

School of Art and Design
Graduating Student Exhibition

ILLUSTRATION



State University
of New York



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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)

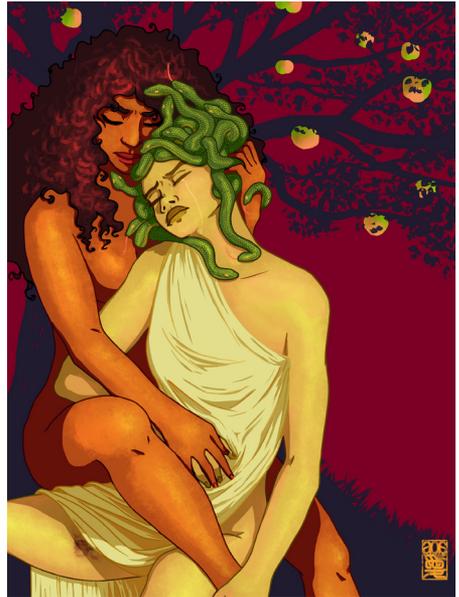


Aisha Akeju

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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.

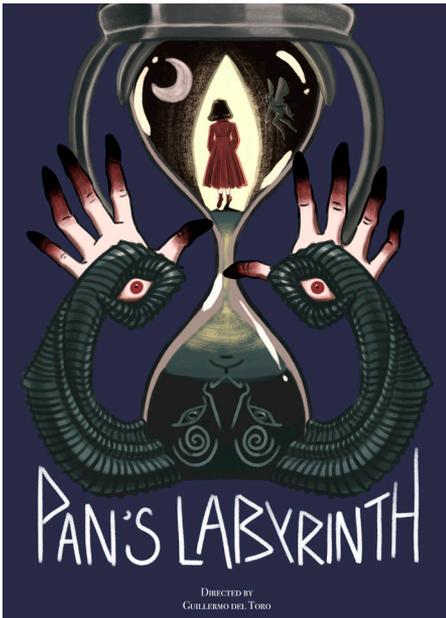
MY GOAL: To go into editorial illustration.

Yon Hee Allen

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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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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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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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IKEA MOCK POSTER

Graphite and Digital



AMITA AND ESTEVAN.

Graphite and Digital

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.

Logan Brennan

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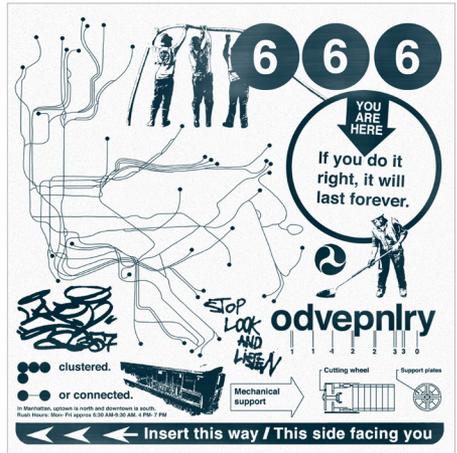


COMMODE
Adobe Photoshop

“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.

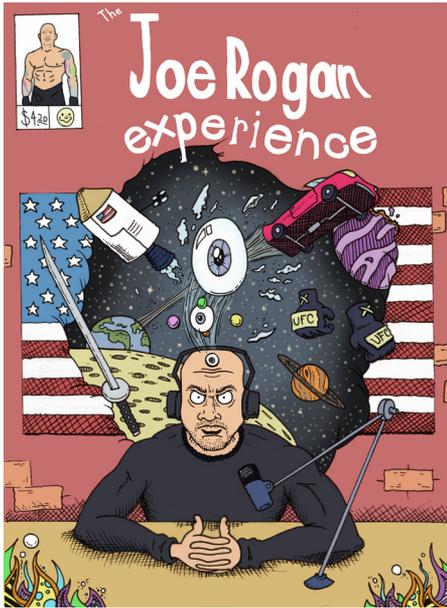


YOU ARE HERE
Adobe Photoshop

Christian Brunner

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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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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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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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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

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@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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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

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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

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TREE FROG NINJA

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.



RAT CENTURION

Digital

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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

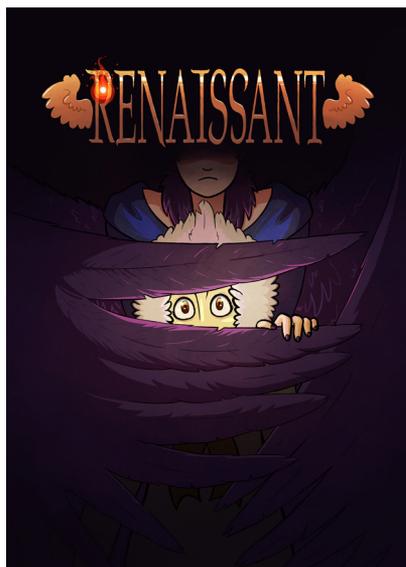
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@sharkdivus



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.

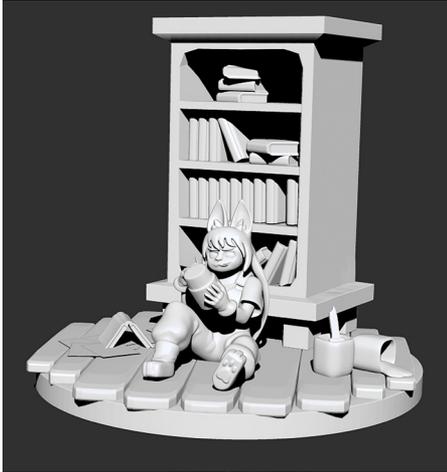


RENAISSANT COVER

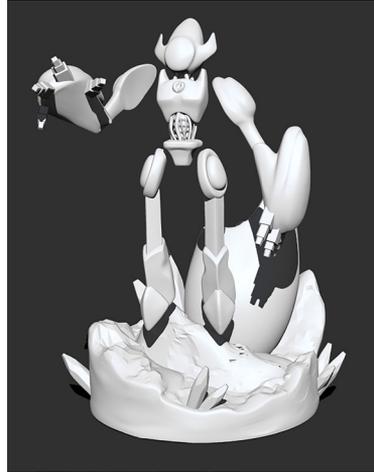
Digital

Courtney DeMola

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@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

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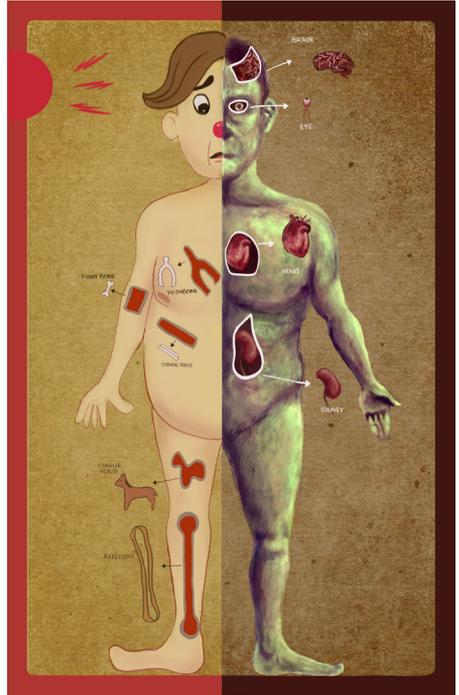


NIGHT OF THE LIVING HAMBURGERS

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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STRAWBERRY MONSTERA

Gouache, Color Pencil, and Gel Pens



ROYAL AUTOMATA

Procreate and Adobe Photoshop

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

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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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

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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

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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

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HUNTER AROSTEL

Photoshop

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

Myles Gala

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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

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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

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@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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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

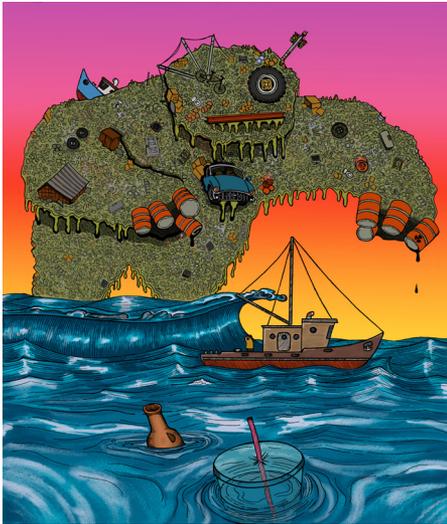
Digital

Eldar Gilmanov

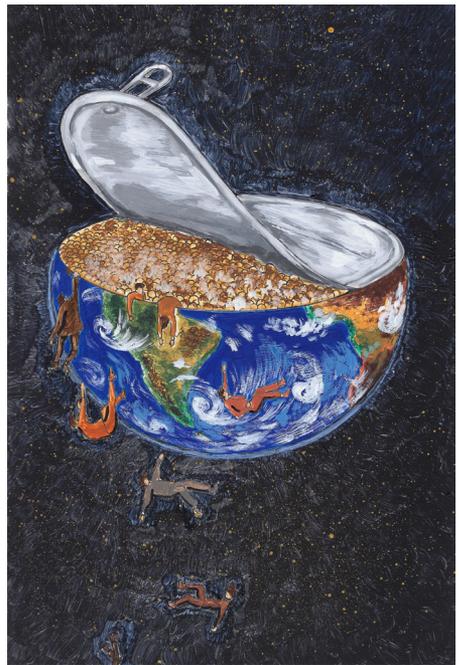
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My work is primarily drawn or painted using traditional media. I enjoy using ink line art in my work to define the subject matter. As of late I have been drifting away from realistic work to more conceptual work, using unique and playful concepts to 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

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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

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“MOE SHOP” ALBUM GATEFOLD

Digital



“MOE SHOP” ALBUM COVER

Digital

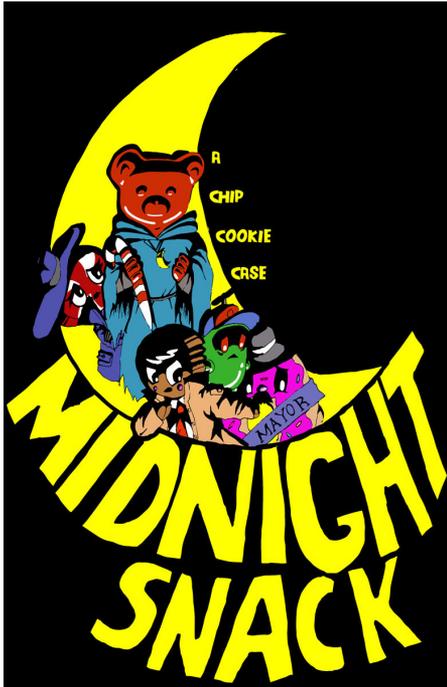
I am a Filipina-American illustrator from New York. I believe in the concept of duality, the ability to be two things at once and the endless combinations within your own character.

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

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@kidmichaelart



MIDNIGHT SNACK: A CHIP COOKIE CASE

Micron, 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.



BARHOLOMEW THE VOODOO DOLL

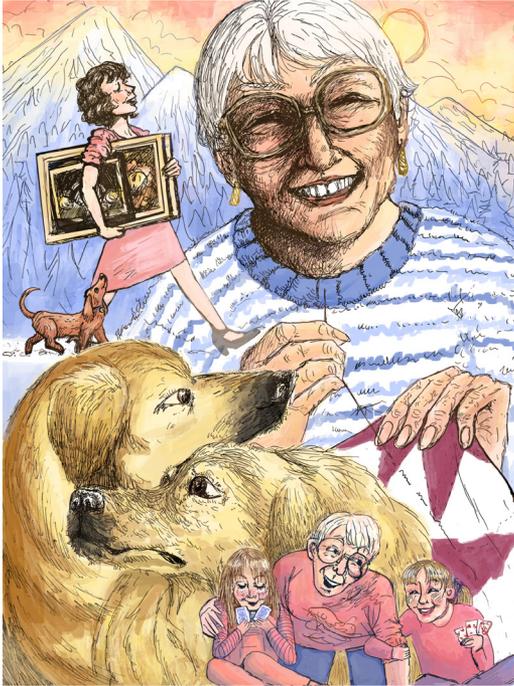
Digital

Emily Javaruski

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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

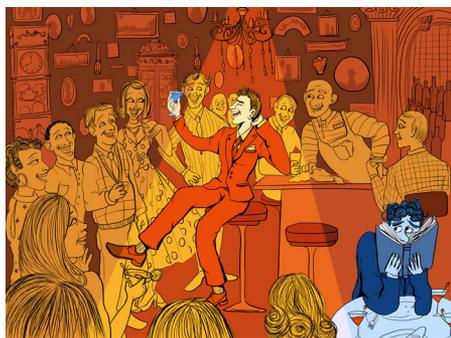
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THE MORNING RUSH

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

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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

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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

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THE UNISPHERE

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.



HORTICULTURE THERAPY

Digital/Adobe Photoshop

Nicholas Keslake

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@nkeslake



THE GOLDEN HIND

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



ST JOAN

Oil on Panel

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

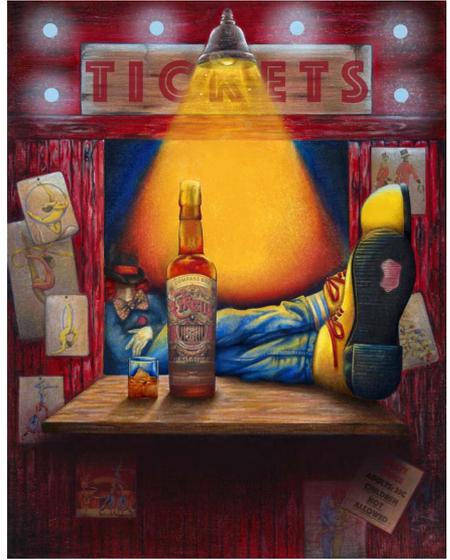
maria_kofman@fitnyc.edu

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



BILLIE

Prismacolor colored pencils, Photoshop



CIRCUS

Prismacolor colored pencils, Photoshop

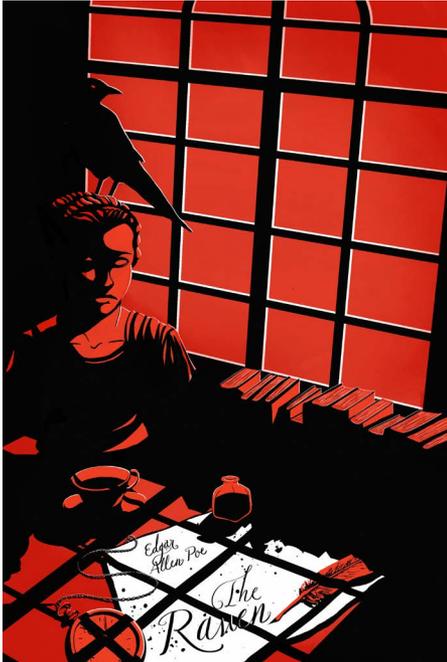
“Circus” was a poster for a whiskey company called Compass Box that advertised their limited edition circus-themed whiskey. “Billie” was an editorial piece based on a “Rolling Stone” album review article.

Nikki LaMountain

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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

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@kayaiillustration



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



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

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@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

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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

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@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 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

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@m.m.illustrations



NASAVERSION2

Digital



RACHEL THE RACCOON

Oil Paint

“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.

Alyssa Molina

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@alyssamolina

SIBYL



The Sibyl is a devoted young woman who utters the oracles of the Godhead. She has no name and only leaves her tent for the blood moon rituals. In between rituals, she transcribes the word of the Godhead on her body.



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.

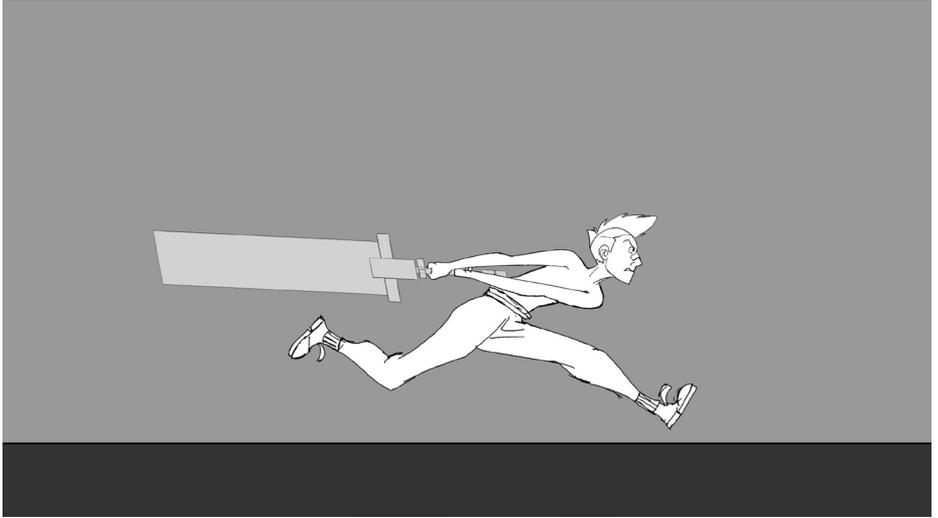
My Goal: To work in visual development, character design, concept art, or storyboarding for animations and video games.

Matthew Mortati

www.mortatim.wixsite.com/chexchess

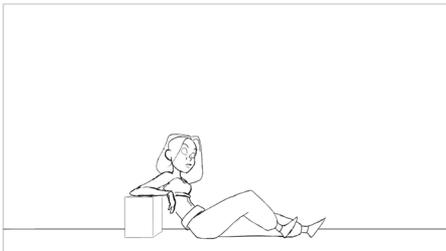
matthew_mortati@fitnyc.edu

[@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

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@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

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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

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@SpiceStudioArt



MOVEMENT

Acrylic paint, oil pastel



EXPECT MY RESISTANCE

Digital

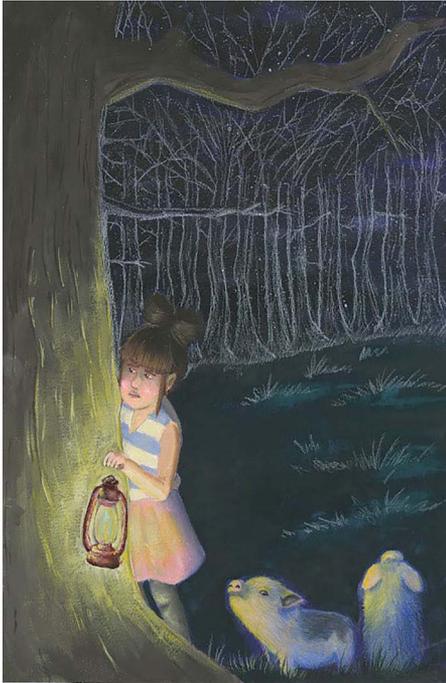
“Expect my Resistance” arose from my studies of civil rights in America. The image depicts prominent female figures from the second wave of women’s equality movements in the 1960s. Some of these revolutionists are Betty Friedan, Gloria Steinem, Judy Chicago, and Dorothy Pittman Hughes. These women are 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.

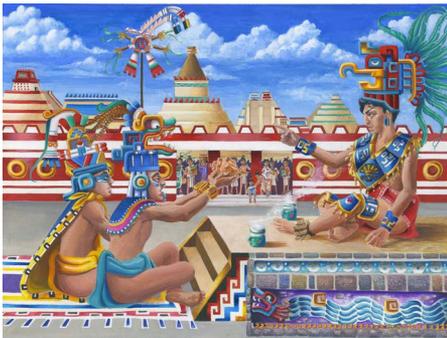
Bryan Pimentel Monroy

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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

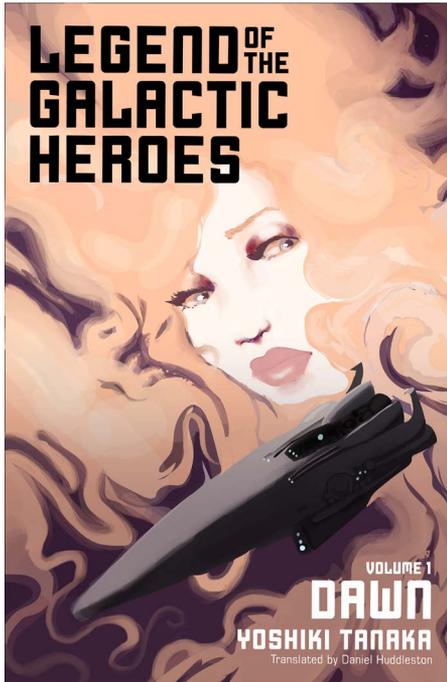
I have always had an imaginative mind and have used my art to display it. As such, I like to make art that is creative and almost surreal for others to look at. Having been an illustration major, I have learned that art can represent or describe any written word or idea. As such, I wish to do editorial 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

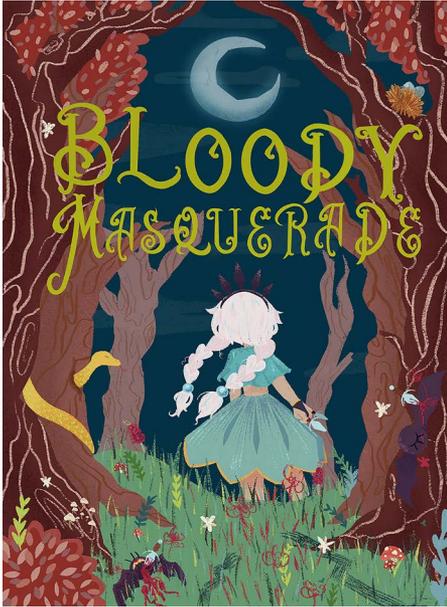
Watercolor

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



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

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@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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@faythestone



BWSSES 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

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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

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ariyana_taylor@fitnyc.edu
@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

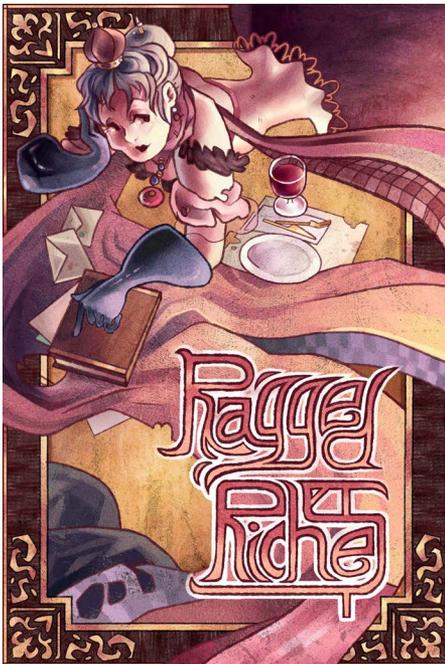
colaselliart@gmail.com

[@colaselli](https://twitter.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

www.natalietse.com
natalie.w.tse@gmail.com
@ntlie_tse



UNTITLED

Digital



PROMO POSTER: THE HANDMAIDEN

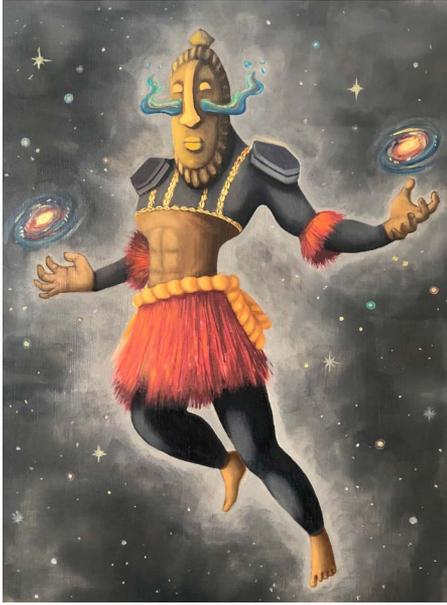
Digital

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



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
@sheeptyang.ar



GIRL WITH A PEARL EARRING BUT MAKE IT ROCKSTAR

Poster Color on Paper

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



TIGER IS COMING DOWN

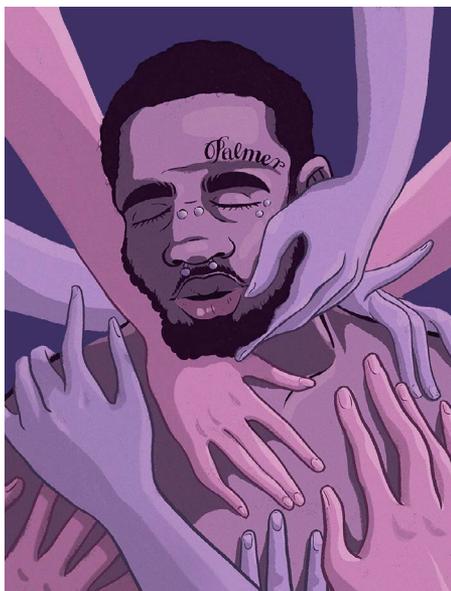
Gouache on illustration board

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

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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

Lorraine Zhou

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A DAY IN Digital

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



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