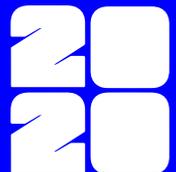


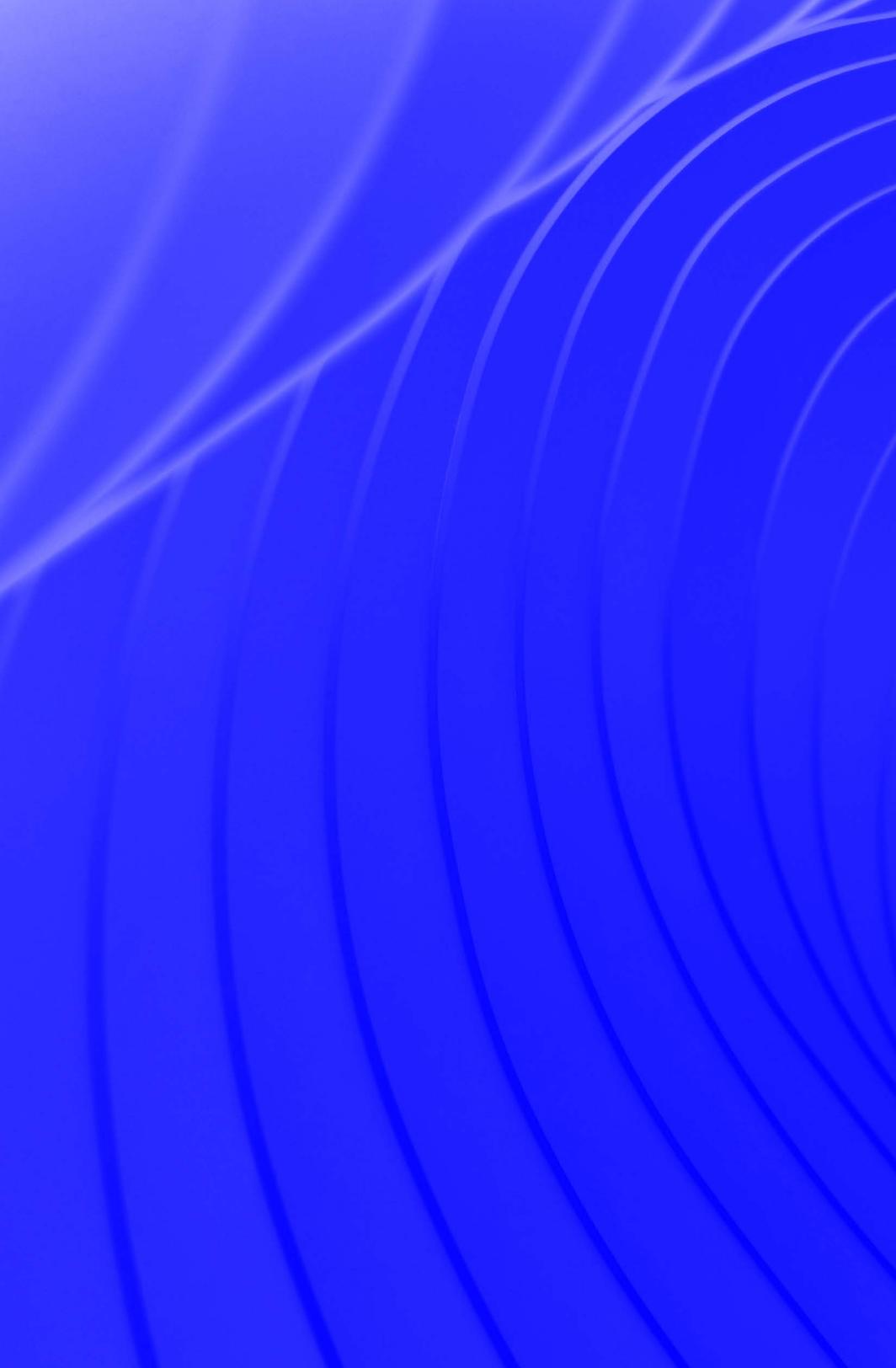
School of Art and Design
Graduating Student Exhibition

ANIMATION, INTERACTIVE MEDIA, AND GAME DESIGN



State University
of New York





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.



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



Jezreel Batista Palmero

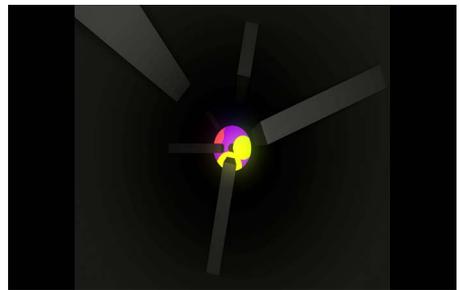
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THE ART OF THE STAR

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” - My goal is to take the viewer through a tunnel where he or she will find harmony and experience the flow of energy.

TRAVELLING THROUGH DIMENSIONS

3D animation (Maya), After Effects

Jesse Baumes

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@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
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TOMORROW (REMIX)

2D animation

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

Mary Crimmins

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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

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@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

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[@soulnebula07](https://twitter.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

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@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
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adiel_hernandez@fitnyc.edu
[@adieloart](https://twitter.com/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

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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

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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

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tjohnsonjeremy@gmail.com

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



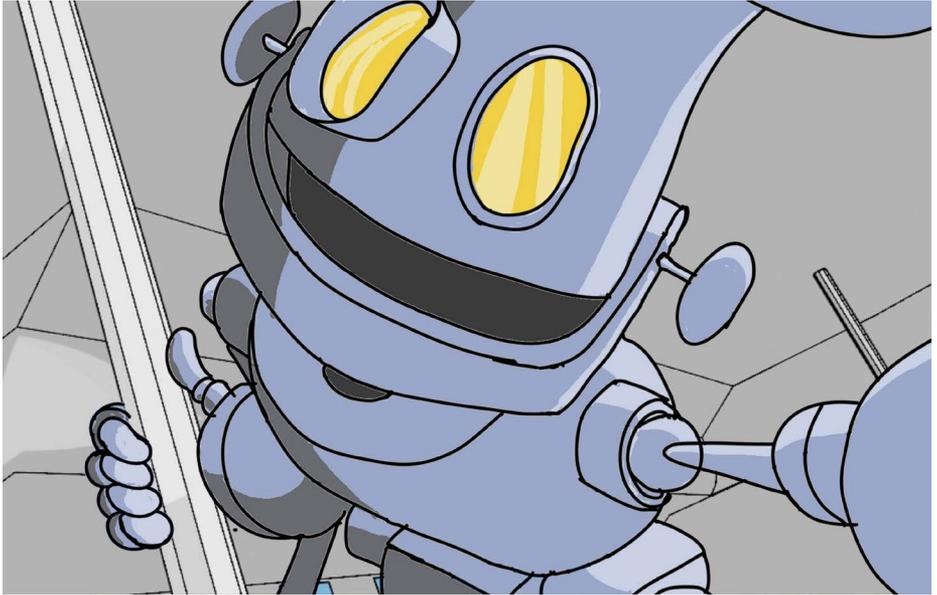
THINK OUTSIDE THE BOX

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](https://www.instagram.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 Scrapers” - 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

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jw.oh959@gmail.com



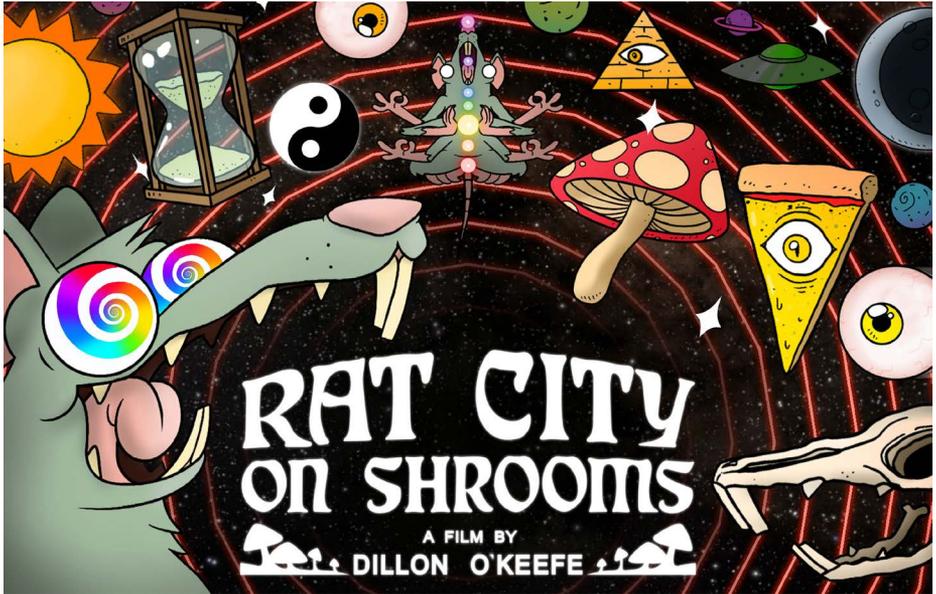
ALIEN

3D animation

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

Dillon O'Keefe

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[@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

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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

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SCOUT'S WELL

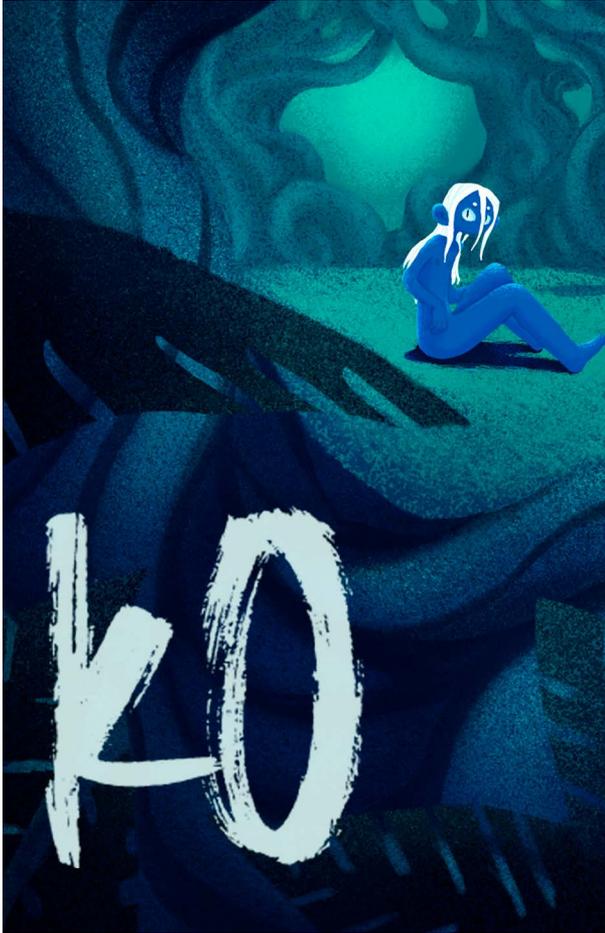
Unreal Engine, Maya, Substance
Painter, Zbrush

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

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alexandra_sigalas@fitnyc.edu
[@b0kay_art](https://twitter.com/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

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cvbrussel@outlook.com
[@my.name.is.kn0min](https://www.instagram.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

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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](https://twitter.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.



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