kormasoupa



BLUE PEPPER

As an experienced designer and illustrator working within the graphic, motion, and experience design industry, I have a passion for brand development and creativity that has helped dozens of brands fine-tune their voice. When beginning my concept development, my goal is to understand the brand's message and creatively communicate it through high-quality graphics and symbolism. No matter how complex or simple, classic or new, I am always up for the challenge of helping each brand reach its full market potential by finding the right voice through design. My education coupled with my technical design skills, innate artistic vision, hands-on approach, and passion for the creative process has me looking forward to a lifetime of working with brands to support their marketing goals.



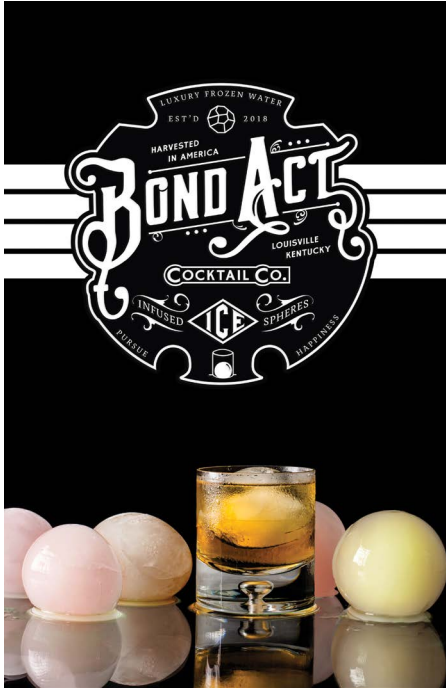
THE WALRUS

Cristhian Rodriguez

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BOND ACT



CHALET

I am a branding and packaging designer. Before FIT, I moved from Lima, Peru, to Miami, Florida, to study classic clarinet at the University of Miami. I consider myself an overthinker and lover of all things exceptionally crafted and obsessively imagined. I am a big believer in any form of art that brings an individual to an emotional point in life. During my time in New York, I have also worked as a bartender at fine dining and hospitality restaurants such as the NoMad Hotel & Bar and Eleven Madison Park Restaurant.

Mahroo Sameen

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



NIGHT VISIONS



NO DAIRY

I grew up in the scorching deserts of the UAE and moved to the Big Apple six years ago to pursue my dream career in design. I've always been visually expressive. There is no feeling as glorious as creating. The goal is to focus more on meaningful work. Work that moves people. Work that better the environment we live in. Work that basically does good for the world. The dream is to design with Tesla or Blueland, or even the Bill & Melinda Gates Foundation!

Sehej Singh

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@sehejsingh



TEAPSY



TIFFIN

I am a brand and packaging designer from New Delhi, India. Growing up I explored and enjoyed various artistic fields like photography, film, and makeup. My design aesthetic features a perfect blend of minimalism and quirkiness. In addition to my passion for all

things design, I love analyzing trends and consumer behavior. I love a challenge.

My goal is to be able to connect to as many people as I can through my creativity and storytelling skills.

Jaeho Sohn

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TOMBSTONE COFFEE



REMI

I am a branding and packaging designer. Before I studied packaging design at FIT, I studied history at the university in Seoul, Korea. This experience enables me to approach research for brand development, packaging, and graphic design from a different perspective and to conceptualize unique brand stories

and design solutions. I can find a needle in a haystack. One of my design projects was recognized by Graphic Design USA, for the GDUSA American Graphic Design Awards, and appeared in the January 2020 edition.

Mary Toscano

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@othermarydesign



ARTIGIANI



DOVES AND RAVENS

I am a Long Island native, an avid traveler, and a movie buff. I love the art of storytelling through any medium, but I like to tell stories by making meaningful connections through visual narratives, purposeful word play, and authentic points of view. Beyond packaging design, my proximity to the ocean and

perspectives I've gained through extensive travel have driven me to integrate sustainability into my creative process. Being a branding and packaging designer affords me a unique way to make a difference by informing and changing consumer behavior.

Ana Yanes

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



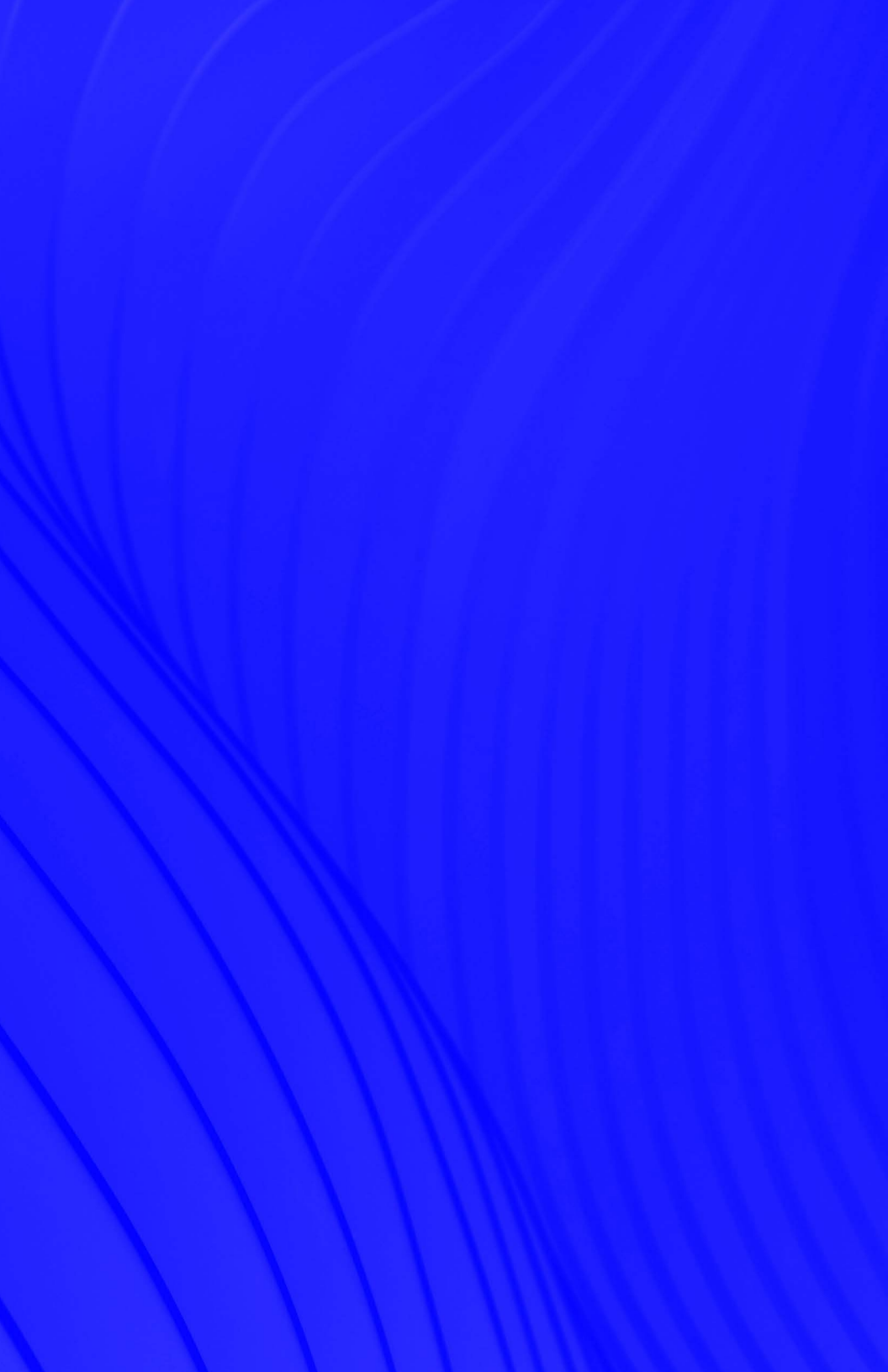
BUD



GUARITO

Born and raised in Venezuela, I grew up in a family immersed in art and travel. From early on I traveled around the world, discovering the world of art, culture, and color, developing into a first-class cultural junkie. This passion has inspired me to become a storyteller—crafting genuine experiences that I like to represent in bold, colorful and detailed designs. Intrigued by the unknown, I seek to take on different adventures in the world of branding, packaging, and product innovation,

designing for food and beverages to fashion brands. With a background in psychology and illustration, I like to dive deep into each project, creating concepts from branding strategies to consumer engagement, idea development, and brand imaging. When not designing or doodling, I'm probably reading, running, searching for a daisy to photograph, or continuing my longtime scavenger hunt for the best cacio e pepe in New York.



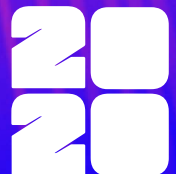
School of Art and Design
Graduating Student Exhibition

PHOTOGRAPHY AND RELATED MEDIA

The photographic image, whether moving or still, helps define the culture of a particular place and time. Our imagery documents experiences, expresses political attitudes, embodies fashion trends, and explores emotions, providing an actual and figurative snapshot of society. These images not only react to the world around them but also have the potential to shape and change it. In a world where social media is more and more image driven, each generation of image-makers builds their own visual culture, directing our attention toward new ideas and new ways of seeing. The works that comprise the two graduating exhibitions from the Photography department are a microcosm of a larger photographic universe. The exhibitions contain work that ranges widely from fashion videos to documentary photographs to personal explorations of family and childhood.



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Sarah Abouelker

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HOT CHILI PEPPER

Digital

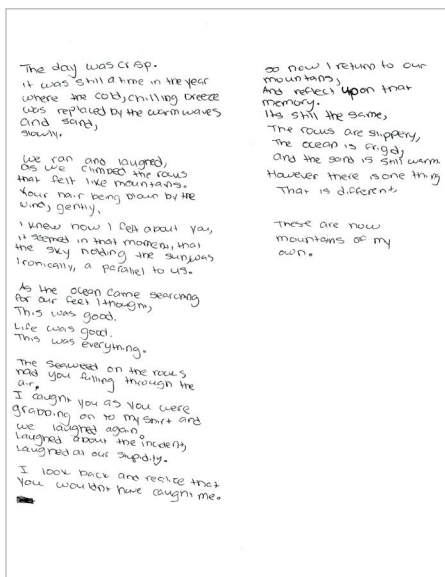
Chili peppers are members of the capsacin genus. They are ranked according to their spiciness, or heat. This is measured by what is known as the Scoville heat scale. In general, peppers start out green and gradually turn redder as they ripen.

People still cook from scratch, so there is a wide variety of hot peppers used by many cultures. I just want to raise the awareness of the many benefits of eating hot peppers. Capsaicin has been shown to improve heart health, prevent diabetes, cancer, and even lower blood pressure.

My personal history of loving hot peppers comes from the people around me eating hot peppers for dietary reasons, both in Egypt and in the U.S. Because it increases metabolism, I developed the habit for myself.

Briana Battaglia

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@bribphotography



Upon revisiting places, I can feel the ghosts of people who once shared that memory with me. Being present in these spaces again helps me remember what started to fade and makes me think about how much has changed.

In "Growth Through Space," I am collecting stories showing the importance of location and how it plays a part in the recollection and reflection of memory. The models share their personal stories about the space of their choosing, except for one, which is a stand-in for me. Wandering through common spaces, we may never know the importance they hold for others. I believe we are meant to learn and grow from every experience, good and bad, just like a sunflower still points toward the sun at night.

My goal is to collect and showcase stories about locations that hold important memories for people.

GROWTH THROUGH SPACE

Digital photography

Dawn Bauer

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dawn_bauer@fitnyc.edu / dawnbauerphoto@gmail.com

[@dawnbauerphoto](#)



you are trapped in this feeling. how do you escape it?



you isolate yourself just to complain about feeling isolated.

FOLLOW IT INWARD

Digital Photography

I often get caught in these thought spirals where one little problem without an immediate solution takes over my whole consciousness, and temporarily prevents me from moving on or moving forward. To get out of this debilitating mental space, I try to slow down my escalating worries by writing what I'm thinking. "Follow It Inward" is my visual attempt at recognizing intrusive thoughts and overcoming them through self-portraiture paired with text. I take a line from a journal entry that I wrote during a spiral and make it into a photograph. In this process, I'm confronting my insecurities and reevaluating them so that these anxieties that once had so much power over me lose their strength.

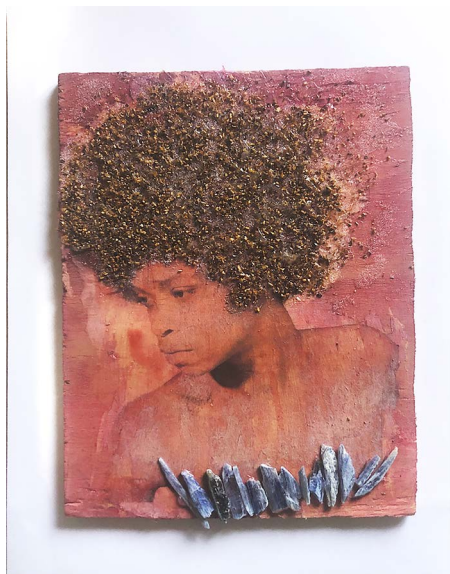
My goal is to allow others to see their own quiet anxieties through my work and feel understood.

Toni Imani

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KYANITE

Wood, photo, watercolor, crystals

My self-portrait series, "Fibrous Faculties," explores the power of self-representation, cultural identity, and existentialism. I maintain my connection to nature by attaching myself to a wooden canvas while combining natural and man-made elements that I culturally and stylistically identify with. Using myself as a muse allows me to be able to control my own image in the media, which isn't always guaranteed, while conveying personal messages to my audience. Each artifact combines my spiritual beliefs with mental tribulations, western esotericism, and cultural identity.

My goal is to use my existential, spiritual, and cultural beliefs to convey personal messages and themes.

Lucy Borden

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



EXIT MUSIC, 2020

I have always had a fascination with capturing a specific moment in time on film. I went through most of my life asleep. There was a lot of bad, and that outweighed the good. Maybe there's a place we all carry inside of ourselves, a utopia, a perfect world where the noise does not intrude, where you're able to sleep through the night. But perhaps we can look at our lives as a collection of moments. Little moments that make you feel grateful to be alive. "Exit Music" is a collection of moments I have experienced over the past four years at college, memories that I hold close to my heart. Life is all about perspective and how you choose to interpret moments. I am a photo and video-based artist who works with the concept of surrealism and staged reality using alternative printing, layering negatives, and collaging.

Natalie Boyce

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OPULENT SIMPLICITY

Film and Digital Photographs

A series of images inspired by the “New Look” era, a decade of haute couture fashion created by Christian Dior after World War II, from 1947 to 1957. These collections were characterized by highly structured, ultra-feminine silhouettes with an emphasis on luxury and splendor.

Shane Bundrant

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THANATOPHOBIA



ASCENSION
Photography

Thanatophobia (death anxiety) is caused by thoughts of death. A “feeling of dread, apprehension or solicitude (anxiety) when one thinks of the process of dying, or ceasing to ‘be.’”

This series of images portrays my personal thought of the afterlife. These images capture



NIRVANA
Photography

dream-like sequences that represent individual scenarios of what I believe occurs after we depart to the great beyond.

My goal is to have each viewer contemplate their own interpretations of the afterlife.

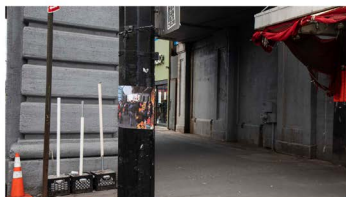
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Flushing



04/05/20 4:50pm



04/15/20 4:30pm

FLUSHING

Digital Photography

Sunnyside



04/15/20 5:19pm



04/26/20 5:59pm

SUNNYSIDE

Digital Photography

Growing up in Queens made me acknowledge diversity. Before college, I interned for the Flushing Chamber of Commerce. I took photos and interviewed the people of Flushing. This forced me to connect with the community on a deeper level. Ever since, I've been taking street photography of Queens. I want to document evolving spaces of Queens by gluing a picture of a past picture in the same location. I am re-photographing the printed photos in these spaces and documenting the image of what used to be decaying. Showcasing my work on the street is better than in a gallery, because the act of finding the work is part of the viewing process. I will continue documenting the physical state of these images.

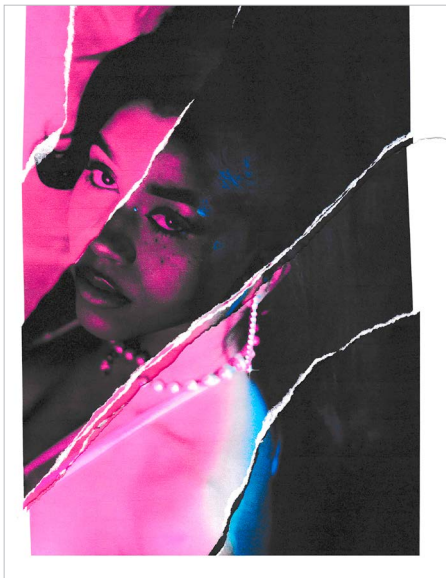
My goal is to make a statement and provoke emotion through witnessing time passing by documenting a physical transformation.

Bri Clarfield

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@phairyz



DYNAMIC ELABORATIONS

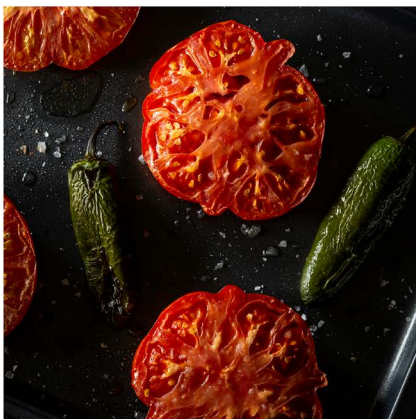
Physically and digitally manipulated images

A collection of physically and digitally manipulated collages that attempt to show how moments can morph into cinematic flashes. Conversations form visuals of color and light that reflect the feelings of verbal topics through energetic exchange with one another.

My goal is to visually explain how our senses interact with an experience and form something that *feels* beautiful.

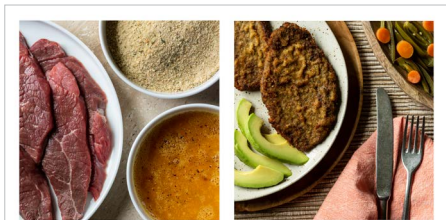
Lara de la Torre

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MAMA'S SALSA

Digital Photography



MILANESAS

Digital Photography

Llena, meaning “full” in Spanish, refers to all that has buoyed me along in life: my family and the food that has always linked us to one another. Born into a Mexican-American household, having lived between a suburban New Jersey town and a small city in south-eastern Spain, my formative years were an amalgamation of this trifecta of cultures. The one thing that has remained constant amidst these drastically different perspectives, however, is the emphasis placed on food by both my family and the three cultures I’ve grown up in. This project honors an epiphany that has taken years to reach — that having the opportunity to phase between three different worlds, although draining at times, is a valuable facet of my life, and is worth celebrating.

My goal is to illustrate the recipes that I have grown up eating in order to create a portrait of my family through food.

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A TOWN WHERE ONLY I AM MISSING: THE SMALLEST DANDELION

Digital

“A Town Where Only I Am Missing” is a self-reflection through others and a reevaluation of my own past. It’s an ongoing project of several parts. This part of my project is called “The Smallest Dandelion.” The metaphor of a dandelion is referenced in this title, meaning someone who is resilient. This project is a reflection of my life as an adolescent growing up in a suburban town. My little cousin is

my stand-in for this project, and represents the common story of a girl coming of age in a suburban town. It focuses on being in the tumbling waves of growing up. In these photos, I compose my cousin’s life like a soft, nostalgic memory. The work is partly memories that are intertwined with the feelings I feel now. In the story I have created for her, I search for my own home among the soccer fields of weeds.

Haleigh Foray

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LATE BLOOMER

Photography

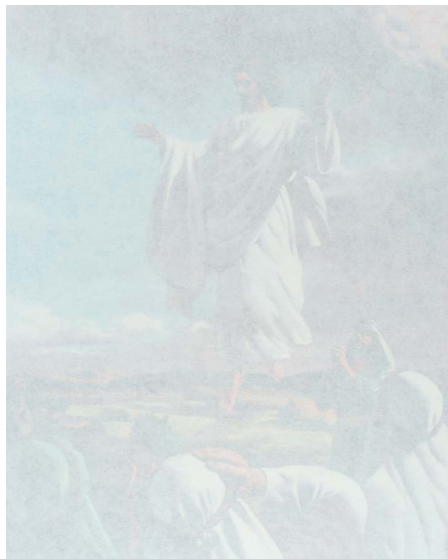
“Late Bloomer” is an exploration of self-intimacy through the relationship one has with others. It focuses on the subjectiveness intimacy is defined by, and the willingness to share personal experiences, positive or negative, with the expectation of shared empathy.

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VISIONS OF EDEN

Photography

“Visions of Eden,” a historical account of my family’s journey as first-generation Filipino immigrants in America, unfolds as a visual reinterpretation of the Bible. By conflating disparate materials, I construct a loose narrative set to the tonal backdrop of an Eden in decay. A sheet of archival tissue placed over appropriated illustrations (from children’s Bible storybooks) serves as conflicting acts of preservation and erasure, holding on and letting go. The barely legible images, which informed much of my childhood, personify

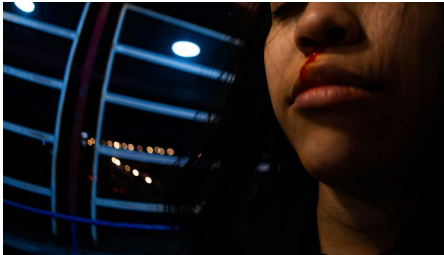
dissociation, distance, and the perishing of memory. These obscured visions, paired with re-contextualized family photographs and connotational scenes of domestic life, suggest a crumbling paradise — a metaphor of departures from both physical and spiritual places, and a dual reference to the American Dream. A meditation on lineage, religion, death, and aging — this hybrid portrait of my family contemplates our history while evaluating the frameworks being fostered in my home today.

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ANYWHERE FROM 30 MINUTES TO AN HOUR

Photography

My project, “Anywhere from 30 minutes to an hour,” explores something I’ve had to face since I was 7 years old. Depression entered my life at this age due to the frequent deaths of family and friends. Not knowing how to live with such tragedies, psychologists said this caused me to sleepwalk in a pattern for many years, and this still occurs to this day. In this project, a friend helps tell my stories.

My goal is to become a working cinematographer.

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@thomasgiraffe



ADVOCATION

Digital art, 3D projection

“Advocation” is a personal project about something bigger than myself. The works I’ve produced are all individual topics that not only ring close to home, but are a sad reality for many others — personal issues such as addiction and isolation, but also large-scale disasters, such as Hurricane Sandy and the COVID-19 pandemic.

My goal is to advocate for topics that deserve attention and bring a whole new purpose to my craft.

Kristen Harner

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@kristenvictoriaphotos



I PHOTOGRAPHED MY TINDER MATCHES

Photography

"I Photographed My Tinder Matches" is a typological study of men exploring the concept of disposability and control dictated in a digital space. How we swipe for what we want, and what that looks like, displayed in a curated grid. The process of stripping people away from their identities gives the viewer full permission to

question who they see before them, while also allowing them to compare and contrast "my type" with theirs.

My goal is to explore the concept of disposability and control dictated in a digital space.

Jessy Herzog

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PINK LEMONADE

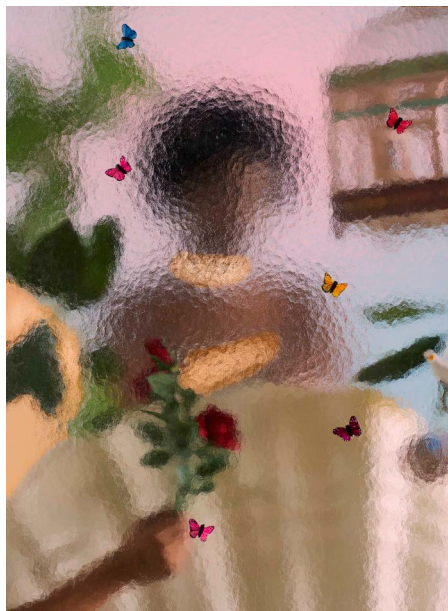
Digital Photography

Photography no longer granted me the ability to capture myself completely in the ways it once had. It felt like something was missing, and that's when I turned to writing. Writing has given me this new platform to twist and morph these feelings into words of expression that no longer came across in photos as clearly as I wanted. These poems I've been writing were the missing piece, and eventually were what sparked my love for photography again. One

medium picks up where the other lacks in creating this cohesive story of my life. This series is illustrating my writings through self-portraiture, incorporating a variety of editing styles to emphasize the extent of the emotions felt during these times. These poems and images together are an ode to the way I've rebuilt myself as an artist, and eventually fell back in love with the art of creating imagery.

Kahdeem Prosper Jefferson

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A CHILDREN'S STORY

Photography

I am a 25-year-old artist working with photography and video.

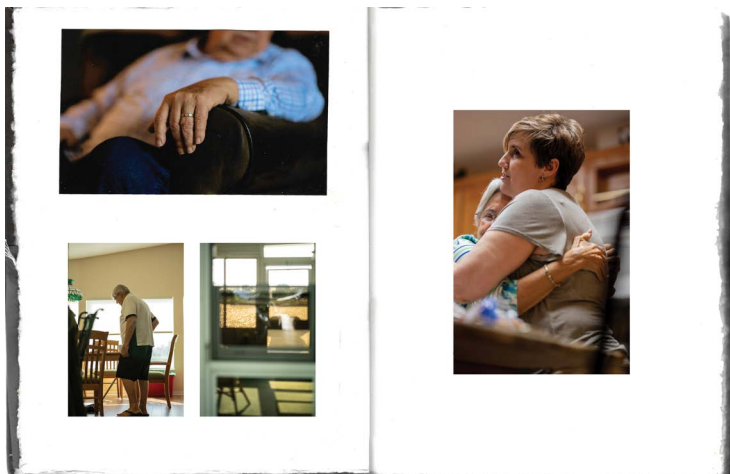
For centuries, conditioning through colonialism fortified the exclusion of the black experience from mainstream culture. "A Children's Story" is a rehabilitation through images with the use of mimesis and culture jamming. I am exploring how establishing these American icons as Africana affects nihilism in the

black community. The glass acts as a barrier between fantasy and reality and gives the images an abstract expressionist feel, rendering the skin tones prominent, while keeping facial features ambiguous to represent an archetype.

My goal is to be a full-time artist creating thought-provoking work.

Deanna Langis

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BECOMING.

Photography, collage

“Becoming” is my process of dissociating myself from my absent father while highlighting the presence of my mother and my supportive family. I emphasize the pieces of my life that led me toward the decision to legally change my name. Old family photos are paired with new portraits of my large family, using various materials to enhance the intimate story. I find inspiration in the personal relationships I create with those closest to me, and will continue to grow this series as a “thank you” to all of them.

My goal is to be a unit stills photographer on film and television sets around the world, while continuing to create portraits of my friends and family.

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231ST

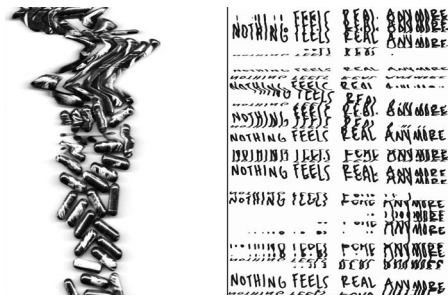
Film

“231ST” is a body of work dedicated to the community around me that selflessly shared a smile with me every day. To the roommates who have become my family, and to my apartment, which has been there for me in the toughest years of my life. I have learned that home feels like exhaling. Whoever or wherever gives me the chance to catch my breath in life — that is my home.

My goal is to explore the world and give people a voice true to them.

Sarah Mazer

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UNTITLED
Digital Images

I have always found comfort in expression through photography and use it in both my personal and professional life. In this series, “Untitled,” I explore different journal entries and the emotions I felt while writing them, which I have then scanned and physically distorted to resemble my scattered mind. This project explores the very vulnerable side of oneself through writing and the physical discomfort that accompanies those ideas. In my project, I focus on the dynamic partnership between mental illness and prescription medication. “Untitled” represents my way of dealing with the lows of my psyche to make something physical out of something intangible.

My goal is to expand the conversation on mental illness, and to create a more open and expressive forum for young people to discuss.

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MALE TEARS

120mm



TALK TO ME YOU'LL UNDERSTAND

120mm

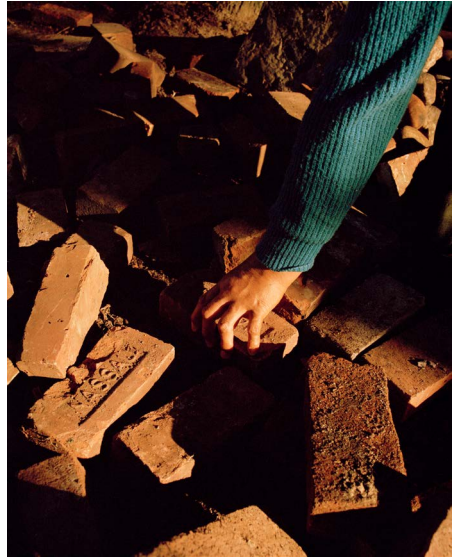
“Stories We Told Ourselves” is a self-referential project about the complications of veracity in memory and the photographic medium. It explores the stories we tell ourselves about our own lives. Using staged imagery to [re] create scenes from my own life, I explore themes of memory, ephemerality, truth, and intimacy. Photography has its own particular relationship with these themes and processes, so I see the medium as the playing field on which the complications of memory and objectivity, concerning events of lived experience, occur. Ultimately, given the malleability of the stories that shape who we are and inform our identities, I see myself as an unreliable narrator and subsequently these images as inhabiting an in-between space, or gray area, of what is “known” to be true. I seek to problematize the questions of how we understand the past to construct our self-narrative, and how these narratives inform our present.

Steven Molina Contreras

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ABIGAIL'S PORTRAIT #2, 2019
Photography



THE WORK CONTINUES #1, 2019
Photography

“Adelante” works to piece my family’s immigration experience together. How does a family fight to make a foreign land become theirs? How can photography reclaim a narrative of an “American” family that has been largely ignored? To answer these questions, I photograph my family, in the United States and in El Salvador, through a documentary and staged approach — interconnecting relationships and narratives in a way that hasn’t physically and emotionally existed before. I recontextualize the stories within the images, revealing an emotional truth that confronts the audience to

consider their own beliefs toward immigrants in the United States, and immigrants who are willing to die to get here. The result evokes a human resonance that exposes a family in pain, in celebration, and continually moving, Adelante.

My goal is to produce a book and project titled “Adelante,” translated to “Forward” in English, bringing together the different bodies of work I’ve collaborated on and made with my immigrant family, in New York and El Salvador, for the past three years.

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PLEASE DO TOUCH

Photography, sculpted textiles

I've always found that being able to touch and interact with specific objects helps me better understand what I am looking at. We are always told "do not touch" artwork hanging on walls, and to only look with our eyes.

"Please Do Touch" is meant to present itself as something tangible. Two square, three-dimensional collages sit inside blonde wooden frames. Each contains a different material that I feel my audience would be most compelled to touch. Using self-portraits surrounded by

faux furs, mosses, and intricate beading, I translate this kinesthetic learning style that is a part of me, to my viewers.

Each minimalistic composition draws inspiration from works by collage artist Rozenn Le Gall and contemporary visual artist Kensuke Koike. Using this similar idea of photo manipulation found in their works, I am able to form and intertwine outside materials into my self-portraiture and create simple, yet desirable, collages.

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ATARAXY **Photography**

This anti-anxiety project, “Ataraxy,” was created to be a healing and meditative piece for both the creator and the viewer. The word “ataraxy” is defined as a state of serene calmness, and the project is meant to bring this state to those who experience it through video, audio, and photography. Creating “Ataraxy” was a therapeutic and healing process, and the goal is that it help to calm, soothe, and heal those who view it as well.

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LIMBO

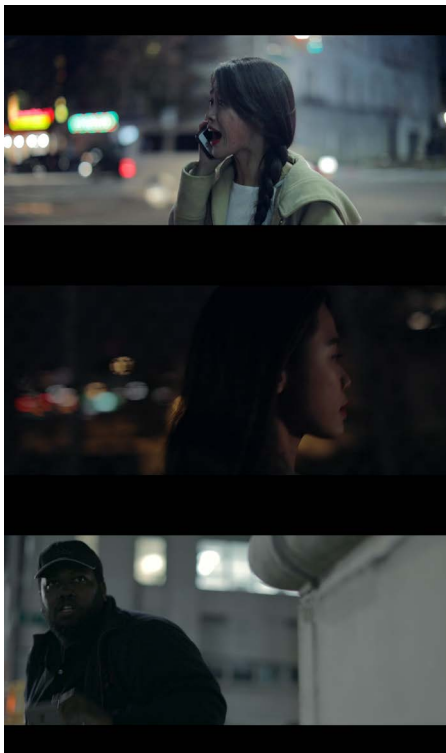
Photography

I am a queer New York-based artist whose bodies of work focus on mental health, intimacy, queerness, and gender. This project, “Limbo,” is an ongoing collection of pieced-together imagery, snapshots of thoughts, and remnants of long locked-away memories. The photos I have created are meant to emanate a sense of loneliness, isolation, and lack of identity we often struggle with, through snapshots of ourselves, people close to us, and places we frequent.

My goal is to cultivate important conversations about subjects like queerness, identity, and mental health.

Ni Ouyang

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MOONLIGHT BLOSSOM

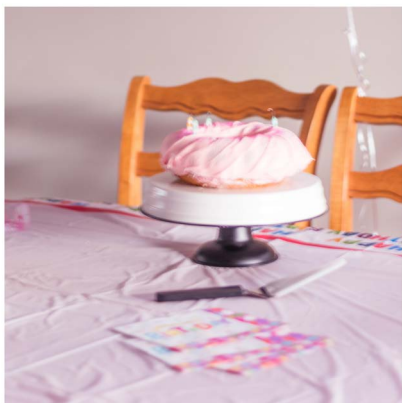
Video

This film is about an undocumented woman who tries to make a living in New York, and how an encounter with an American artist changed her life. This film fabricates half reality and half imagination into a neorealism narrative. Approached as a film noir, it tends to explore the theme of a vulnerable female's living condition and a hint of contradicted reality.

Being an artist and filmmaker born in Shanghai, I often produce social documentary-style work with still and moving images that reflect a profound female perspective. I have expanded into filmmaking with the idea of enriching and recreating elements of the video storytelling genre. As an immigrant and a multi-cultured artist, the years I have lived abroad have had a large impact on my perspective and world outlook. Also, my background provides me with a broad aesthetic and an alternative understanding to construct unique imagery.

Ashley Paolella

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BUTTERCREAM

Photography

I have always found a tactile memory easier to retain. If something is related to a physical condition or gustatory sensation, the moment feels ingrained. Even when looking at a cake from my second birthday, just knowing the type of icing connects two decades of celebrations, and the image slides home.

With “Buttercream,” I am replicating fragments of my memory in hopes of sharpening them; it all clicks together the moment a cake I baked from scratch mirrors one I found while

searching through old photo albums. Maybe it’s because birthday cakes are so habitually eaten, but on a dime, I can recall the taste and smell of pink icing. It’s never strawberry as you anticipate, but a cloying vanilla paste, and it washes over these memories as the only anchor point.

My goal is to explore the connection between food and memory by recreating birthday cakes from throughout my life.

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IRIDESCENT SUPERNOVA

Photography and textiles

I am a multi-colored artist who makes in multi-mediums. My self-portrait photography addresses themes of mental health through art and fashion therapy, and uses the body as a canvas. My other work and interests include curating, archiving, and the sociology of fashion.

“Coping Mechanisms: Iridescent Supernova” is an exploration and documentation of art and fashion as mental health coping mechanisms. I created utopian creatures and kitschy characters inspired by mythical beings, subcultures and stereotypes, avant-garde designers, and the matrix. This ongoing series is a collection of final physical objects that are made from processes that have become ritualistic self-safe havens, including preparation of the body for presentation, layering photographic processes, and mixing textile-making techniques.

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SWIM GOOD

Photographs

Growing up in the Philippines, there were mostly doctors, nurses, or engineers — these were part of the Asian culture. After spending three years in nursing school feeling unfulfilled, I came to the realization that my passion was elsewhere. I applied to the Fashion Institute of Technology at the age of 22, putting in motion my dream to become a photographer. As I spend my young adult life in New York City, I am increasingly inspired by the new wave of

young, talented Asians who are paving the way for the next generation of artists. The portraits in my project are truly inspiring individuals who share the same passion and motivation in pursuing a creative path — painters, musicians, models, bloggers, and more. “Swim Good” is a body of work that brings representation to the underrepresented, in a world where success is measured by the color of your skin.

Cynthia Elane (Reitman)

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THE DANCER

Digital photography



MONEY MOVES

Digital photography

My work revolves around the self -identification and evolution of women as they navigate through cultural and societal restraints in both the entertainment industry and mainstream society.

“JERSEY GIRL\$\$\$” is about New York City female dancers who supported themselves dancing in New Jersey casinos and go-go bars during the mid-1980s. While some fully embraced the seductive glitz and glam of the casino shows, others found it was not easy to dance around the negative judgment attached to working in male-oriented venues, in spite of their talent, training and professionalism. But as performers and independent women, they took charge of their lives and livelihoods and their right to choose their working environment, despite societal restraints or stigmas.

My goal is to use my photography to showcase female empowerment through their independence, authenticity, and vulnerability.

Juliano Riscala

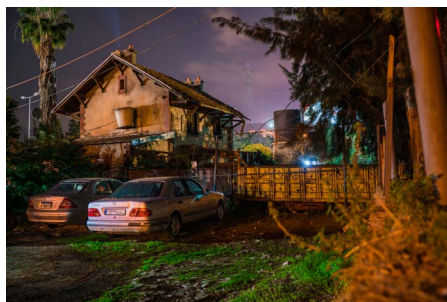
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UNTITLED
Photography



It was always a struggle for me to fully associate myself with the American culture, being born to a second-generation Sicilian mother and a Lebanese immigrant father. Between the ages of 3 and 11, I spent the summers in my father's hometown — Jamhour, Lebanon. These summers away, living with my grandmother and the rest of my father's family, subconsciously molded me and played a major role in how I perceive life.

Ten years later, I revisited Jamhour and was engulfed by this overwhelming feeling of subliminal familiarities." Certain people, places, and objects triggered these moments of nostalgia, however, a century with them buried in my mind made these vivid memories feel so vague.

These memories have played a large part in my life, a part I can only describe through the photos that compile my project: "Subliminal Familiarities."

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1347
35mm Film

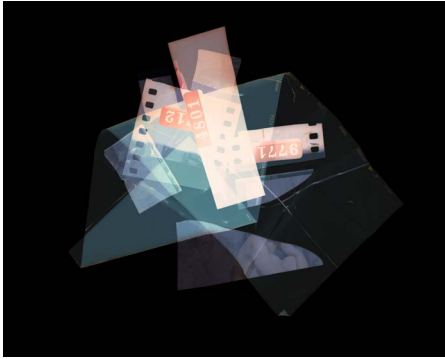


These images serve as permanent statements of time to say: We exist, and these are the conditions in which we live at this moment in time. They are free-flowing and ever-changing, able to create our own paths despite the circumstances we've been faced with. Through pain and abandonment, we find a way to ascend through this bond, cemented in love and a hunger to be the greatest we can be. Proving to ourselves that there is always a way out, and never allowing the outside world to dictate where we will end up next, but instead making it clear that we decide that for ourselves.

This project is more than just a documentation of my singular experience. It is a never-ending journey about us, collectively. About finding ourselves through each other and unleashing the voices inside us that have been told to stay quiet.

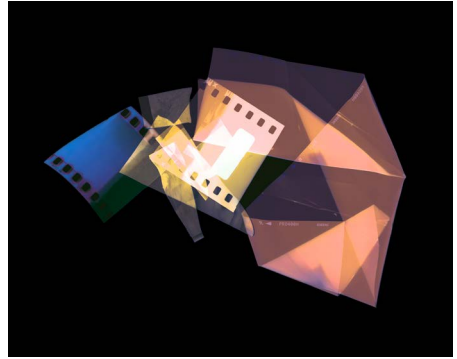
Carol Sabbagh

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FRAGMENTS 01

Archival Inkjet Print



FRAGMENTS 02

Archival Inkjet Print

“Fragments” is a series of photographic collages created by layering film negative remnants collected from the Fashion Institute of Technology’s scanning lab. Utilizing the fundamentals of photography, these multi-faceted pieces explore the bridge between analog and modern technologies. Driven by the tactile nature of analog materials, the film fragments are intently arranged atop a digital scanning bed, creating dynamic shapes. The light from the scanner revives the acetate fragments, bringing them new dimensions through shadow and color. The experimental scanning process transforms film scraps into unified geometric forms that highlight the tangibility of photographic materials through modern technology.

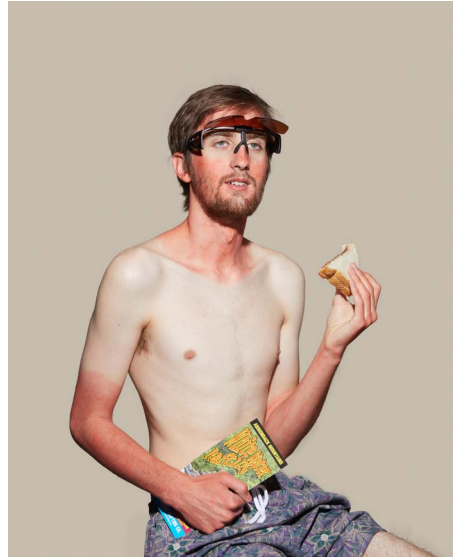
My goal is to experiment with the physical layering of objects and film negatives in order to create new narratives surrounding their juxtaposition.

Beth Sacca

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WELCOME TO MYSTIC FOREST

Digital

The creation of a personal, fictional world inspired by films, memories, and kitsch themes is the heart of the work I am allowing my viewers to live in. I am creating this fictional town with exaggerated characters inspired by everyday people. Having grown up hiking the Adirondack mountains, I use a distinct color palette found through nature while reflecting nostalgia in my photographs. Often, I am intrigued by the depiction of Americana, and the idea of suburban life that feels a little too perfect.

“Welcome to Mystic Forest” is a character study of people who live in a fake town that is surrounded by high-peaked mountains and a large lake. The photographs contain elements of extreme fabrication and lighting that create the appearance of the characters, becoming almost claylike. Inspired by the happy suburbs of Americana, everyone in this town is considered your neighbor.

Shannon Searson

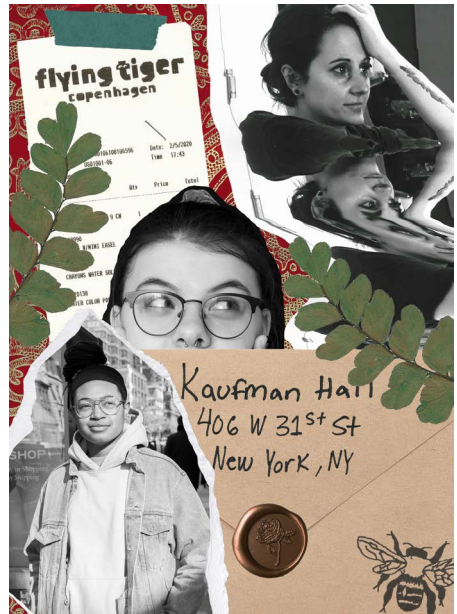
www.shannonsearsonphotography.com
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LOVE, SHANNON

Digital photography

This series, titled "Love, Shannon," documents my friendships at my home away from home during my senior year at FIT. These images reflect upon these friendships through journal entries by embracing collaging and mixed media. Each page is made from memories with these three friends, representing the idea that home is about the people you surround yourself with. This personal series acts as a

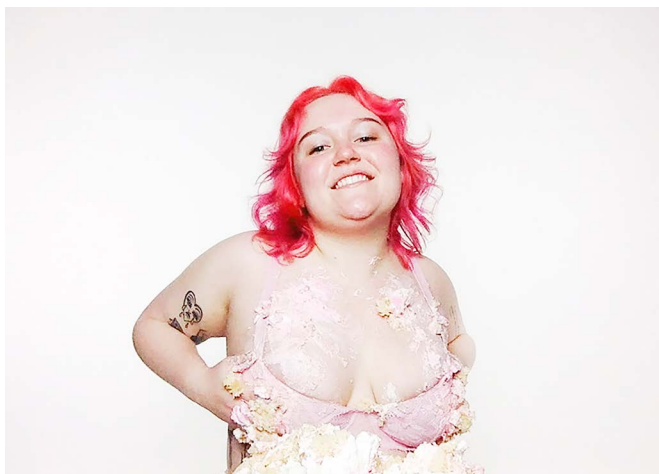


nostalgic love letter not only to my friends, but also to myself. Everything comes to an end eventually, even if you don't want it to. Which is why I'll cherish having this series of journal entries to look back on this chapter of my life.

My goal for this series is to illustrate my feelings of nostalgia of past moments through collaging.

Ashley Sevcik

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UNTITLED

Performance Art, Video

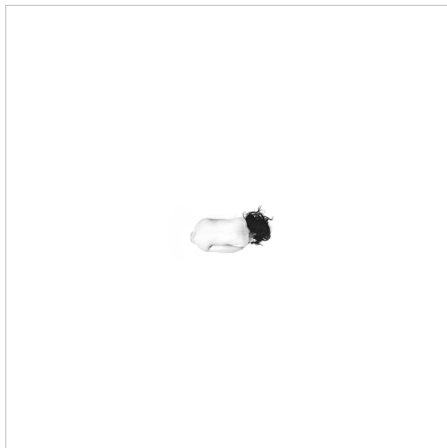
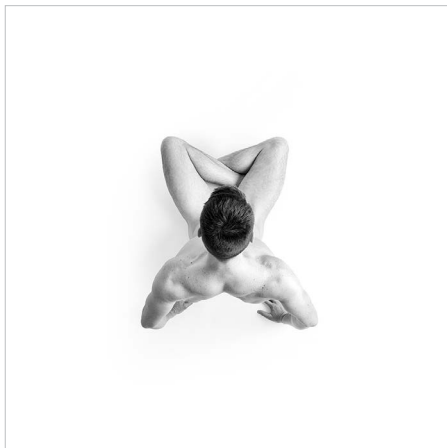
I create work as a way to process and make sense of things I'm going through. I was raised in a very protective Catholic Republican household that resulted in a lot of repression. My family never had conversations about sex, sexuality, gender, self-expression, or body image, let alone how to navigate any of it. In this untitled performance piece, I'm performing bubbly-femme-sex-kitten through physical appearance, eye contact, and specific angles/movements which critique the ideals of the time period in which the song I chose debuted. I set my performance to a slowed version of Jack Jones' "Wives and Lovers" (1963) which expresses a misogynistic fantasy of a woman who always looks good for her husband and lives to please him. I enjoy poking fun at socially constructed rules by including the very thing I'm critiquing in my work. This video showcases how far I've come as an artist and individual.

Jesse Skupa

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THE FRAGMENTED PORTRAIT, 2020

Digital photography

I am a New York-based photographer and artist transplanted from the Midwest in 2016. Growing up in a small, suburban town in Kansas, photography was an escape from the masculine stereotypes placed on men and boys. It served as a gateway into the worlds around me that explored fragments of life not always seen.

Developing themes around faceless portraiture and ephemeral narratives, the work enters notional spaces that invites the viewer

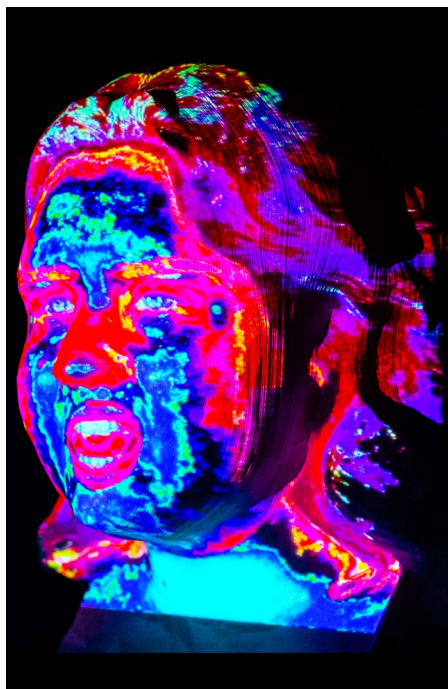
to place themselves in these surreal moments. A person's face embodies a version of who they think they should be in front of the camera. When it no longer becomes the focal point, what can a portrait become?

"The Fragmented Portrait" is a project that seeks to take that control away.

My goal is to explore the reality of portraiture, and what it can become when not taken at face value.

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ASHLEY YOU'RE SUCH A GEMINI: VIDEO STILL #1

Video, projection, 3D printing



ASHLEY YOU'RE SUCH A GEMINI: VIDEO STILL #2

Video, projection, 3D printing

"I have something to say. To all of you that have something nasty to say about me, or other women that are built like me, women that sometimes, or all the time, look like this, women whose name you know, women whose name you don't, women who have been picked on, women whose husbands put them down, women at work, or girls in school. I have one thing to say to you. KISS MY FAT ASS."

- Tyra Banks.

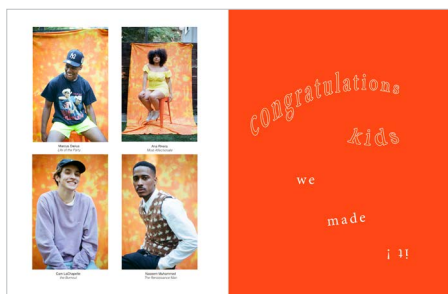
"Ashley You're Such a Gemini" is a 3D-printed model with projected imagery. The dueling faces share a singular post and communicate with each other by lip-synching. The audio is sourced and dissected to create a new narrative that you are unfortunately going to have to wait for because this is only a preview.

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CLASS OF CHAOS

Film

Moving to New York City, you are immediately placed in a sea of people, but these are the people that I ended up creating memories with. New York facilitates some of the loudest and most amazing personalities, and while not all of my friends photographed are New York natives, they've all had an effect on my experience here. Since this was our last year, I decided to revisit a project I created in my sophomore year and enhance it. "Class of Chaos" is a series of portraits that I've taken of my school friends. Each friend is given a superlative that best describes the way I see them and the role they play in our friend group.

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CASTLE IN THE SKY

Photography

“Castle in the Sky” is a series of film stills with women at the head of my narratives. Drawing from Hollywood’s long and troubled history of not featuring strong female characters as the leads of movies, my series combats and rejects this past.

My photographs highlight the fact that women are not one thing, but are multidimensional. Women can be both powerful and vulnerable, and my stills capture this range of emotion while telling numerous different stories. There is definite cinematic influence in my work, but I also draw inspiration from photographer Justine Kurland. Kurland created utopian scenes featuring a group of teenage runaways in her series “Girl Pictures.” The freedom and undeniable independence of the women in Kurland’s work is something that influenced my own body of work and is present in the narratives I choose to highlight.

My goal is to highlight multidimensional women as the leads of my fictional narratives.

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UNTITLED (NEW YORK CITY PRINCESS), 2019

Archival pigment print

I am a native Queens photographer based in New York City. Heavily informed by my surroundings, I work across various genres to celebrate the nuances of daily life while exploring time, intimacy and liminality. In February 2020, I published my first zine as part of my senior thesis project, "Amores Aparte Pero Siempre Juntos." In a limited edition of 25, the project is a love letter to NYC and my coming of age. It is a visual archive of photographs, scans, and ephemera that collectively examine the lessons of loss, gain, and growth from early 2018 to late 2019. "Amores Aparte Pero Siempre Juntos" was featured on **i-D** with an accompanying interview upon its initial release, and is set to release a second edition of 100 in May 2020.

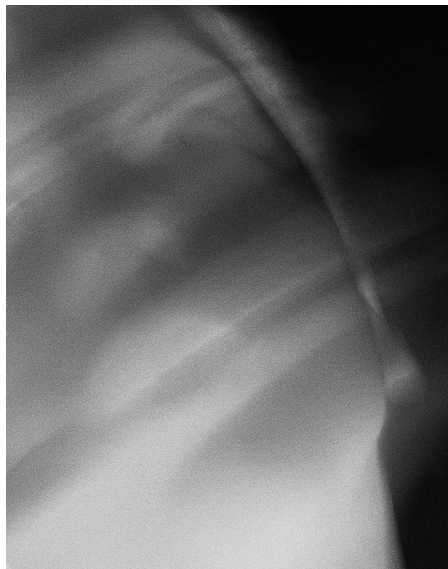
My goal is to establish equity through my art, create forever, and live a fulfilled life.

Andy Zalkin

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GRAVEL

Analog and digital photography

I spend most of my days acutely sensitive to the finite and chaotic. It is quite easy to feel like a passenger in the collapse of everything. Earth floats alone in space, a finite circle that contains us, and our relationship to the eternal. By inverting and recontextualizing my images during quarantine, I considered my fears of degradation and collapse to have visual manifestations, my photographs serving as a lifelong goodbye, either to the immediate or to the world at large.

Gravel is used to form roads. Where are we going? And what happens to all the small pieces along the way? “Gravel” accepts fear and uncertainty as the foundation of its aesthetic and emotional explorations, as we approach the ends of what we know.

School of Art and Design
Graduating Student Exhibition

TEXTILE / SURFACE DESIGN



By developing students' intellectual, aesthetic, analytical and technological abilities, the Textile/ Surface Design major offers students the opportunity to create painted, woven, and printed textile designs, while integrating new and emerging technologies. Students acquire an understanding of design methods and principles while learning to implement ideas into products. They explore historical and contemporary source material and experiment as they establish their personal artistic style. Within the commercial requirements of the textile industry, students push the boundaries of design. The student work highlights the strong relationship between creativity, technique, and marketability.



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SERPENT NOIR

Digital

For a long time, creating was all I knew. As a shy kid growing up in Brooklyn, I created to communicate, to keep busy, to evoke a feeling in myself, and others—sometimes without even realizing it. I studied fine arts for the better part of my academic career, creating with non-traditional materials and mixed media. I have



LA CHUTE DU PAPILLON

Digital

always had a fascination with the abnormal, working with niche subject matters, motifs and bold colors. Once I discovered I could make art that went beyond just hanging on the walls, I fell in love with the world of textiles and home fashions. Living in a world of art and oddities was all I knew, and now I can make it a reality.

Daniella Battisti

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SALTY PALMS

Adobe Illustrator, Photoshop

As a textile designer, I am always looking for new ways to enhance my digital designs, whether it be with texture or stylized motifs. My current work explores the love that I have for nature and its beauty. My subject matter often has to do with tropical elements.

I have such a strong passion for creating work that feels fun and effortless. I want my viewers to see my work as a design they would buy



MONSTERA DELICIOSA

Adobe Illustrator, Photoshop

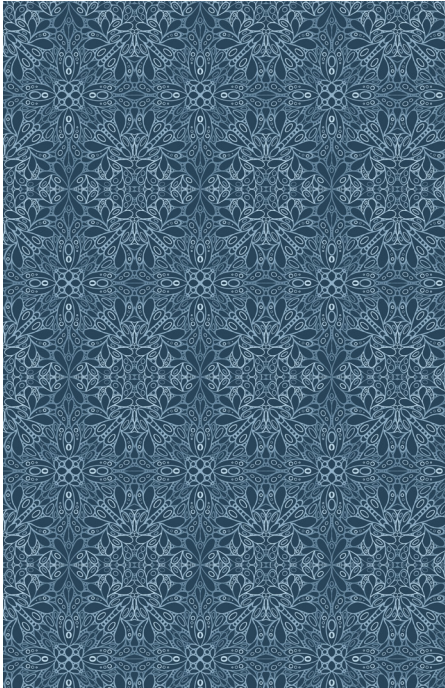
for their summer wardrobe or summer home. My goal is to work with designers who have a similar passion. I wish to work in the fashion industry using the skills I have accrued over my four years at FIT. I enjoy the fast-paced process of constantly recreating new elements needed for industry.

Lianne Covington

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COOL TONAL BURST

Digital CAD, Procreate, Photoshop

As an artist and designer, I am inspired by the world and environment around me. I am originally from Pennsylvania and grew up with a lot of nature and color around me. I had a love of the arts and I did a lot of painting, black and white photography, and sewing. Now in New York City, I look to the architecture of buildings for inspiration. Discovering textile design is like finding a niche where everything that I love



FUNGI FRENZY

Digital CAD, Procreate and Illustrator

belongs. I enjoy merging the organic beauty of nature with linework and modern elements. My prints are the perfect balance of bringing nature into the world of print and design in a modern way. My designs are a classic style that aim to capture a soft, sophisticated look perfect for home and fashion. My goal as a textile designer is to create livable, modern fabrics to fill people's homes and closets.

Danielle Douglas

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BOHO GARDEN

CAD



SCARLET BOTANICAL SCARF

CAD

With an educational background in graphic design, I decided to expand my design skills into the colorful realm of textile and surface design. My decision to pursue this came from a yearning to gain skill sets, knowledge, and opportunities to allow me to flourish in an industry that rings true to my creative style. I believe bold textiles in home environments and personal wardrobes allow people to express their unique style and add charm to an otherwise simple life.

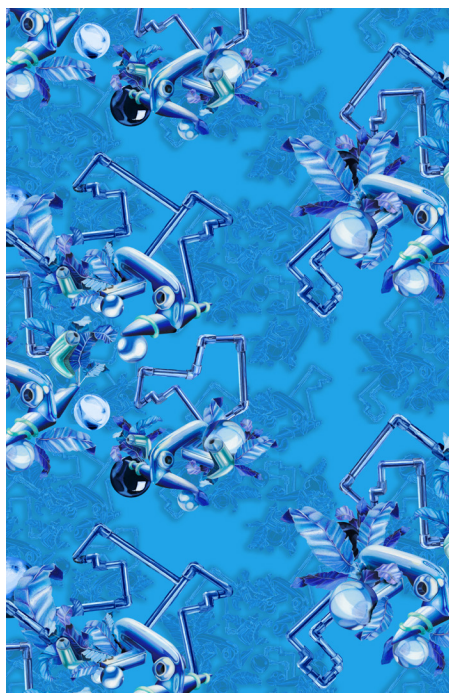
My goal is to build a career as a textile designer and continue to create and share colorful prints and patterns.

Julia Ermacor

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Julia Ermacor aims to implement her dexterity and industry knowledge into various markets. Her portfolio showcases intricate and laborious works. Julia's work demonstrates the use of observational techniques and comprehension of the physical world while creating a world of her own, similar to characteristics of surrealism. Compositions often involve everyday objects or common subject matter juxtaposed with illusory biomorphic forms, rigid three-dimensional structures, or relatively unrelated

elements in a cohesive manner. She derives inspiration from microorganisms, luxury jewelry design, graffiti, baroque ornament, motion design, astrophysics, scratch-off lottery tickets, basketball, the "old masters," hip-hop/rap, zoology, furniture design, pop art, Dolce Gabbana, rollercoasters, Nicki Minaj, James Harden, Steph Curry, Alex Pardee, CJ Hendry, Chopin, Yves Tanguy, and Lamborghini Aventadors. She strives to make exceptional first impressions at first glance.



MONOCHROME LIZARD

Colored pencil



POWER TOOL

Digital

Cameron Heaney

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Growing up, art was always my favorite subject in school. I'm so grateful to have been able to continue doing what I love and honing my craft to become a textile designer. I am constantly inspired by my surroundings, whether it be the beaches in my hometown, skyscrapers in NYC, or the bouquets of flowers for sale on 8th Avenue. I am a strong believer in the relationship between colors and emotion. I choose the colors in my artworks to evoke certain feelings: tranquility, happiness, energy, etc. In my recent bodies of work, I have combined my passion for color with my line drawing and watercolor painting skills. All of my artwork begins as simple sketches, then gets scanned in to be developed digitally. I have really found my style and voice as an artist during my time at FIT, and I'm excited to keep learning and growing.



ORCHIDS

Digital



DOUBLE TAKE

Digital

Abigail Iannelli



My love for art has grown and continues to grow because of the amount of fun I have while creating it. I love making art full of vibrant colors and animals, because I love the excitement bright colors bring to my life as well as the love animals bring to us all. When designing, I decide what looks best based on whether or not the artwork gives off a sense of balance, contrast, and/or good quality.

Jasmine Rio Ilustrisimo

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[@jazzay_cinnamon](#)



LADYBUG DAISIES

Watercolor, Photoshop

During my experiences in art, I found a passion for creating designs through hands-on activities such as painting, weaving, and screen printing. Having an eye for color also played a major role, because I enjoy bright, fun colors within my prints. Throughout my years of textile design, my layouts felt whimsical and juvenile, like conversational prints.

My goal is to work within home furnishings or children's wear.



BUZZING BEES

Watercolor, Photoshop

Julie Jankowski

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[@julieanjankowski](#)

My inspiration derives from nature and organic textures. The beauty of nature is an art of its own. I gravitate toward the exciting environments Earth has to offer. I focus a lot on meticulous design for various markets including apparel, home décor, and furnishings. I strive to create prints that are sophisticated for the modern market. As a designer, a hand-drawn, then digitally manipulated print is what you will see from me the most.



PUERTO RICAN TOILE

Digital Print



BIRD'S EYE

Digital Print

Seo Hye Lee

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I am a textile designer with a BFA in Textile/ Surface Design and a minor in Art History and Film. Thanks to my childhood experiences of traveling all over the world, I can quickly adapt and am always inspired by my surroundings, taking a broad perspective. I like to be inspired 24/7. As a person who is always open to learning and being challenged, I worked as a stylist and costume director during my BFA program. My strength lies in my eagerness to achieve

excellence and perfection. I feel most comfortable working on delicate works, including hand painting. My passion for creating high-end and delicate designs, combined with my fashion design background, has caused me to create a design that could be used for both apparel and the home.

My goal is to keep trying new things in order to create something beautiful.



ORIENTAL OBSESSION
TOILE DE JOUY

Ink on paper. screen printed on linen



RUG FROM THE CITY
CAD

Monique Alexis Logan

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My work is a culmination of poems, paintings, films, and music that have impacted me. My work is deeply personal, so when I work, I pull from my experiences, my memories, and my culture, and transform those into something that will affect the viewer and tell a story. I feel as though no other art form is as ubiquitous

or as powerful as fashion, which is why it's my chosen creative outlet.

My goal when creating a collection is to take the viewer on a journey and perhaps strike a connection between my creations and the viewer.

OFFERINGS TO YEMAYA

Digital Painting



Madeline McCarthy

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Ever since I was a child I, adored playing with color and drawing anything in sight. I have been lucky enough to find a career that coincides with my passion for art and style. My designs are often influenced by historical references and are enhanced with a modern style and coloration.

My goal is to provide customers with interesting and aesthetically pleasing textiles that can be used in their homes or on the clothes they wear.

JACOB

Digital CAD



FLOATING FLOWERS

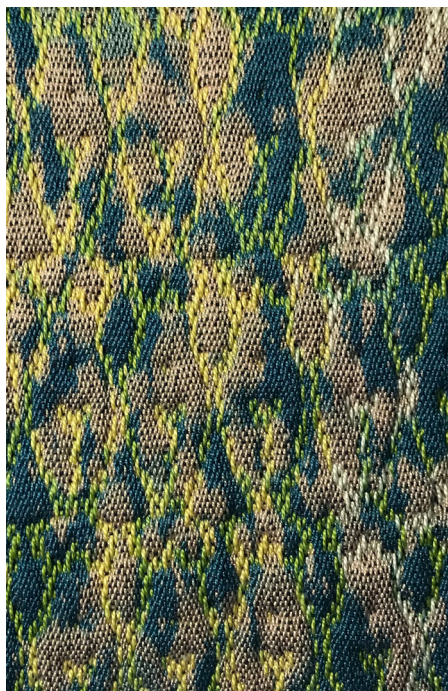
Digital CAD



Audrey Ouimet

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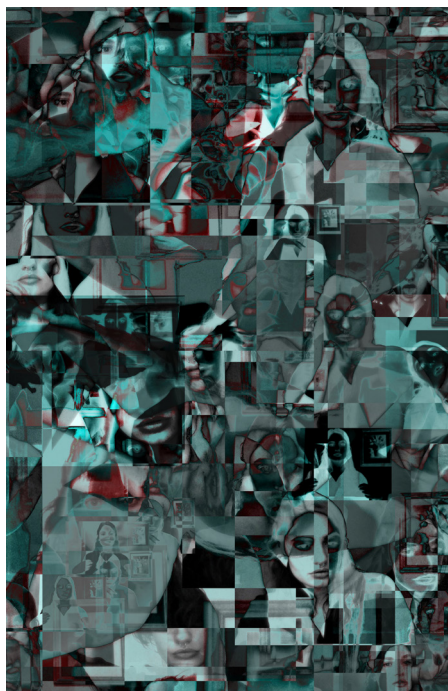
@audrey.ouimet.art



POLYSEMY

Woven matelassé

I have always created tactile art — from tie-dying shirts, to sewing, to charcoal life drawing. I create because I want to share my vision with the world, and I utilize art as an outlet for self-expression. I use my own drawings and photos that evoke emotion and spark creativity, and I hope to inspire others in the process. I received my AAS degree in Fashion Design,



SELF

Digital CAD

and I continued my studies in Textile/Surface Design. I wanted to further explore and push my creative skills while learning about the process behind textile creation and manufacturing.

My goal is to apply everything I have learned in order to create for the future of art and design.

Victoria Pedevillano

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@toritextiles



MAGNOLIA
Digital CAD

As a textile designer, I strive to create patterns that I would want to put in my own home. I love to focus on the little details, and enjoy making my intricate prints with a modern bohemian feel. I work with soft colors that are livable and well-suited to be displayed around the home. These two pieces were created digitally



IRIS
Digital CAD

and come from my latest collection, titled “Revival.” Both prints were inspired by traditional ideas and modernized through color and stylization. My goal as a designer is to create fresh designs for the home that show off my personal style and add a bit of excitement to any room.

Jeanne Schrem

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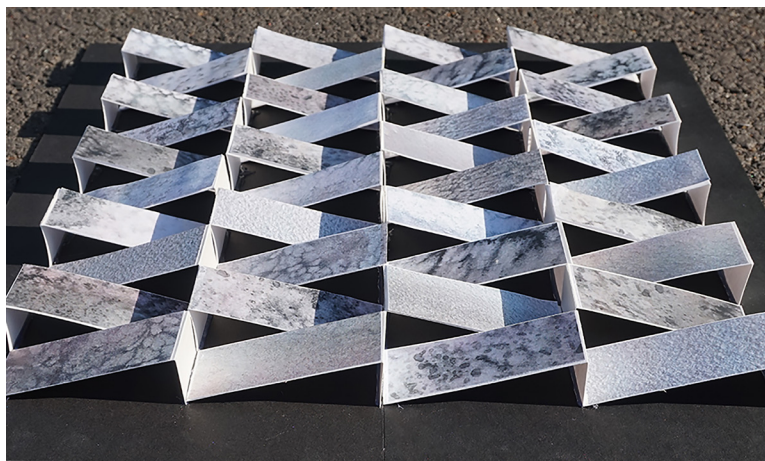
[@silent.vandal](#)

I've always been interested in science and technology, and through my artistic career, I've aimed to incorporate these elements into design. From the start, I was always a good problem solver who also loved to draw. It took me a while to pinpoint my passion, but I've found that design fuses many of my talents and interests into one. Although all areas of design intrigue me, I'm currently focusing on creating decorative fabrics and surfaces for interior spaces. My current work explores the many relationships between light/shadow and geometric architectural forms. I aim for my work to be innovative and interactive for the viewer, pushing the boundaries beyond the typical detached two-dimensional canvas. My goal is to keep these innovative ideals, wherever my design career takes me.



DISTORTED

Watercolor, Adobe Illustrator



PRISM

Watercolor, metallic paint, salt, Adobe Photoshop, Bristol, glue

Stephanie Stickle

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[@stephanie_stickle_design](#)



UNTITLED

Woven

The act of making provides me with a creative outlet and function that has been influential to my path as a designer. Personal experience, whether travel or new interests, leads me to the initial concept. Sustainability, material, and function are significant parts of my process. Each design requires reflection and attention to materials, techniques, and their source. Highlighting the materials and the process contributes to my work as much as the concept. Experimentation with ideas focuses my direction and vision, and better informs design decisions to meet the goals of the work.



UNTITLED

Screen print

Emma Visser

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LA SELVA

Digital painting

Growing up, my family and I were constantly moving to different countries and experiencing cultures very different from our own. While this was exciting, it also meant I, more often than not, did not speak the language. Not being able to express myself verbally pushed me to explore other creative outlets, which is how



FLORECER

Digital painting

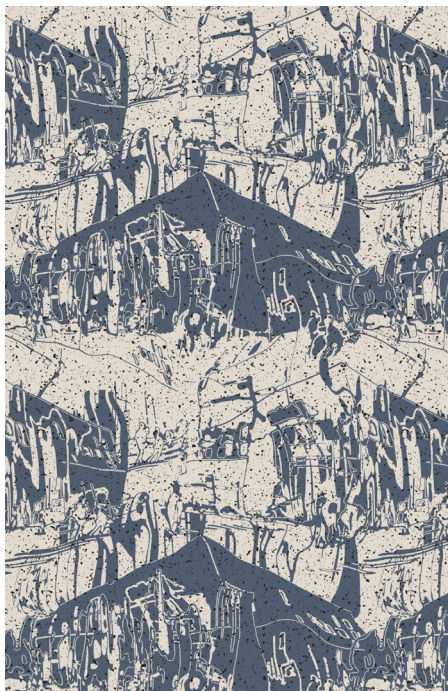
I discovered my love of art. I pull a lot of my inspiration from memories and personal experiences. I often combine a strong sense of color with bold and graphic shapes in my designs. My goal is to immediately draw in the viewer and leave a lasting impact.

Ju Hee Yoo

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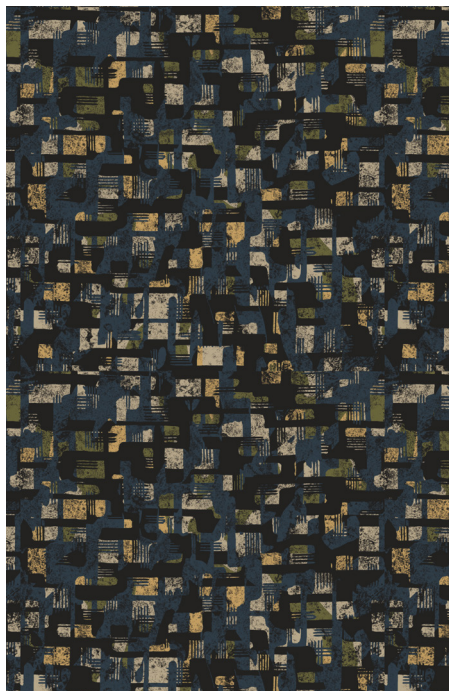
[@juheeyoo_portfolio](#)



PENNSTATION

Digital

From the many experiences and adventures I've encountered over the years, I came to realize that I am a storyteller. My drawings communicate noiselessly, sharing their message with others. I came to discover what I am most passionate about in my childhood when I began throwing myself into the world of art. I was born in Korea but raised in Guatemala. In 2016, I moved to New York for college. I strive to achieve unique styles by searching

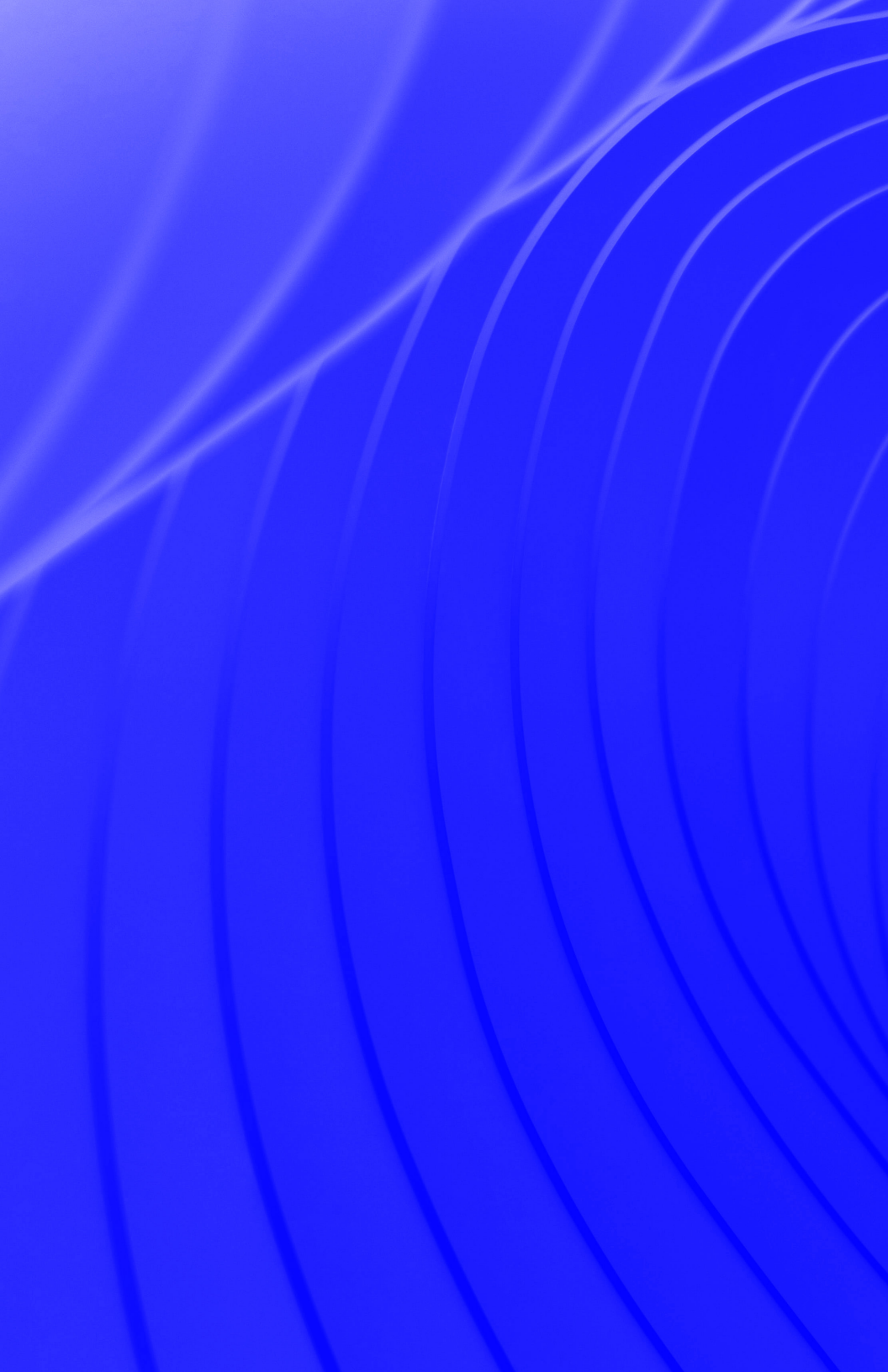


CONFLICTS

Digital

for ways to embrace each culture and to be adventurous with my designs.

My goal is to have a strong foundation in both textile design and fashion business to apply what I've learned in the fashion industry. I am passionate and enjoy working in a fast-paced dynamic environment, and hopefully that will help me excel in future opportunities in the industry..



School of Art and Design
Graduating Student Exhibition

TOY DESIGN



Toy Design work in the Graduating Student Exhibition recognizes imagination as a tool in the development of self-image. It encourages a healthy lifestyle and active play as an essential, vital part of childhood. Trusting their abilities helps children build critical-thinking skills that lead to positive life choices. Toy Design students write and illustrate storybooks that acknowledge the power of creativity. Some use the imagination to devise creative ways to problem solve real-world issues. Others address matters of community and cultural heritage. Students invent toys and games that provide open-ended exploration and play. They give children room to think and breathe. They connect children with nature and the world around them. Some products and concepts encourage positive communication between children through their social networks. This year, the Toy Design Graduation Student Exhibition focuses on the importance of a cogent design process to guide the journey in which toy products travel from a spark of imagination, through manufacture, and into the enthusiastic, unassuming grasp of a child.



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Jeewon Jang

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DOREE'S DIARY
Fabric plush



DOREE'S CREATING DIARY
Photoshop

As a toy designer, I work to encourage children to engage their unlimited imaginations and aim to support joyful play. During playtime, toys bring children to a completely different world and help the grownups around understand children better. Doree's Diary is inspired by my old stuffed raccoon doll who was my first and favorite friend that I ever had. This story is about my very first farewell and the journey of overcoming it. We all had our own imaginative world during our childhood. Working on this storybook brought me back to that time and helped me better understand children and their toys as well as the relationship between them. I'm excited to explore these wonderful relationships by designing and producing toys for children.

Cheryl Kim

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ELLIE

Plush



FANTASTIC BFF MAKEOVER GAME

Photoshop

Every artist starts with an inspiration and motivation which leads them to start creating and drawing what's in their hearts. The strongest and compelling encouragement for me is my time spent talking, playing and connecting with children. I've always enjoyed being around children and I adore watching them play with toys. This was when I realized I wanted to create art that is related to children. I can't think of anything more meaningful and heart-warming than creating something that makes children laugh and happy! The thought of this just makes me smile and feel joyful.

My story of Ellie & Betsy was inspired by the memories I had with my little brother during my childhood. I hope this sweet and heart-warming story will bring smiles, encouragement, and give a lesson of family importance to children.

Stephanie Nguyen

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PORSCHA POODLE
Plush



**PORSCHA'S PERFECT MAGAZINE
MAKER**
Digital

I was raised in Vancouver, B.C., where my passion for art and design led me to the city of New York. My degrees in Fashion Design and Fine Art inform much of the work I have done in my Toy Design BFA program at FIT. My storybook characters, Porscha Poodle and Pip, reflect my childhood experiences and struggles with independence and collaboration, all within a fashion-inspired setting. I hope to encourage children to be more tolerant of others and help foster a spirit of cooperation and open-ended play with my work.

Gabrielle Nuszen

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☺ Sophie Sprinkles, an ambitious kitty daydreams of specialty sweets. So pretty!
🍰 Cakes, 🍩 Donuts, 🧁 Cupcakes galore—a sweet shop of specialty to one day be hers.

📧 Confetti Mouse delivers a letter in hand of a celebration from their best friend!
🐻 Bee Bear cordially invites ☺ Sophie, her guest for a birthday party and expects only the best. 🍰

SOPHIE SPRINKLES, CHAPTER 1

Photoshop



SOPHIE SPRINKLES, DREAM KITCHEN PLAYSET

Photoshop

Inspiration is all around us and can come from just about anywhere. As a designer and creator, a lot of effort goes into the creation of a fun and engaging toy. There is a special sense of joy and excitement in watching an idea come to life and a feeling of pride and accomplishment in seeing my creations lend a hand in a child's growth and development.

My story, Sophie Sprinkles, Cake Baker Extraordinaire, tells the tale of an ambitious kitty with a big dream: to share what she loves with others! The story spreads a message about unlocking our own capabilities and embracing who we are—for our unique selves with our own individual strengths—by overcoming the obstacles we face. This was inspired by the many people I met along the way throughout my incredible journey of following a dream.

Cristal Perez

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LITTLE LEPPIE PLUSH

Fabric



STORYBOOK ILLUSTRATION

Photoshop

I am a toy designer with a background in Illustration. I love art and toys and have been drawing for as long as I can remember. My storybook, Little Leppie, is based on a childhood memory of mine. Leppie explores the relationship of childhood innocence around the fear of the unknown, which is something that everyone can relate to. Toys are such a powerful influence in children's lives and give them security when they are scared. I want to design toys that encourage open-ended play and invites a child to explore the wonders of their imagination. My ambition is to inspire children with storytelling and creative thought. Toys are so magical in a way that children never forget them, even as they grow up. I am so grateful for the opportunity to work in a career that combines the things that I love.

Kristina Reshetilova

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@artistirk_res



STORYBOOK PLUSH PROTOTYPE

Plush Fabric



STORYBOOK LICENSE CONCEPT

Digital

As an artist and designer, my main focus is to always try to encapsulate a specific feeling within the design. The root of most of my concepts can be traced back to a childhood memory and the magic I felt in those moments. I've always been intrigued by how much of an impact childhood memories make on an individual and how those memories continue to affect us all the way into our adulthood. My hope is that my toy designs and illustrations will become a part of a child's memory and be remembered throughout their life as something that brought them joy, just like the many toys and children's books that have continued to influence me as a designer many years later.

Mathew Yong



MARIA AFORNE (SOFT TOY)



MANTA RIDER

I like Rubik's cubes, the Atari 2600 (that video game system from the '70s), and robots. Along the way I made many friends I never knew I would have. My friends from Toy Design are the best ones I ever had. The greatest thing I learned during this time in Toy Design is that with a lot of hard work, creativity, and a bit of fun, great things can be made.

School of Art and Design
Graduating Student Exhibition

VISUAL PRESENTATION AND EXHIBITION DESIGN

The world of design is being transformed by experiences of discovery. The combination of extraordinary visual display, immersive storytelling, environmental graphics, architecture, and digital technology is reshaping brand activations, exhibitions, events, and pop-ups.

Graduating students in the Visual Presentation and Exhibition Design BFA program create experiences and activations: experiences that can tell stories about a brand or advocate for a cause, places that can improve the way we learn or reinforce activities that can improve our lives.

The capstone design project is the culmination of a two-year journey; students find their voice through research, concept design, advanced visualization, and physical construction. They take ownership of their ideas through interviews with industry leaders, development of their own storytelling approach, and the fabrication of an inspiring design in a public space.



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Alvina Alex

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LIFE IN THEIR SHOES: THE MIGRANT JOURNEY

3D rendering

I am a spatial and experiential designer who is passionate about designing for a cause. I showcase designs while also bringing awareness to social injustice. This exhibit brings awareness of the living situations in Texas' immigration detention centers and helps visitors to understand how we all want the same thing: a safe life for our families. The exhibition will inform and educate the audience about how underfunded and needlessly cruel the environment is, not only for adults, but also for children.

Gabrielle Alvarez

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**SAVAGE X FENTY:
XTRA VIP POP-UP**
3D rendering

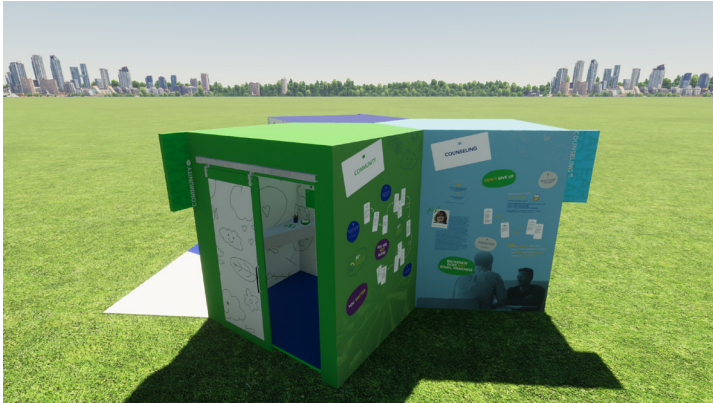
I am a design creative inspired by art, design, and fashion trends from all over the world. I have developed an eclectic and sophisticated eye for spatial design, event design, visual merchandising, and graphic design, with demonstrated experience in the luxury interior, fashion, and jewelry design industries. Working side by side with lead designers, I aim to create spaces and presentations that communicate and connect with others in an experiential way. My hands-on skills include hand drafting, sketching, display, fabrication, and construction, as well as digital applications such as Adobe Suite, Microsoft Office, SketchUp, SU Podium, and Twin Motion.

Victoria Alvarez

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AN EAR TO HEAR

“An Ear to Hear” is a “first step” pop-up location to educate young people about mental health and mental health issues. It will teach young people about the positive effects of counseling, community, and communication, and focus on the experiences causing dysfunction in young people. It will allow young people to speak with someone, leave an encouraging message for someone, or even tell their story so others can feel less alone. The idea is to create a space to give and receive, and to help understand the value of these three elements. The goal is not to make this their go-to form of help. It is a vessel to educate and open a gate of opportunity.

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EXPERIENCE THE MAGIC: EVENTS AND TRAVEL

3D digital renderings

During my time in the Visual Presentation and Exhibition Design program, I have been focusing my studies on display, event, and experiential design.

"Experience the Magic: Events and Travel" is designed to create specially curated experiences for not only the client, but also for their guests. These events will be immersive and interactive in every way possible, making the client and their guests feel like they are part of a movie. The travel itinerary will be tailored to the client's vision of their event.

My goal is to discover how to combine travel with experiences for people to enjoy. One day I hope to create my own design firm, to combine experience design and help people get the best out of their vacations.

Destiny Arias

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PLASTIC: THE OCEAN'S FOE

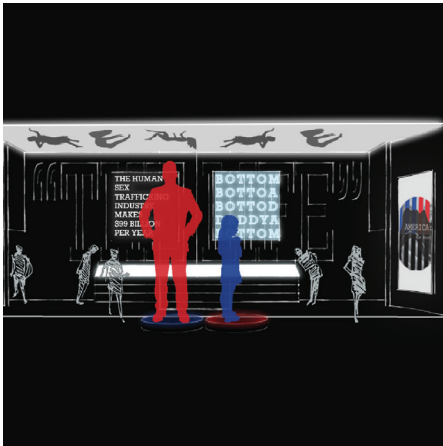
3D rendering

I am a spatial designer. I enjoy using different applications to transfer my creative thoughts into a 3D environment that will create emotions and memorable experiences. I push myself every day to get better by learning new software and obtaining new skills. I dream of becoming a great designer who will work with different clients to create spaces that will leave people wondering what I'll design next.

My goal is to create an exhibition that will immerse visitors in the effects that plastic has on marine wildlife. The exhibit will include many interactive experiences to tell stories of environmental damage and give ideas for a better future. The main goal is to motivate visitors to get together and take action to protect our oceans.

Olivia Baltimore

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@ob_experiential



AMERICA, THE BEAUTIFUL

SketchUp, Vectorworks, Photoshop,
Illustrator, InDesign

Design allows one to curate information to be digestible, yet full of depth. With my work, I look to enlighten others about ideas and subject matter that affect society through the use of visual communication in exhibitions, pop-up installations, and more. “America, the Beautiful” sheds light on the human sex trafficking industry through an exhibition design that follows the lives of three fictional females. The project profiles their lives before abduction, explores the method to which they were introduced to and kept in “the life,” and explains procedures to find them through law enforcement and community support. The final goal is to educate the public on how they can participate in helping to stop the scourge of human sex trafficking.

Megan Benazic

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VERSACE MANSION

SketchUp, SU Podium, Photoshop

I aspire to create unforgettable experiences through design, to inspire through exceptional attention to detail. I am well-versed in styling mannequins and window displays, as well as completing floor rotations. The goal for this exhibit is to create an immersive experience that provides the full history of Gianni Versace. Visitors will explore Versace's modest beginnings, his rise to fame, and enduring legacy. This exhibit will showcase Versace designs from the 1980s through the present. The design is inspired by the actual Versace mansion, stores, and patterns and designs. The Versace mansion is a story told through designs. This exhibit will be located in Miami, Florida, the home where Mr. Versace once lived and inspired many. The store will feature best-selling Versace merchandise, inspired by vintage Versace designs. The goal is to honor his life as well as educate visitors.

My goal is to reimagine tradition and to craft a visual story. I seek opportunities in fashion, and planning on working as a visual merchandiser or as a retail designer.

Armando Cedillo

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@armando_experiential & @original.armando



TIKTOK BUSINESS

SketchUp, V-Ray

I am an event producer and designer. With four years of experience in management, I have developed projects as diverse as pop-ups, events, and street- and brand-activation initiatives for brands such as Adidas, United Airlines, the New York City Half Marathon, Santi Templeton Rye, BUSTLE Rule Breakers, and more.

I have developed significant skills in every aspect of event design and production, including client interaction, project management, and fabrication. Some of my defining qualities include: problem- solver, team player, self-starter, motivational speaker, and mentor. During my four years at the Fashion Institute of Technology, I have learned to master a broad range of software, such as: Adobe Creative Suite, Microsoft Office, SketchUp/Rhinoceros 3D, Podium/V-Ray, and many more.

Salman Chaudhri

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SURVIVE SECTION RENDERING

3D rendering



UNIFY- POSTERS AND BROCHURE

Graphic design, typography

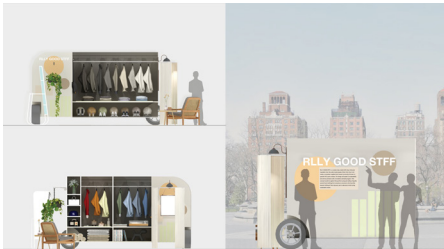
My goal is to create an exhibition space that highlights the history of labor rights in the United States. One image shows the poster series and brochure I created for the exhibit. The posters advertise the main interactives of the exhibit, while the brochure depicts what one can do at the exhibit. These were created with Adobe Illustrator and Photoshop. The second image shows the "SURVIVE" section of my exhibit that discusses the factory fires of 1910-1911 and the significant labor protection laws that were passed as a result. This image was created with SketchUp, SU Podium, and Photoshop.

Lea Victoria Cohen

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RLLY GOOD STFF

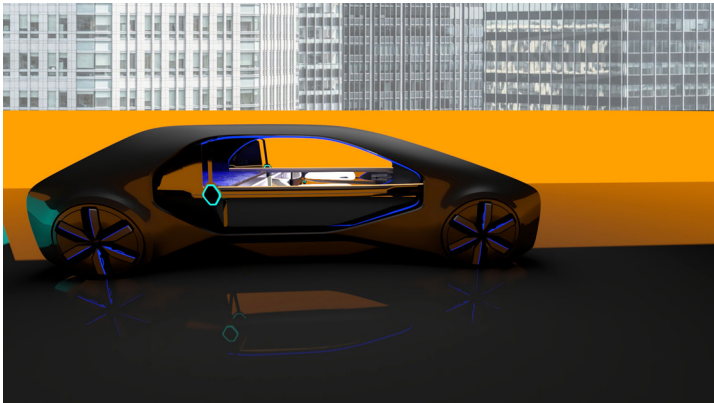
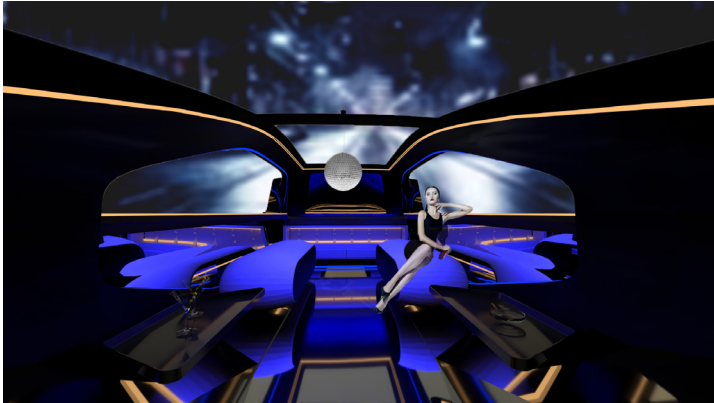
SketchUp, SU Podium, InDesign

Born and raised in the Bronx, I discovered my love of art, design, and the city at an early age. Background studies in interior design, visuals, graphics, and exhibition design have provided me with a broad skill set. Ultimately, I would like to work in the music industry, designing sets or pop-up activations around the city, and eventually the world. “RLLY GOOD STFF” is a modern-day mobile thrift shop that pulls inspiration from the cultures and people of New York City. It will blend with neighborhoods, be community-focused, and enhance NYC park venues. The design will revel in the spirit of sustainability and partner to support homeless outreach programs. This concept thrives on the buying and selling of quality secondhand clothing from eco-conscious consumers, and educates the public on a variety of sustainable options.

Meghan Deretchin

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EI: THE AUTONOMOUS DRIVING EXPERIENCE

Rhino, V-Ray, Photoshop

Fascinated by the future of self-driving cars, I saw an opportunity for the interior of cars to be completely reimagined. The interiors I've designed are experience-driven and broken up into three different scenarios. I've designed three different cars to host those circumstances: the Socialite (the party car), the Abode (the family car), and the Professional (the office car).

Ediley Diaz

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IPPOLITA X SWEET SABA POP-UP SHOP

AutoCAD, SketchUp, Twinmotion, Photoshop

As a visual designer and renderer, my skills are diverse. This makes for unique design processes and concepts. I am driven by my passion for design and color and by my approach toward problem solving. I would like to collaborate with clients to conceive successful design solutions. My experiences in creating design concepts from scratch have developed my skills in managing projects. This has also helped me narrow down my strongest skill and what I truly love: floor planning and renderings. I would like to build a collaboration between Ippolita, a luxurious jewelry brand, and Sweet Saba by Maayan Zilberman, a confectionery designer. The design concept will create an immersive, experience-driven pop-up shop to highlight the collaboration during Fashion Week in Milan, Italy. The design of the pop-up will feature luxurious finishes and bursts of color that will unify the brands together.

My goal is to work for a retail design agency or pop-up agency and collaborate with different brands to help develop their identity and create wonderful designs.

Christine Espinal

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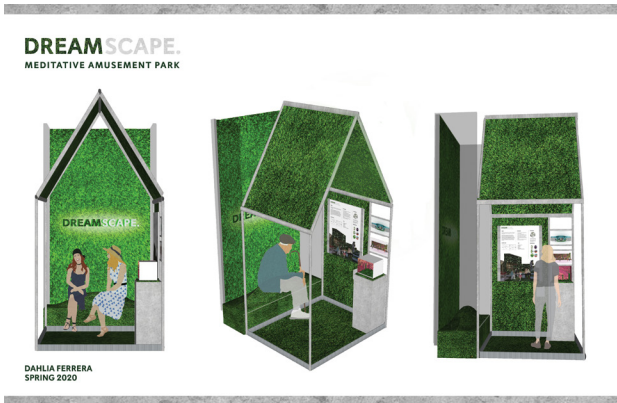
MAS___ESPACIO

Rendering

I am a New York-based spatial and experience designer. I am passionate about functional spaces and furniture. “Mas___Espacio” is a modular fixture system created to display and organize space. This system can be implemented in a variety of spaces and create a new way to use displays. I designed a showroom to create a space in order to educate and interact with the product. This project will explore how organic and curvilinear forms break away from the traditional grids in our daily lives.

Dahlia Ferrera

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DREAMSCAPE EXHIBITION MODEL

3D rendering



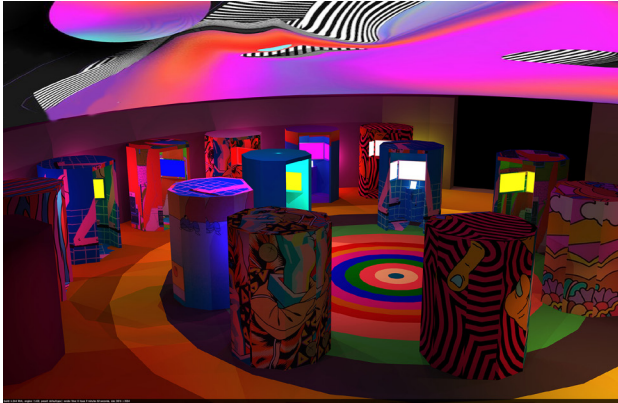
GROUNDS FOR SCULPTURE ENTRANCE

3D rendering

I created an immersive, mind- and heart-opening experience that brings visitors a sense of tranquility. Through projection mapping combined with sound and lighting technology, we can create expansive, beautiful landscapes that represent our planet at its most beautiful, while also promoting meditative techniques and ways of reducing tension and anxiety in our everyday lives. The idea is to enrich the lives of our visitors and give them something meaningful they can take home: the blissful feeling of living life fully in the present moment, of simply being here now. The outside of the exhibition displays geometric images of cymatic readings (relating to visible sound), highlighting the shockingly artistic and intriguing nature of our natural world in all its wonder. The inside of the exhibition can be seen from the outside, creating a dazzling image that intrigues the visitor before they've even entered.

Christian Hanover

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DYAD

SketchUp, Podium, Photoshop

“Dyad” is an app created to bring artists and musicians together for collaboration. The app not only brings them together but showcases their work. The renders I have created are made for the app’s pop- up launch at Coachella.

Gabby Hernandez

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WHAT NOT TO EAT

3D rendering

I am a Colombian-American artist and designer who is passionate about creating beautiful and memorable experiences through graphics and spaces. I have a minimalist and geometric style, but that doesn't mean that I don't enjoy creating bright and whimsical spaces.

I have created a pop-up to bring the app HowGood to life, with the help of Whole Foods, to teach visitors about the nutritional value of food, sustainability, and healthy eating.

Soyoung Jeong

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AWA | AWARENESS
SketchUp, SU Podium

I am a visual designer who desires to use creativity in brand activations and retail design, especially for the fashion and cosmetic industries. Interaction and engagement between the brand and visitors is the most important aspect of my designs. “AWA” is a retail store that honors our desire for societal good with every purchase while creating a fun buying experience. “AWA” is curated with three featured designs: brands highlighting fashion, beauty, and home categories. Every three months the cause, designs, and categories of merchandise selection will change. Each season, the store will have rotating activities focused on specific social issues. The younger and advocacy-oriented visitors will visit the store not only to make purchases, but also to learn about current social issues and ways they can make a difference.

Samaiora Kennedy

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CONNECT FOR HABITAT

3D rendering

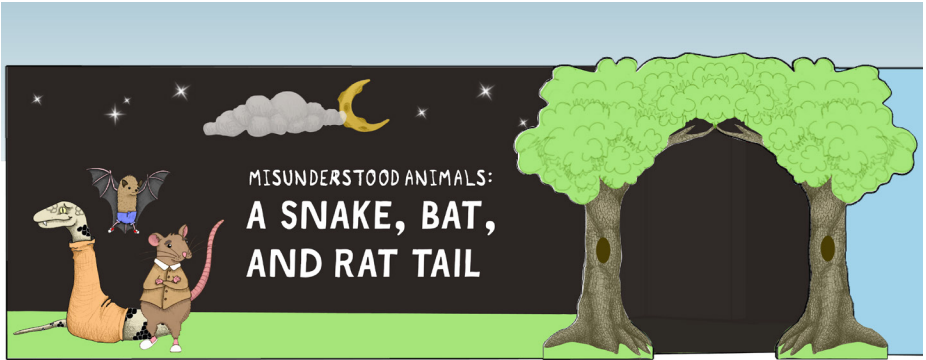
I am a visual concept designer with a passion for interiors and architecture. After graduation, I plan on joining Habitat for Humanity and assisting with building affordable housing.

My goal is to develop spaces that people can call home and feel relaxed in.

Isabella Laugen

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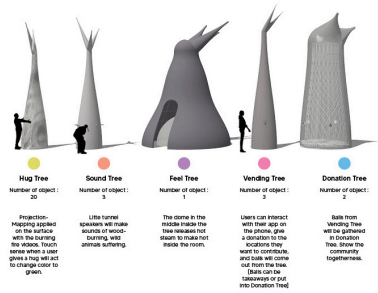
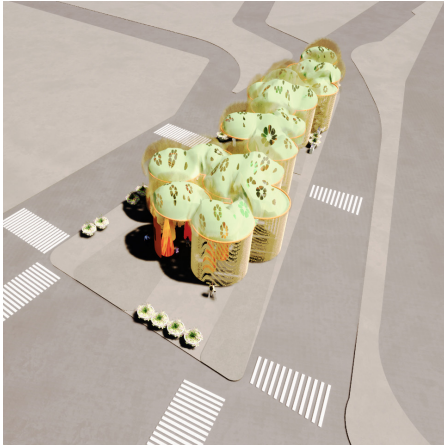
MISUNDERSTOOD ANIMALS: A SNAKE, BAT, AND RAT TAIL

Mixed media

I am an illustrator, 2D/3D designer, and artist. My senior thesis, “Misunderstood Animals: A Snake, Bat, and Rat Tail,” is a reimagined storybook exhibit featured at the Children’s Museum of Manhattan. The story follows three protagonists: Norv the rat, Cro the snake, and Otis the bat. These characters were selected because they tend to be negatively viewed by society. This exhibit highlights all that makes these animals invaluable parts of the ecosystem, plus some great fun facts! The overarching goal of this exhibit is to help visitors understand the misunderstood, and to potentially dispel some prejudices and misconceptions. The exhibit contains interactive elements that will activate verbal-linguistic, naturalistic, and visual-spatial intelligence for the children visiting. This will be achieved through text, images, sound, buttons, pull-tabs, and much more.

Yeonju Lee

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@dru2_



HEALING FROM WILDFIRES

SketchUp, Rhino3d, Twinmotion

I am a multi-disciplinary designer. I create immersive experiences for retail and cultural environments.

Originally from Busan, South Korea, I am currently based in New York City. My educational background is in fashion, interior design, and exhibition design. I like to bring creativity into spaces that generate memorable user experiences. As a visual storyteller and spatial designer, I am concept-oriented. I enjoy using unique forms and shapes to tell compelling visual stories. HEAL is an interactive public art installation which will be located in Flatiron Plaza, adjacent to Madison Square Park in New York. The installation will advocate for support to ease the damage from global wildfires, and, as an extension, educate visitors on how our environmental future is intertwined in one global community. The installation will include the following: An exhibition about wildfires, kiosks for donations, interactive activities, and an immersive experience.

Guillermo Marrero

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EVOLUTION OF DRAG

3D rendering

I'm a multifaceted designer with an interest in retail design, graphic design, exhibit curation, visual merchandising, and experiential design. I have a passion for curating experiences and visual aesthetics based around central themes and concepts.

Sabrina Marrazzo

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GREEN HOUSE WELLNESS CENTER

3D rendering

As a designer I strive to create environments that invoke a visceral reaction in my audience, whether that be through exhibition, pop-up display, or experiential design. With my photography training, I have the ability to create aesthetic and exciting designs for a vast array of brands. My critical eye is a unique asset to projects and client deliverables. My design is a permanent wellness addiction rehabilitation center, where people struggling with addiction can experience Eastern-style medicine, therapies, and overall access to mental health healing. “Green House Wellness” will use the therapies of light, aroma, art, talk, and physical therapy in a space filled with greenery, open air, and natural light. The space will be based on the community and culture of West Virginia, allowing for a positive healing environment that starts when the patient and visitor walk in the door.

Laura Mickity

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PLUS SIZES CAN: BEAUTY IS A FEELING, NOT A SIZE

SketchUp, Photoshop, Procreate

I am a fabricator, digital artist and experiential designer who hopes to inspire others with my designs. My inspiration for this project is the growing popularity of the body positivity movement and the increasing use of plus-size mannequins in retail display. Plus-size representation in retail helps the consumer feel welcome and accepted while shopping, making the overall experience more positive. This project promotes self-love and representation through a series of plus-size mannequin displays. These displays show plus-size women doing and wearing things they are often told they can't. I hope this project will evoke a feeling of self-love and will help normalize acceptance of all body types.

Glen Mosher

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VIEW 1 / VIEW 2

Rendering

I want to create a seasonal pop-up for GrowNYC to engage New York City denizens and educate families about the programs GrowNYC has to offer.

Malinda Lacy

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PIVOTING THE EDGE OF THE CATWALK FASHION SHOW EXPERIENCE

3D rendering

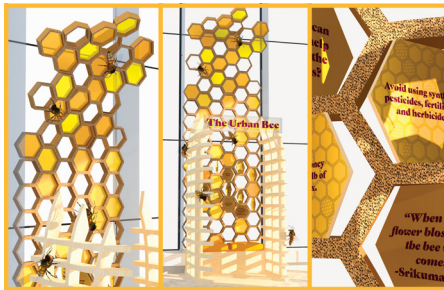
For almost 200 years, fashion runway shows have been an essential part of the fashion industry. Designers use this platform to showcase their new collections to the public. The shows help to market and promote the garments and the brand. More recently, the shows have started to plateau in design and decline in popularity. Runway models have also impacted the popularity of fashion shows. Showing mainly white, tall, skinny women has hindered not only the success of runway shows, but also the entire industry. The fashion industry has been willfully ignorant in wanting to progress into other body types. The runways need proper representation for every body type, skin color, and gender. It's past time that fashion shows evolve into the next phase: one that is inclusive of all body types, and also pushes the design of the runway to focus on garment movement rather than the model.

Francesca Moy

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THE URBAN BEE

SketchUp, SU Podium

I am an intuitive visual and experiential designer who has always gravitated toward exploring my curiosity by creating 2D and 3D designs. The process of conceptual and physical formulation is what connects me with the world of design. As a creative, I strive to incite unity through visual and spatial storytelling. “The Urban Bee” is a multi-purpose educational facility to introduce a bee conservation site that will not only nurture the development of honeybees, but also serve as an educational and vocational center for bees. Creating “The Urban Bee” in an urban landscape will have a positive effect on the urban environment, the people, and bees. This booth is an extension of “The Urban Bee” that condenses the main components of education, retail, and a sanctuary for bees.

Sung Mi Na

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LE JARDIN NATURE AND ART RETAIL STORE

New York City is one of the most densely populated cities in the world, with an incredible diversity of nature and art opportunities. People desire to integrate nature into their daily activities, seeking the psychological comfort it presents in art, space, and product design. This project explores the influence of nature and art in retail environments through an experiential pop-up shop located on the top floor of the Museum of Modern Art, which is renowned for an expansive space reserved for special and temporary exhibitions. The store is being built around the French high-fashion luxury goods manufacturer Hermès, an innovator in organic textile and houseware design. The exhibition will focus on three areas of organic art and evidence-based design, which are organic pattern, organic shape, and organic architecture. From this retail experience and with the product purchased, customers will be surrounded by nature even when they are at home.

Jeongin Nam

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[@jeongin_experiential](#)



CASETIFY:PLAYGROUND
SketchUp, SU Podium, Photoshop

I'm both an artist and a designer. My background in fine arts has always inspired me to be creative, and the design skills that I've built throughout the years in Visual Presentation and Exhibition Design have allowed me to express that creativity and give a work to the world. Visual-related design work is a passion of mine and I design to inspire the world. "Casetify: Playground" is an experiential retail store where customers can meet brand products offline. This playground will also be a place where retail doesn't feel like retail, which will create a personalized (memorable) experience for every customer, particularly younger customers who do not have traditional shopping experiences. The store will be located on two floors. One will be a retail space, and a second floor will contain an experiential exhibition (such as artwork). The store will explore ideas in non-traditional retail approaches.

Anne Nowell

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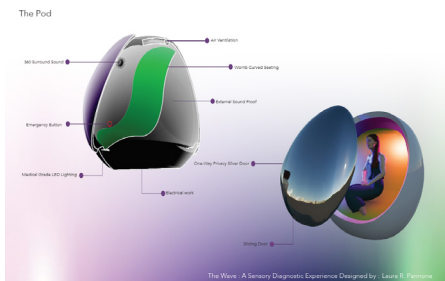
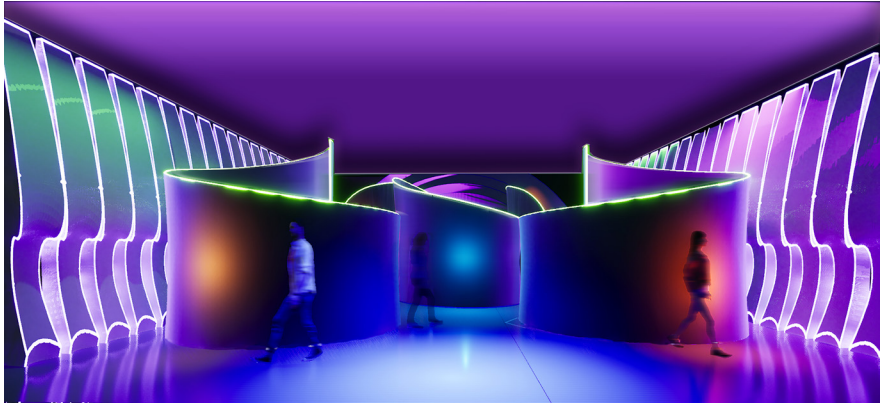


IMMERSION
Rendering

I am a visual and spatial designer who is passionate about the interaction between people and their environments. The multi-sensory pop-up meditation studio is a space where people can go to experience meditation in an entirely new way. The studio uses the latest technology to enhance meditation and allow visitors to have a multi-sensory and interactive experience. The studio will offer three different classes, each using unique technology to immerse the user into an altered reality while connecting them back to their physical well-being.

Laura Pannone

@pannone_creative



THE WAVE : A SENSORY DIAGNOSTIC EXPERIENCE

Sketchup, Twinmotion, Photoshop, Illustrator

I am an uprising designer in experiential design, pop-up design, and display. My inspiration for this project was my passion for promoting better mental health, the combination of science and spirituality, and sensory experience designs. The physical forms of the exhibition and display are derived from futuristic interiors. The lighting within the exhibition promotes auras of serenity. In all, I hope the project will promote others to explore meditation, explore sensory practices, and other mental wellness exercises. "The Wave" is a mobile immersive and diagnostic pod that will distribute evidence-based narratives of sound, color, and scent that support better mental health. The product will serve as an educational tool to promote daily exercises and tasks, and as a diagnostic tool to test how different multi-sensory narratives can positively alter the chemical balance of the brain.

Nicole Saade

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RENT THE RUNWAY FOR MEN

3D rendering

I studied interior architecture while at the University of North Carolina at Greensboro, where I had the opportunity to design residential spaces and travel to Europe. My lifelong dream of being based in New York City finally came to fruition when I was accepted to the Fashion Institute of Technology. My career path is undeniably geared toward visual merchandising and retail display. Growing up with a keen sense of visual aesthetics, I spent much of my free time designing and constructing small projects and mood boards that had visual appeal. This stems from my love of New York City, a place I visited often throughout my life and where I now reside. Ever since that very first visit as a child, I knew I wanted a hand in the design of the interior world that has arguably become one of the most prominent epicenters of fashion and design.

Tenzin Sangmo

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[@tenzin_experiential](#)



TIBETAN CULTURAL COMMUNITY CENTER

SketchUp, InDesign

I take pride in having a multicultural background, and I have always been an artist at heart. I am Tibetan, born in Nepal and raised in India, where I was able to learn a great deal of culture, language, and artistic values. After I moved to the United States, I began exploring my artistic side but pursued nursing and earned my degree as a Licensed Practical Nurse. Helping others is a lifelong goal, and I turned to design to continue that journey. My design strength is in CAD rendering, model making, and the design and production of displays. When designing for a brand, space, or product, it is essential for me to understand whom I am designing for. My background in nursing guides me to empathize with my clients and understand my audience better.

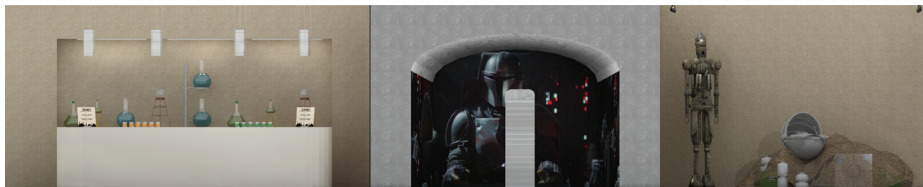
My goal is to continue working in spatial, experiential, or set design. I hope to join a company that is surrounded by people who are positive, driven, and compassionate.

Ashley Rose Seifert

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VISUAL, GRAPHIC, AND EXPERIENTIAL DESIGNER

Digital design



Successful activations for expensive, highly attended media events require flexible space that can support the larger story while being constantly adjustable to schedule and attendee flow. The goal is for the public to invest in the narrative, characters, and environments through the event and the large social media space surrounding it. The project that supports this thesis is a promotional pavilion for season two of “The Mandalorian,” a key show on Disney’s new streaming platform, Disney+, at New York Comic Con. The pavilion combines the narrative tools Disney is known for, including themed entertainment and set design, to recreate the world of the Mandalorian, thus reinforcing the overall Disney brand, the new platform, and the show itself. The audience will include people new to the show and existing viewers lured by the show to renew their Disney+ subscriptions.

Zoe Smith

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A PAW IN NEED

Photoshop, SketchUp

Specializing in retail and event design, my range of work covers visual merchandising, brand activations, showroom design, product styling, and interior design. With a mid-century modern approach, most of my projects demonstrate clean and simple approaches to visual display and spaces in which people feel comfortable. My strengths lie in creating mood boards for inspiration and strengthening the interaction between the environment and people within a space. Small details of the creation process are what push my designs to go further and develop into concrete ideas. “A Paw in Need” is a pop-up retail store aimed at addressing current issues in the animal world such as animal homelessness, abuse, and abandonment. This collaboration between a dog accessories company, Barc London, and a local animal rescue, Animal Haven, gives the public an opportunity to learn more about the struggles that dogs face as well as have the chance to give back.

Natha Tungwongsakul

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SIAM SMILES

3D modeling/rendering

I am a spatial and experiential designer, passionate about brand activations and children's exhibitions. As a designer, I strive to create a compelling and meaningful connection between space and people through design narratives.

"Siam Smile" is created to promote Thai culture to an international audience. It is an immersive space that invites visitors to explore exotic Thailand as a country through interactive and engaging activities. This space showcases the beauty of Thai art, cuisine, garments, architecture, and more.

Johanna Vargas

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FUTURE LIVING CITIES - THE PSYCHOLOGY OF SPACE

I am an inquisitive Caribbean native and a New York City-based graphic and exhibition designer.

I am experienced in 3D renderings, graphics, scale models, and solutions for window displays, exhibitions, and experiential design. When I am not designing, I enjoy finding inspiration through architecture, art history, escape rooms, museums, musicals, and hunting down unique international cuisines. This is an interpretive exhibit to explore the psychological effects of futuristic cities. The goal is to educate, engage, and reveal the possibilities, as well as the psychological challenges, in living in these new settings. The exhibition will focus on three city models: Arcology, Outer Space, and Floating Cities.

Elizabeth Watkins

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POE MILL COMMUNITY CENTER SketchUp, Photoshop

I am a motivated and empathetic designer passionate about interior and spatial design, adaptive reuse, historic preservation, and community-focused experiential design. I strive to create spaces for people that are meaningful and personal, whether it is a community center or a family home. “Poe Mill Community Center” will be located in the Poe Mill Village neighborhood in Greenville, South Carolina. The community center will exist in the shell of the former Poe Mill, paying homage to the neighborhood’s origin and Greenville’s textile history. “Poe Mill Community Center” will serve as a space for the neighborhood to come together, and will also offer classes like nutritional education and adult literacy, services like childcare and financial planning, and events like produce markets and local music nights.

My goal is to attend graduate school for interior architecture with a focus in adaptive reuse and cultural studies.

Chumou Zhang

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IMMERSION, INNOVATION, AND THE THEATER

Photoshop, SketchUp

Immersion, Innovation, and the Theater is an interactive pop-up exhibition where visitors can become knowledgeable and inspired by the artistry and techniques driving holograms, LED screens, and projectors used in theatre design. The purpose of this project is to give visitors a unique visual experience and showcase the secrets behind the stage. It also educates the audience about how professionals use technology to bring better experiences to the theater stage.





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