



2021

DESIGN

SHOW



ABOUT THE SHOW...

BFA Graphic Design Senior Thesis Project

The BFA Graphic Design Thesis is a year-long, focused exploration of a topic of their choice. In two semesters, students investigate a subject, develop a proposal, engage in design research methods, and create final design outcomes through iterative processes. Students gain experience in visual problem-solving and critical thinking while connecting their design skills to audiences and professional design practices.

MA Digital Design & Fabrication

The Digital Design & Fabrication (DDF) prepares students to utilize modern digital fabrication methods in the design and fabrication process. Through an approach that blurs traditional boundaries between art, engineering, design, fabrication and science, MA students' final work demonstrates a range of advanced manufacturing and fabrication techniques.

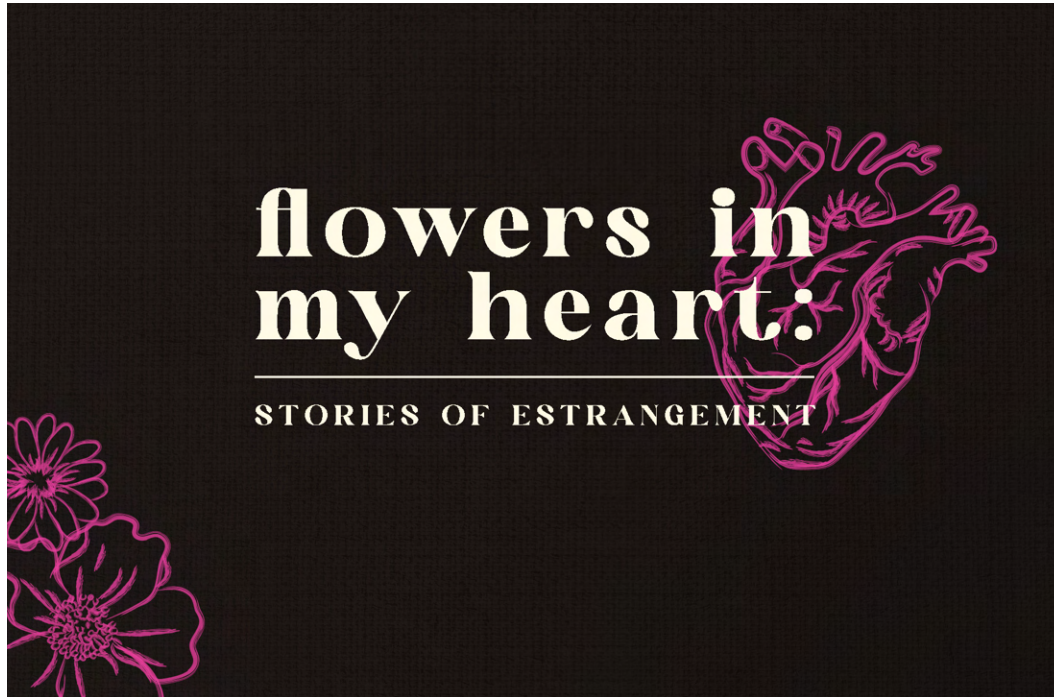
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Flowers in My Heart: Stories of Estrangement

Using design to explore the complex nature of human relationships

Ishrat Ali



Estrangement is the experience of feeling disconnected or cut off from the outside world. This feeling of alienation draws attention to the many difficulties people encounter when attempting to connect with others and their surroundings. Although estrangement can vary from person to person, it can affect many facets of our life today such as our personal relationships and how we engage with the world around us. "Flowers in My Heart: Stories of Estrangement" is a collection of narratives that uses bold color, typography, and illustration to explore the themes of estrangement. Each page is a canvas that intertwines these personal narratives with emotions and experiences. These stories examine the complex nature of human relationships and the impact of separation from the distancing of once-close friends to fractured familial ties. Every illustration tells a story within a story, inviting readers to delve deeper into the emotions that connect and divide us. This project is not just a short collection of stories— it's an experience that draws readers to feel and reflect on the universal human experience of longing, loss, and the search for connection.



The Album Cover Remix

Modernizing traditional practices to create an album's music into artwork
Jason Ausiello



Music is known as a universal language that enables personal expression. Artwork, like music, celebrates creativity and craftsmanship, accessible to all. The convergence of these mediums occurs within the album cover—a visual representation of songs by an artist. Over time, however, the album artwork's significance has faded, relegating the cover to a small thumbnail on streaming services, making the graphic seem worthless, needing less attention, and simply overlooked by the listeners and the artists themselves. Many modern album covers lack the essential connection to the music, diminishing their role in storytelling. Additionally, the process of collaborating with artists to achieve this narrative has been impacted by today's nuances in technology, often bypassing the need for a designer altogether. Not only has this depreciated the value of the cover, but also the album as a whole, complete, synchronized piece. The Album Cover Remix restores the album cover's significance by blending traditional and modern design processes. For this project, I wrote, recorded, and created the music and the artwork together, making a cohesive connection between music and design.



To Judge a Book By Its Cover

Honoring the artistry and design behind book covers

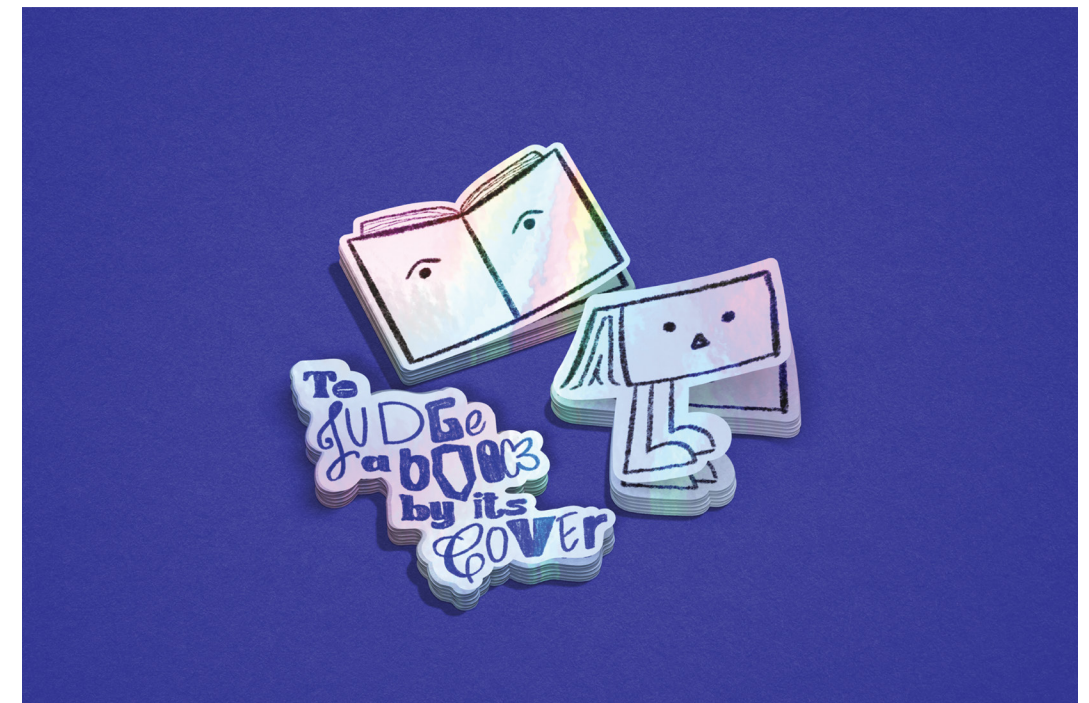
Ava Daly



The famous saying "don't judge a book by its cover" reminds people not to base their expectations of a book's text solely on the cover. However, book covers are vital tools of interpretation and translation. They serve as creative bridges between the text and the reader. Book covers are carefully crafted designs, so, why should they be ignored?

The exhibition "To Judge a Book By Its Cover" celebrates the artistry of book cover design and recognizes the designers who create the covers we are often told to overlook. The exhibition was presented in the Sojourner Truth Library, April 7–20, 2024. My project highlights the various design elements found in historical to contemporary book covers and explores how designers use these elements to engage and visually captivate audiences.

As you look at this project, you are encouraged to judge these books by their covers. Don't worry—I won't tell.



ElucidatED: Debunking the Myths of Eating Disorders

Tackling eating disorder misconceptions to foster understanding and support
Jaden Daniels

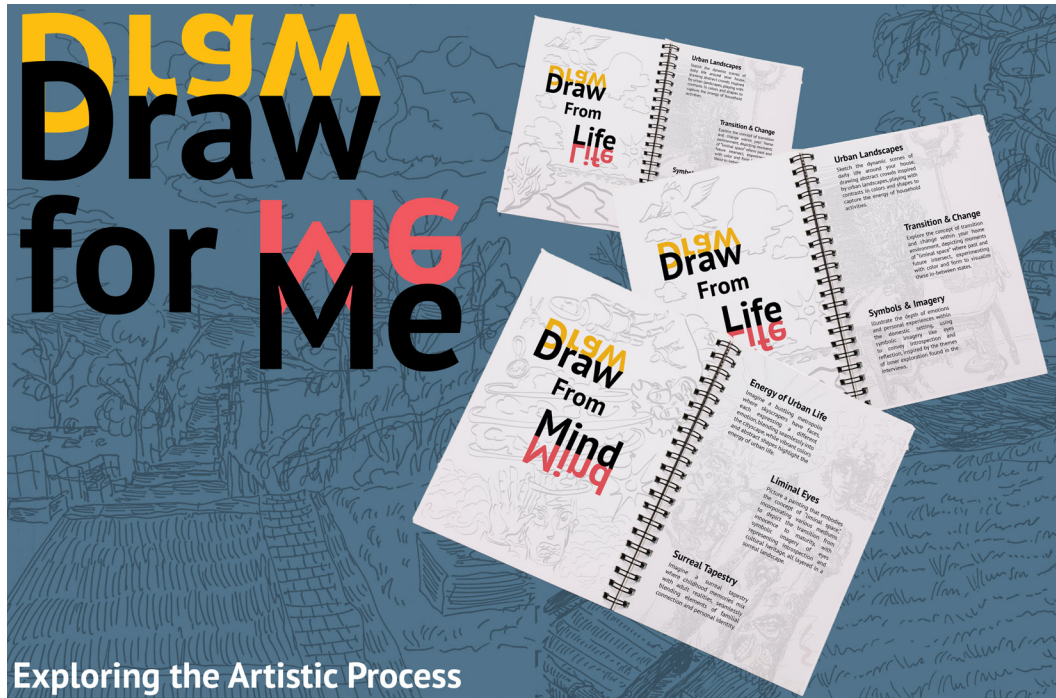


Eating disorders are a topic that's commonly misunderstood by those who haven't experienced them. Through collage and illustration, glitchy visual language, personal narratives, and research, I've created a website entitled "ElucidatED" with the goal of dismantling the harmful misconceptions and stereotypes surrounding eating disorders. By fostering understanding, raising awareness, and promoting avenues for support, people will develop a more empathetic and informed discourse on eating disorders in our society.



Draw for Me

Exploring the artistic process of New Paltz students
Luke Devereau

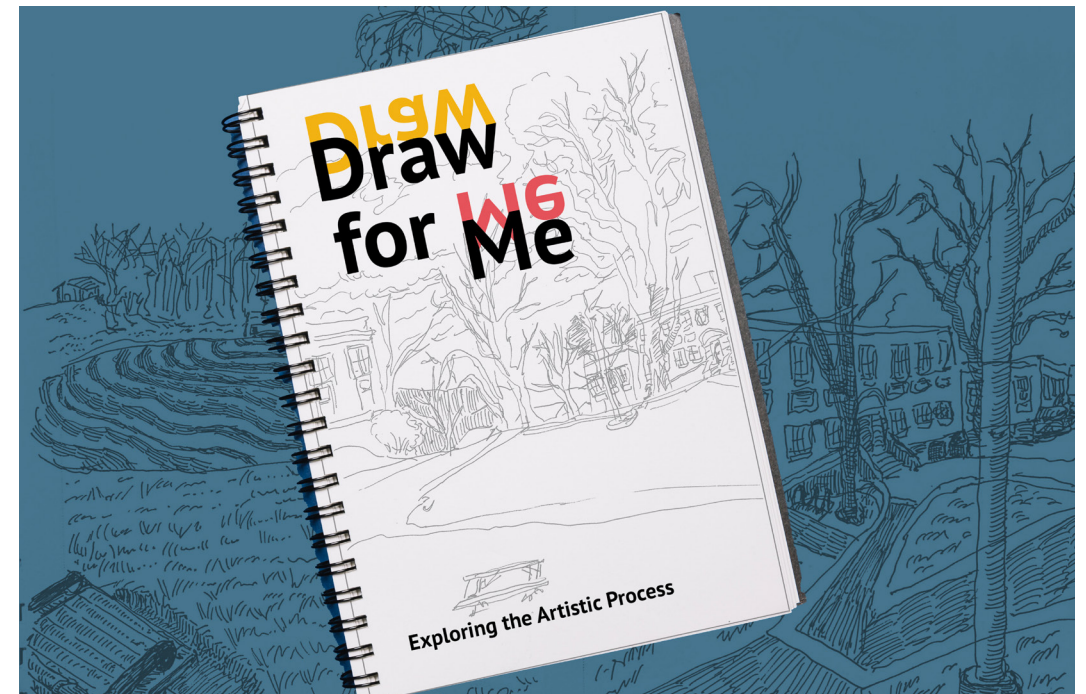


Exploring the Artistic Process

When viewing artwork of art we often don't know the details behind the artist's process. My book, Draw for Me, is a drawing activity book focusing on the artistic process of New Paltz art students through illustration, and how their art can be used as inspiration. I want to show how looking at different artist processes can help us to better develop our own. Through my illustrations I aim to capture how the mind of an artist works, and how people get inspiration for their work from life experiences. By reading the interviews and doing prompt-based drawing activities, readers will develop a deeper connection with the artists, their own artistic process, and cultivate a creative mindset.



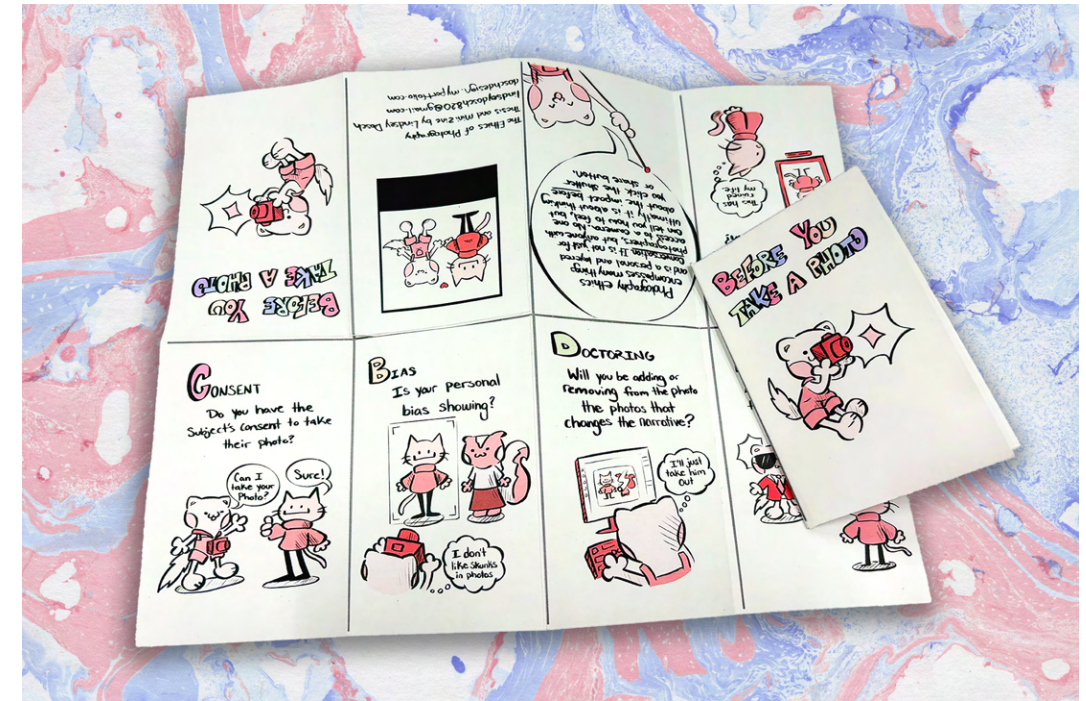
Exploring the Artistic Process



Exploring the Artistic Process

The Ethics of Photography

The nature of looking, taking, and distributing
Lindsey Dosch



Photography, as both an art form and a means of documentation, wields a lot of power in shaping narratives and perceptions, but this power comes with ethical responsibilities that extend far beyond the act of capturing an image. Where is the line drawn that makes a photo unethical? When does the use of a camera go from documenting reality to exploiting others for our own gain? How do you ensure consent? This zine explores these questions through articles and interviews from professional and practicing photographers in order to understand the full scope of what it really means to photograph ethically.

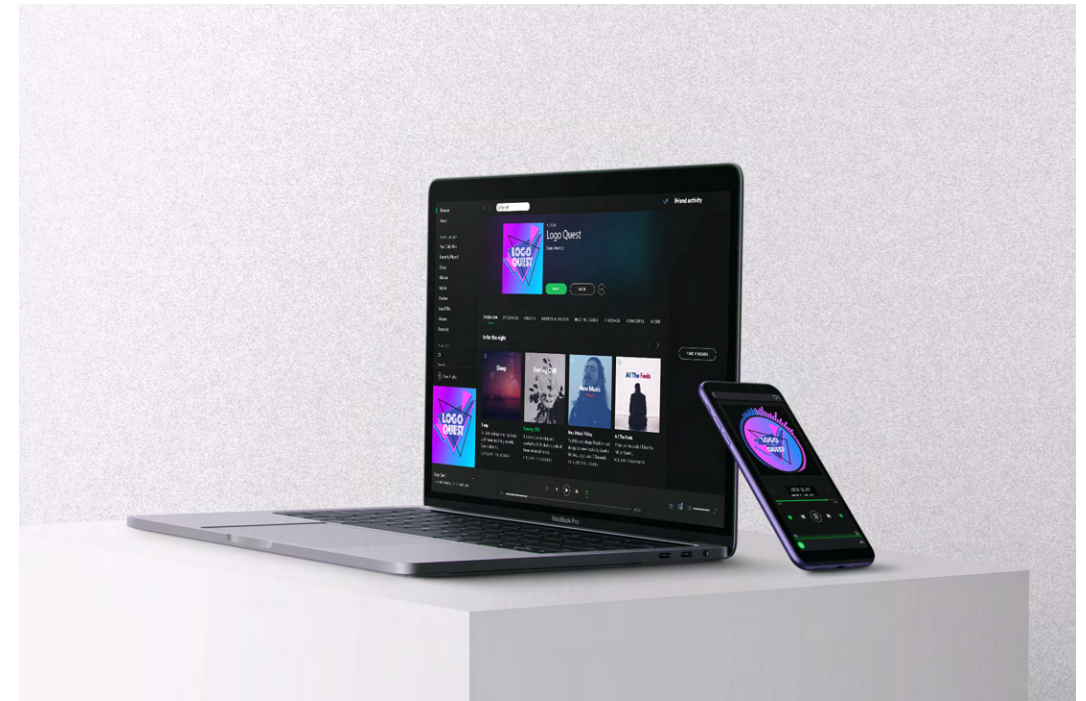


Logo Quest

A podcast for designers on video game logos
Sean Downey



The gaming world has been a very popular, and even at times an artistic, medium. It serves as good childhood memories, a present playful pastime, or a new frontier to explore. From the first steps of the Super Mario Bros to the last moments of a 100-hour Japanese Role-Playing Game (JRPG), gaming has positively impacted many people. The logo is what defines a game, and oftentimes is the deciding factor in whether it gets picked up or not. The design strategies and evolution of video game logos is a prime topic that not a lot of people discuss, and designers who aren't into games can be left out of context. Logo Quest is a podcast for designers who might not be fully knowledgeable about the space around video games. It features interviews with designers who love video games, share their own personal experiences, and geek out on logos.



Blackletter: A Testament to Consistent Practice

A book chronicling my self taught lessons in Blackletter calligraphy

Aeneas Eaton

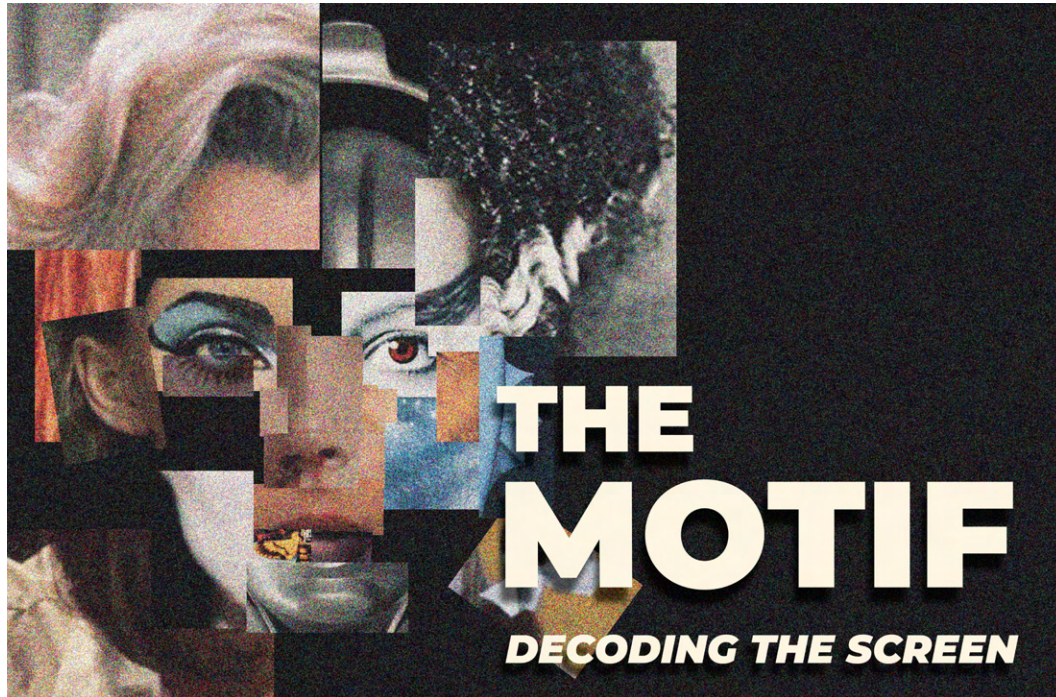


Blackletter, the book, showcases my growth in knowledge and ability of textura Blackletter over a nine month period. The art of Textura blackletter predates the advent of the printing press and was a highly technical skill and artform that took scribes a lifetime of practice and repetition to perfect. Between the 11th and 16th century, hundreds upon thousands of books and documents were written completely by hand. This book explores the repetitive nature of what it takes to become proficient in this calligraphic artform. Through reproducing letterforms, patterns, and written manuscripts, I experienced firsthand the time intensive nature of scribal art and how deliberate, focused practice can yield immense knowledge of a subject. This book highlights my self taught methods that allowed me to go from a novice in the art of Textura calligraphy to an amateur scribe.

The Motif: Decoding the Screen

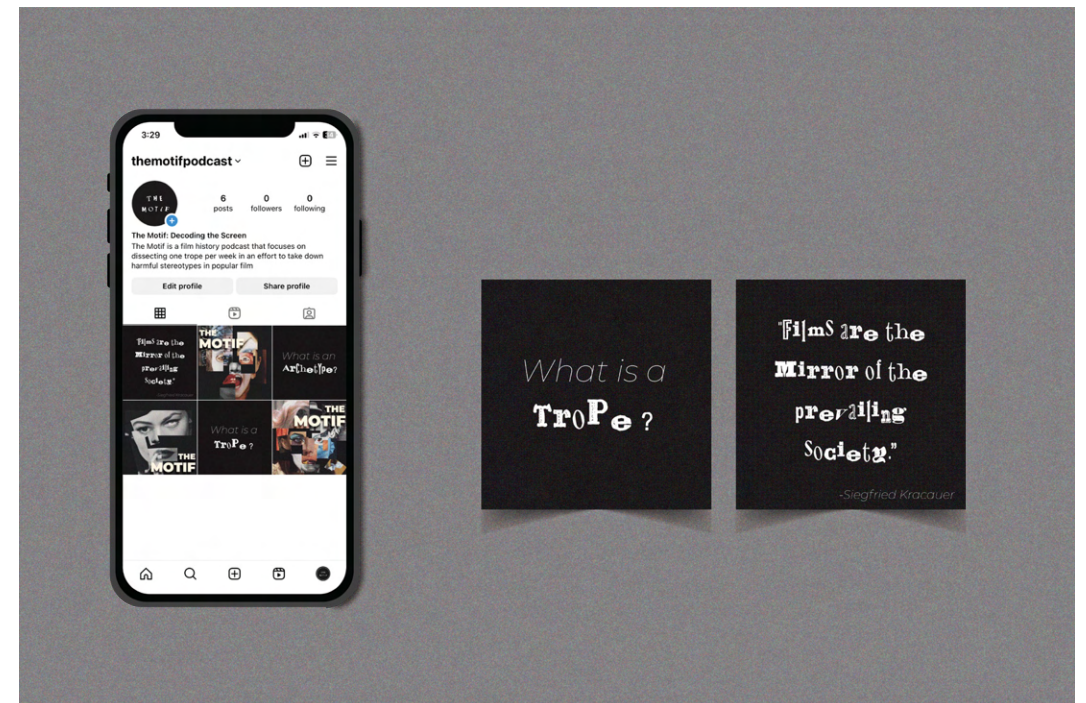
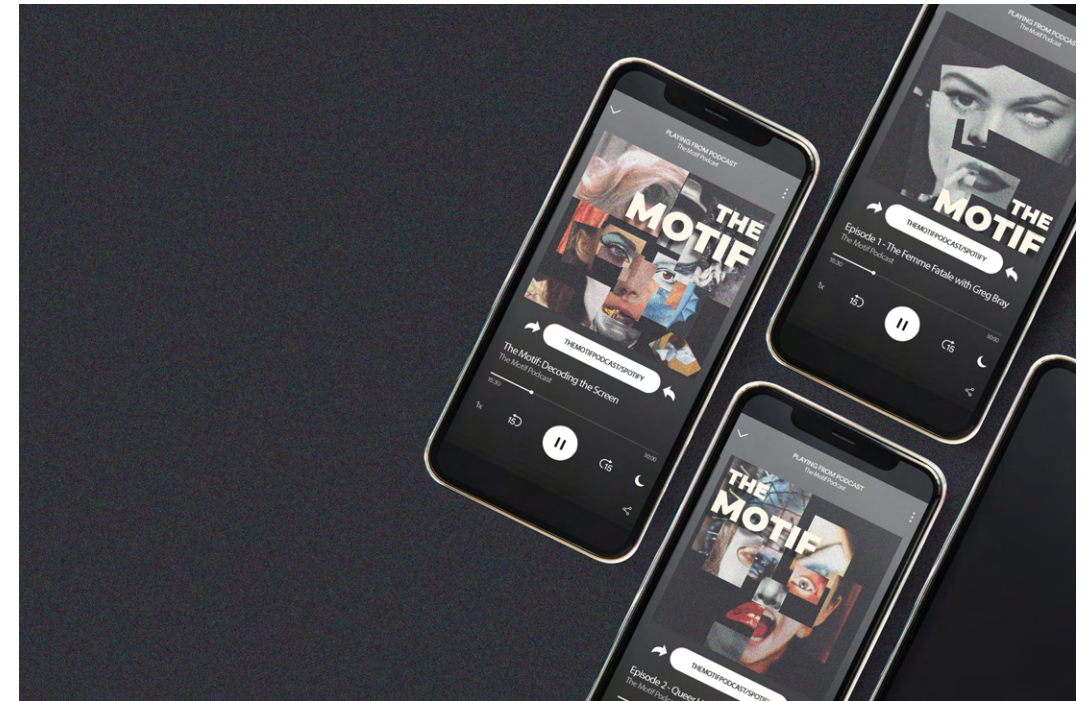
A podcast that dissects popular film tropes

Antonio Foti



Film changes the way we view the world around us, especially by reinforcing societal norms and values. The Motif, is a podcast that works to dissect and delve into these norms in an effort to rediscover and take down the harmful stereotypes that people have grown up with in popular films. Throughout this year, I have conducted interviews with different film professionals to learn more about this subject, and also provide an accessible resource for others to learn as well.

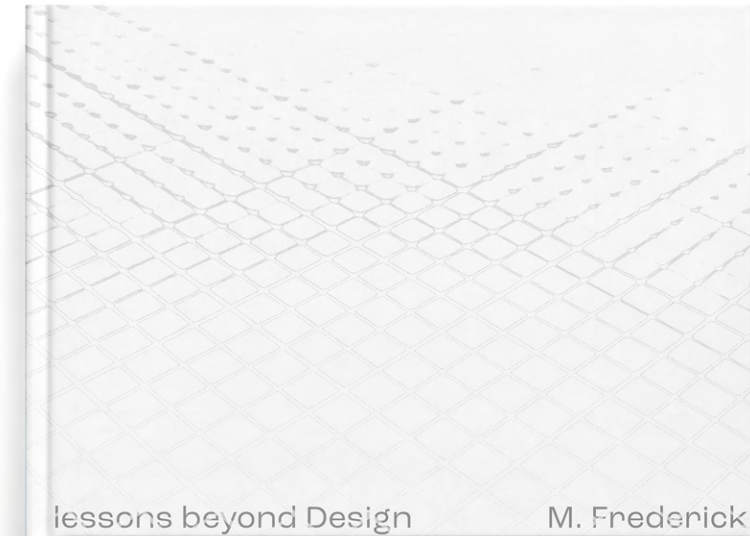
The main goal of The Motif is to foster an environment where people can feel free to learn about a topic that can often feel exclusive. Through casual conversations, The Motif builds a space where people can discover film history and its impact on the outside world. To support the podcast, there is The Motif website in which anyone can listen to the episodes and access show notes for more information. Promotional materials like posters and an Instagram account are also available to anyone looking to delve deeper into the world of film.



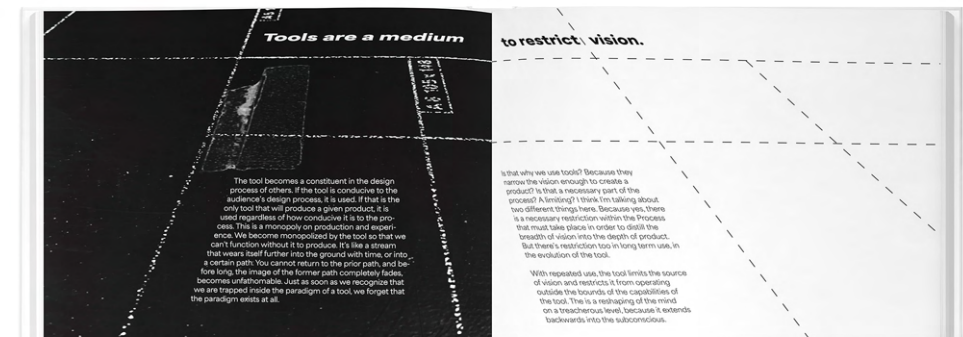
lessons beyond Design

An undergraduate design manifesto

Matthew Frederick

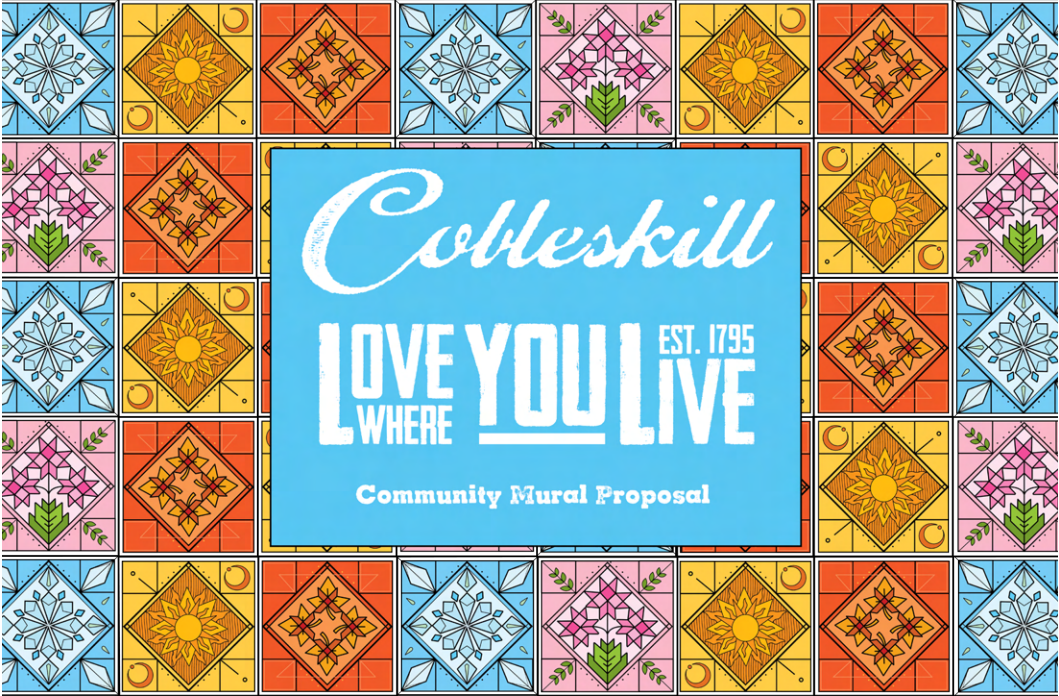


Graphic design is a practice that is often viewed through a lens of commerce and consumerism. The role of a designer, to echo the work of Ellen Lupton, is to act as a producer of ephemera, both tangible and virtual. In pedagogical models, the role of producer guides young graphic designers' education by historically emphasizing the development of technique and craft. Emerging graphic designers are equipped with the ability to produce works that serve clients. But beyond the necessary skills to organize layers in Photoshop or the appropriate context for the use of smallcaps, how are young designers prepared to understand their own work from a critical perspective? *lessons beyond Design* is a visual manifesto in the form of a printed book. It is a personal exploration of the author's relationship to Design; simultaneously, it is a starting point for other young designers to understand the function of their craft and form an understanding of design as it is practiced and experienced.



Love Where You Live: A Mural Proposal

A community mural proposal for Cobleskill, New York
Sarah Himme



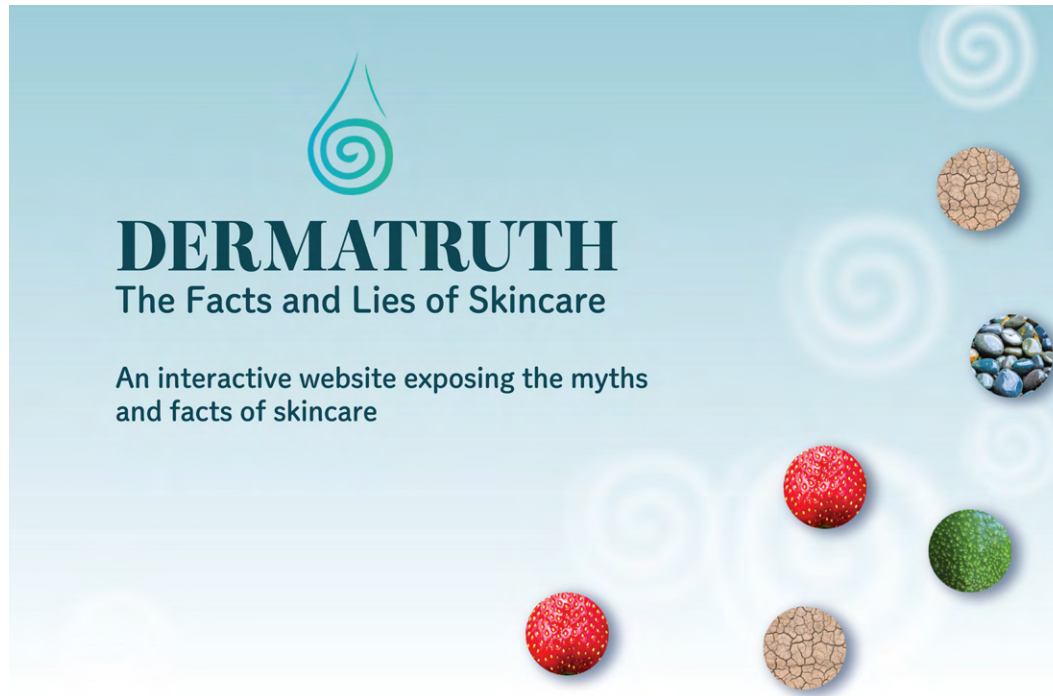
"Love Where you Live: A Community Mural Proposal" is an effort to create a mural in my hometown of Cobleskill, New York. This proposal aims to better connect the general public to the arts community through engaging interested locals in the ideation process. Through creative brainstorming sessions at the local library with community members, many ideas were discussed, yet there were some common themes: seasons and barn quilt motifs. The project also includes a zine that shares lessons learned for proposing and designing a community-based mural project.



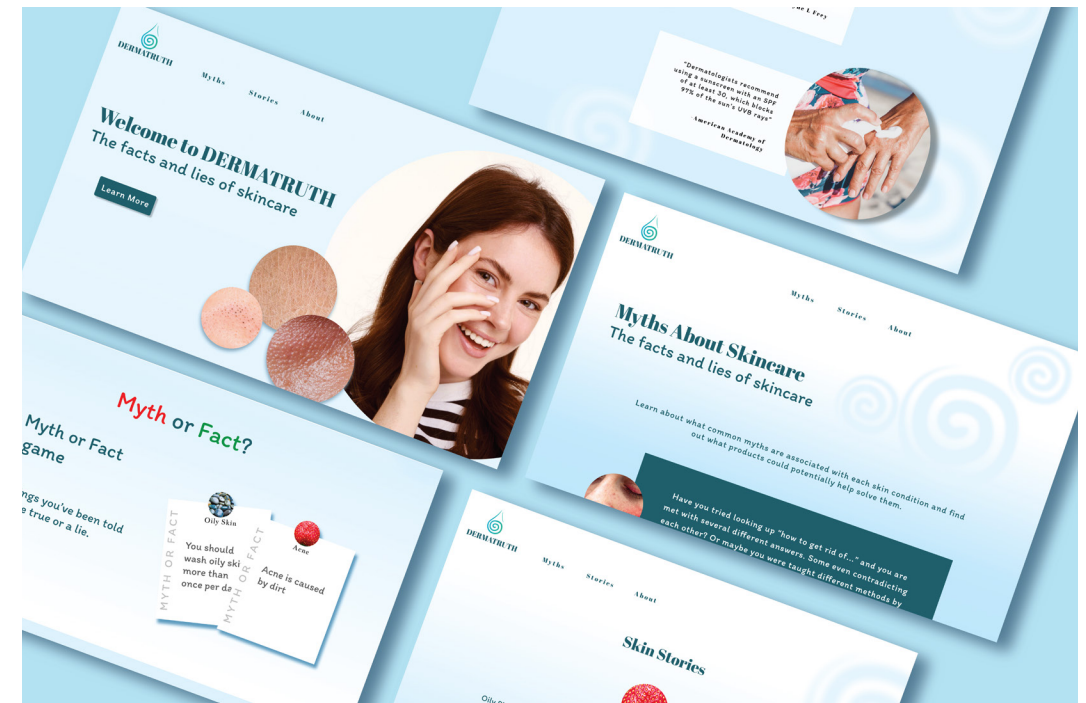
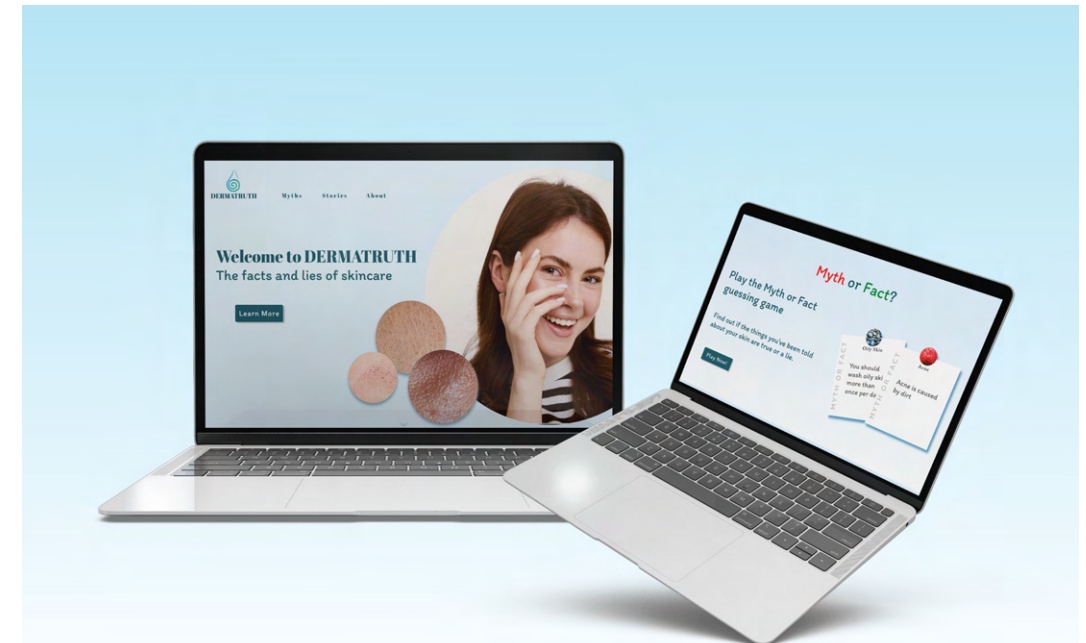
DERMATRUTH: The facts and lies of skincare

An interactive website exposing the myths and facts of skincare issues

Marissa Hosford



We all want to look our best and feel confident in our skin, but skincare brands are selling you creams and serums that sometimes don't even work at all. People have also been told lies about various skin conditions that have carried on and are common myths today. So which products are most likely to work for you? DermaTruth is an interactive website that displays the many myths and facts of skincare and features skincare stories by consumers. My research included talking to expert dermatologists and surveying people about their skincare experiences to educate others on what is the best way to solve your skin struggles.



Navigating Sustainability

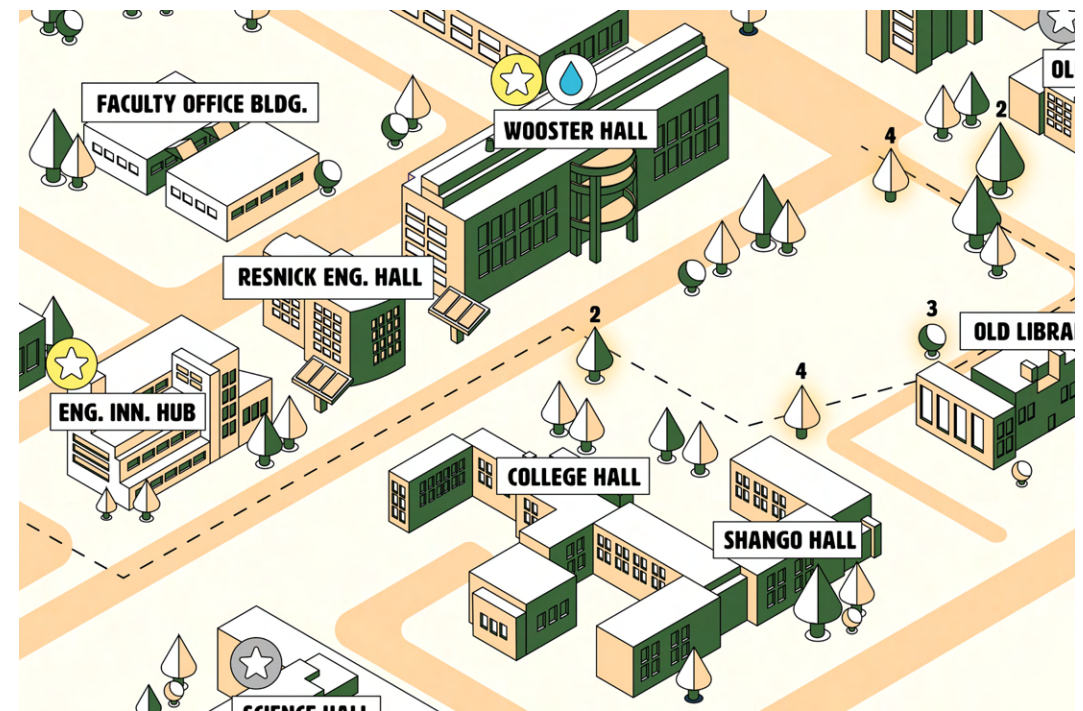
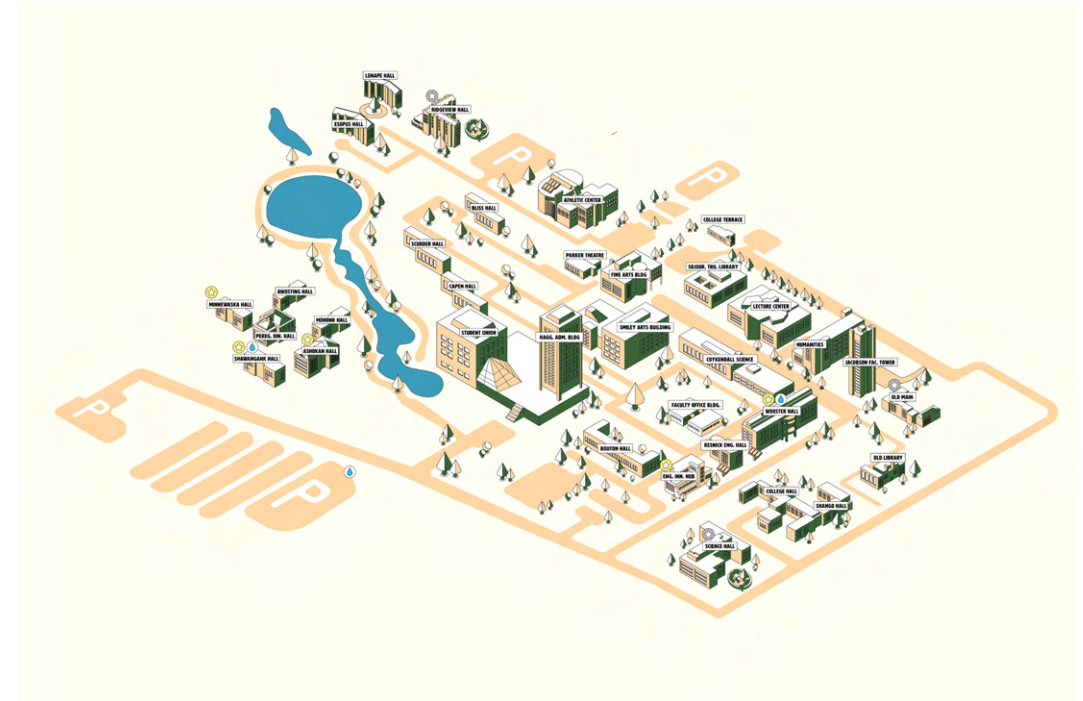
A map highlighting sustainable sites on campus

Kristina Koliesnikova



Throughout its history, the SUNY New Paltz community has taken it upon itself to foster environmental conservation by implementing sustainable solutions on campus. Initiatives like the Environmental Task Force (ETF), Sustainability Club, and Biodiversity Movement embody this commitment, driven by passionate individuals dedicated to a sustainable future on our campus. Unfortunately, environmental organizations lack sufficient student support and engagement despite these efforts.

“Navigating Sustainability” aims to address this issue by creating eye-catching and interactive assets that showcase the achievements of these initiatives and inspire students to join the cause. For this project, I created a large-format illustrated infographic that features a campus map highlighting sustainable sites with brief descriptions. Additionally, my project includes a website prototype providing an interactive learning experience, allowing users to delve deeper into each site’s details.



Designing the Plate

Creating food that tastes great but looks even better

Josh Koplitz



Crafting a plate of food is akin to designing anything; you need to know where everything belongs. "Designing the Plate" delves into my culinary journey, tracing back to my early experiences in the kitchen at the age of 5, and learning through trial and error. Every recipe and photograph within this cookbook has been meticulously crafted by myself, offering a glimpse into my relationship with food. Drawing inspiration from Michelin-starred restaurants, this book explores techniques to recreate fine dining experiences at home. Each dish embodies a unique blend of classic French techniques infused with Japanese-inspired flavors.



ARTIVISM

The Union of Art and Activism

Dani Krasny



Are you a creative? Do you have a cause you are passionate about? Do you express your frustrations and feelings about the world through art? Then you, my friend, are an activist.

The term itself is relatively new, but using your creativity to raise awareness about a cause you care about is a tale as old as time. ARTIVISM elevates those artworks to raise awareness and encourage people to get involved. I have created an art-style book displaying artivism pieces, interviews with people who create these works professionally, and documentation of protest art to show their stance.

Students submitted their artworks displaying issues that trouble them. They have described what these pieces mean to them and provided resources to learn more. And this is just the beginning. Art is a very powerful medium for social change, and we must continue to use our gifts to better our world.



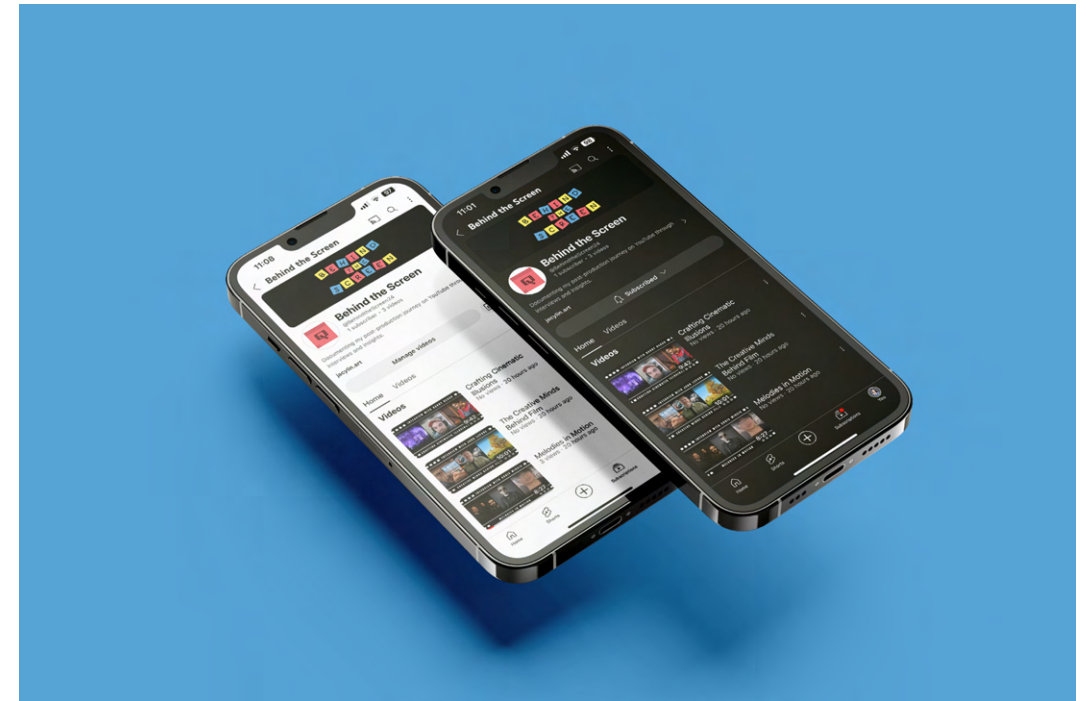
Behind the Screen: Reflections on Post-Production

A YouTube channel documenting my post-production journey

Jacy Lin



Sitting down and being able to watch a movie with my family has always been a treat. Each film became not just entertainment, but a gateway into a world of creative possibility. This curiosity ignited a passion within me to explore the inner workings of the industry and uncover the secrets behind the scenes. With this newfound interest and passion, I decided it would be fun to share my journey of learning about post-production through interviews I conducted. Whether it's editing, the music, or how the creative vision comes to life, each puzzle piece comes together to form the full puzzle. Behind the Screen is a YouTube channel for film enthusiasts or people interested in learning more about how different aspects of a film come to life. By making connections online and speaking to alumni, I interviewed a variety of professionals out in the film industry. Through each virtual interview I conducted, viewers will gain insight into these technical steps throughout the film-making process.



Fashion as Rebellion

A visual narrative of punk style and subculture

Anya Lucas



Fashion as Rebellion is a bound book that examines Vivienne Westwood's role as a co-creator of punk subculture in Britain and examines the strong visual language of the style through fashion and graphic design. By presenting examples and stories of youth subcultures from Westwood's era alongside those of my generation, my project reveals the ways in which punk has evolved since its conception and showcases the omnipresence of the style in contemporary youth culture. Exclusive of the content, the book's design is thematically punk and explores the deconstructivist and punk design styles of the 1970s, recontextualizing and modernizing them in the process.



"With Westwood and the proliferation of punk styling, the pre-existing notions of quality were shattered. For the first time a lack of quality, or the arrival of a poor quality, entered into the equation, as did clothing as a vector for ideas that challenged the very notions of wealth, class and status that clothing had always helped to maintain. This also meant that fashion items were given a new autonomy that they previously did not have, which was to have an intentionality and a signifying value that was *declaratory*, if not *brash* and abrasive."

Critical Fashion Practice, Adam Geczy and Vicki Karaminas

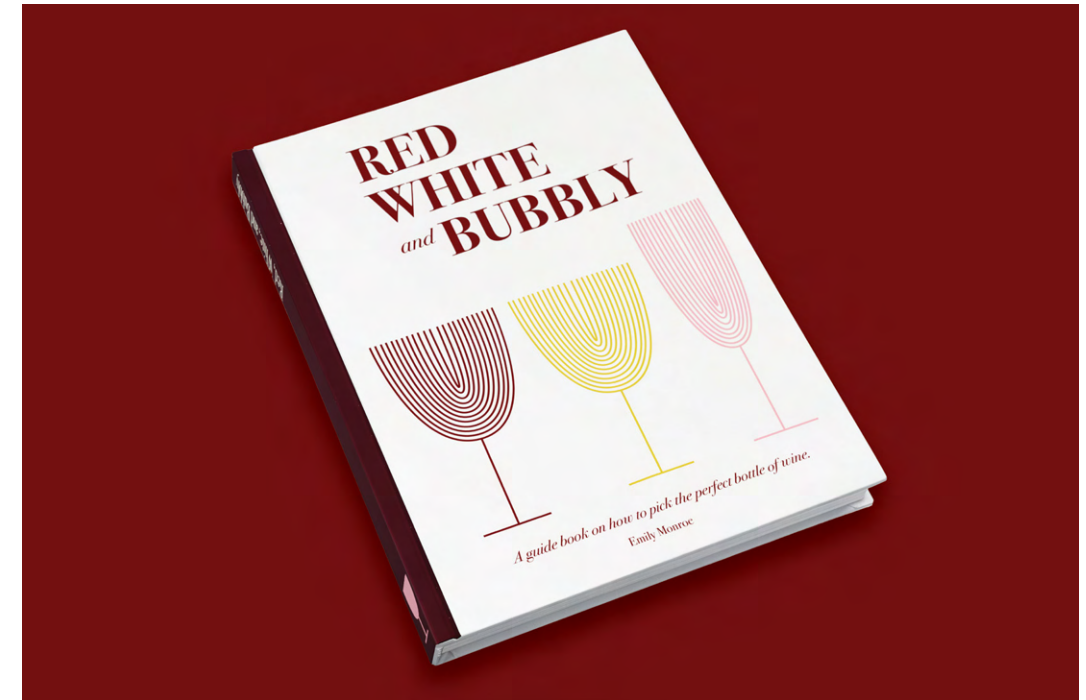
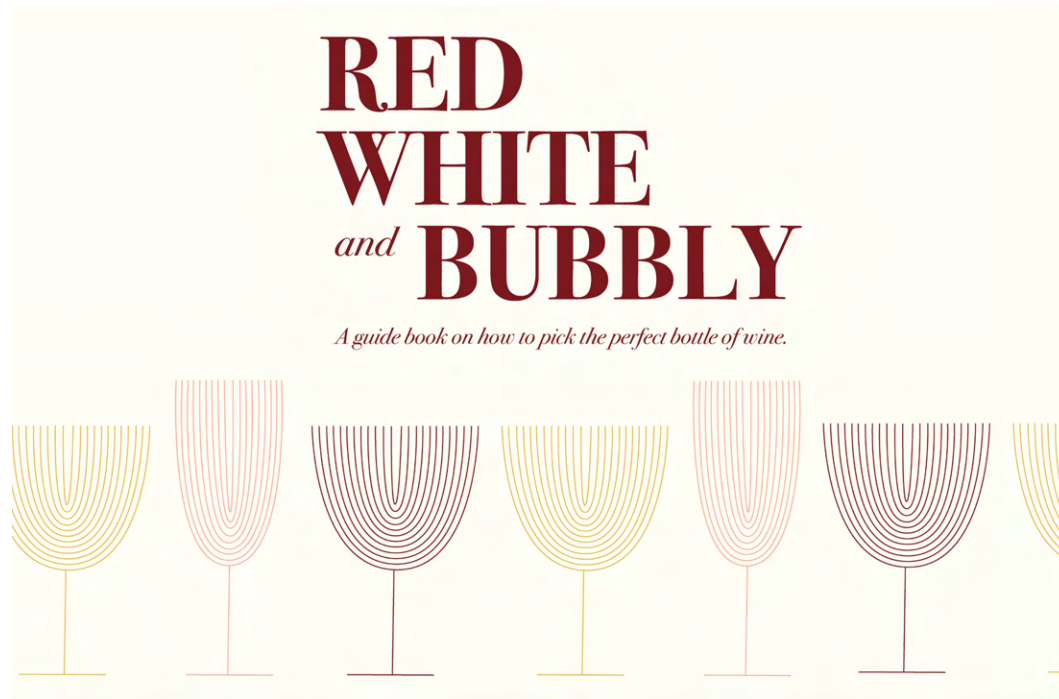
Kings Road, London, 1977. Steve Johnston

London, 1977. Alex Lewis

Red White and Bubbly

A guide book on how to pick the perfect bottle of wine

Emily Monroe



Choosing a bottle of wine can be quite intimidating. With such a wide variety, how do you know where to even begin? Many people tend to choose a bottle based on an eye-catching label design. I had enough of not understanding what wine I was actually purchasing and wanted to educate myself on all things wine.

My book Red, White and Bubbly, includes information on how to pick the perfect bottle of wine by learning about various types of wines, wine regions, wine glasses, bottle shapes, and storing wine. The book uses a combination of photos, illustration and text to help users easily follow along and understand without feeling too overwhelming.

My hope for this book is to help others feel more confident when trying to choose a bottle of wine!



The Fan Stand: The Stories of Sports Fans

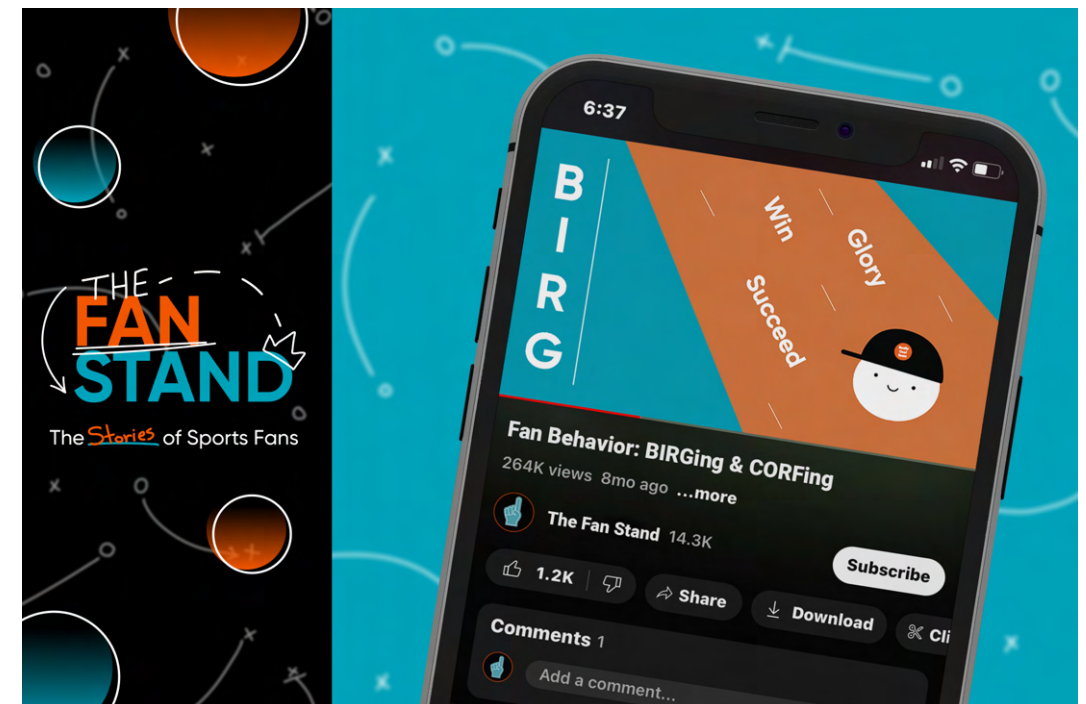
A showcase of the positive impacts of sports fandom

Apryl Murray



Have you ever gone to your high school's football game, visited your favorite team's stadium, or watched the Olympics from home? If you're not an avid sports fan yourself, you know someone who is, and you know how connected fans can become to their favorite teams. The Fan Stand focuses on these passionate fans and their stories, highlighting the feelings of community, identity, and belonging that occur because of their fandom. Through both personal interviews and submissions from fans around the country, the website presents how sports fandom can positively impact a person's life. In addition to these stories, a series of short, animated explainer videos cover research concepts regarding sports fandom, including different types of fan behavior and why they happen.

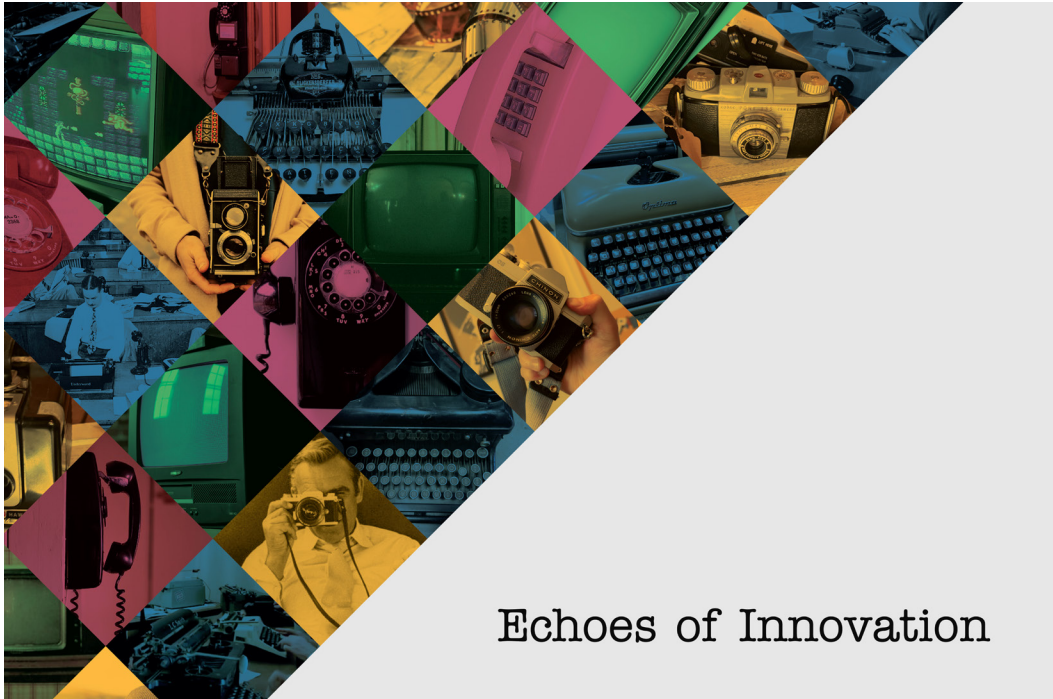
The topic of sports in general can be very overwhelming and even negative for many, so by implementing friendly, approachable language and imagery (provided by the fans!) throughout the site, as well as a "subtly sporty" visual language, The Fan Stand is a resource for both fans and non-fans alike.



Echoes of Innovation

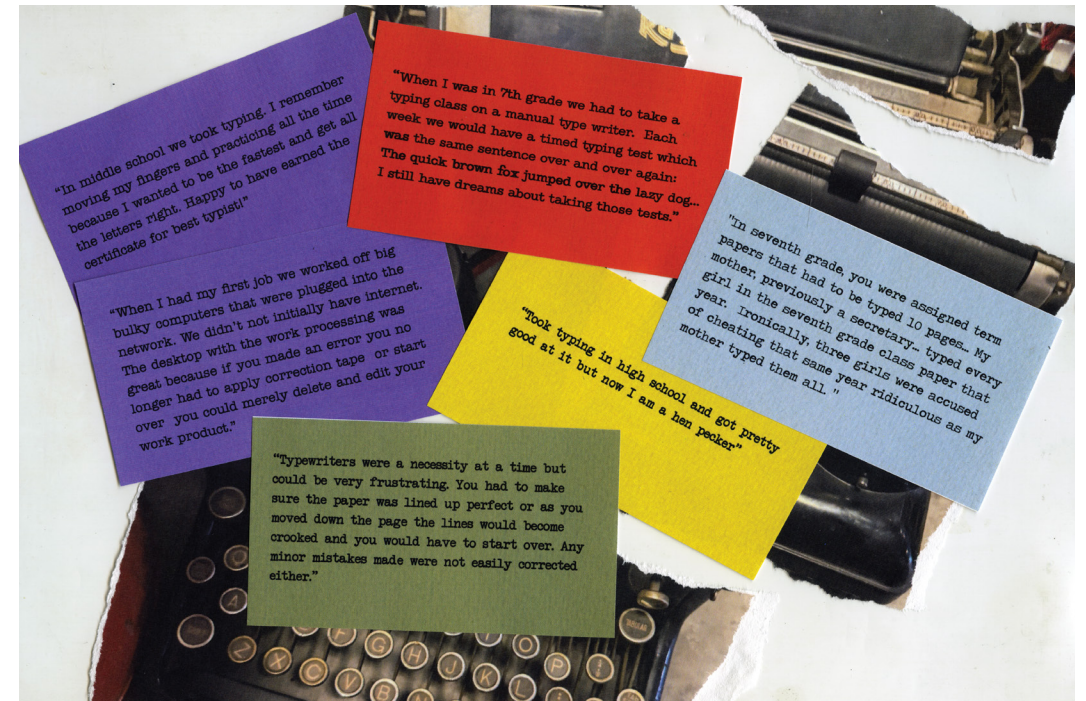
Devices through histories and stories

Conor Nagy



Echoes of Innovation

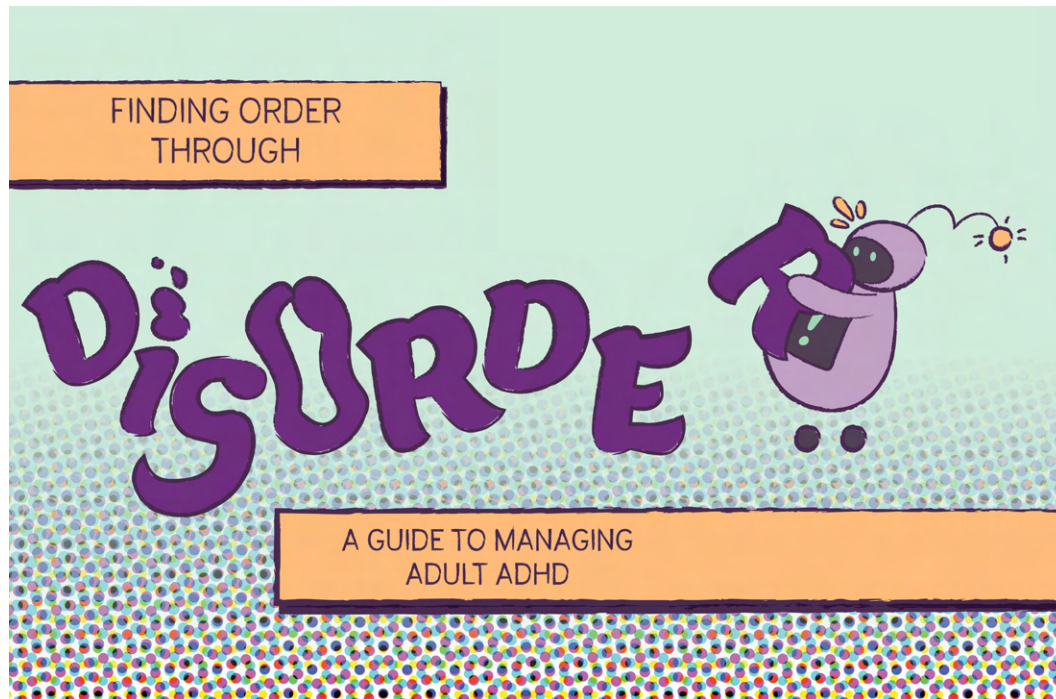
In our relentless pursuit of progress, we often become enamored with the sleek allure of cutting-edge technologies, those latest marvels promising to shape our future. However, amidst this forward march, it's essential to recognize the foundational innovations that paved the way. In crafting this book, I embarked on a journey of discovery, gathering stories from individuals who fondly reminisce about the devices that once filled their lives with wonder. My research took me to thrift stores and repositories of technological relics, where I sifted through shelves brimming with memories, hoping to unearth treasures for this volume. Entitled "Echoes of Innovation," this book delves into the history of such devices, inviting readers on a nostalgic voyage through the annals of obsolete technology. It celebrates the forgotten gems that once defined our technological progress.



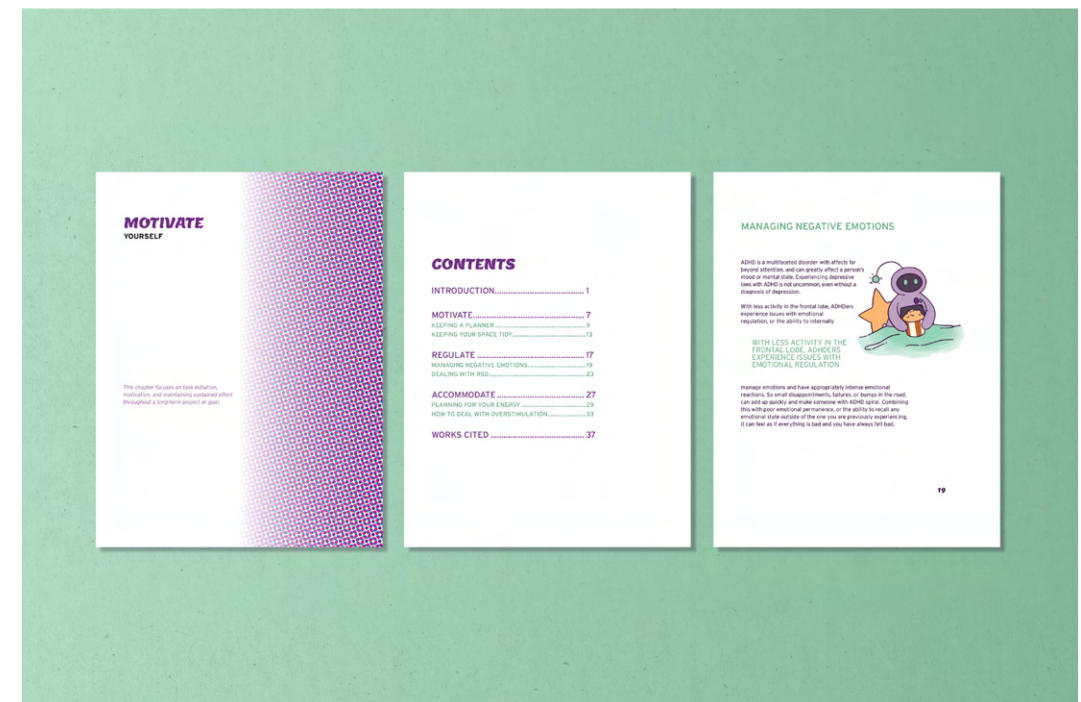
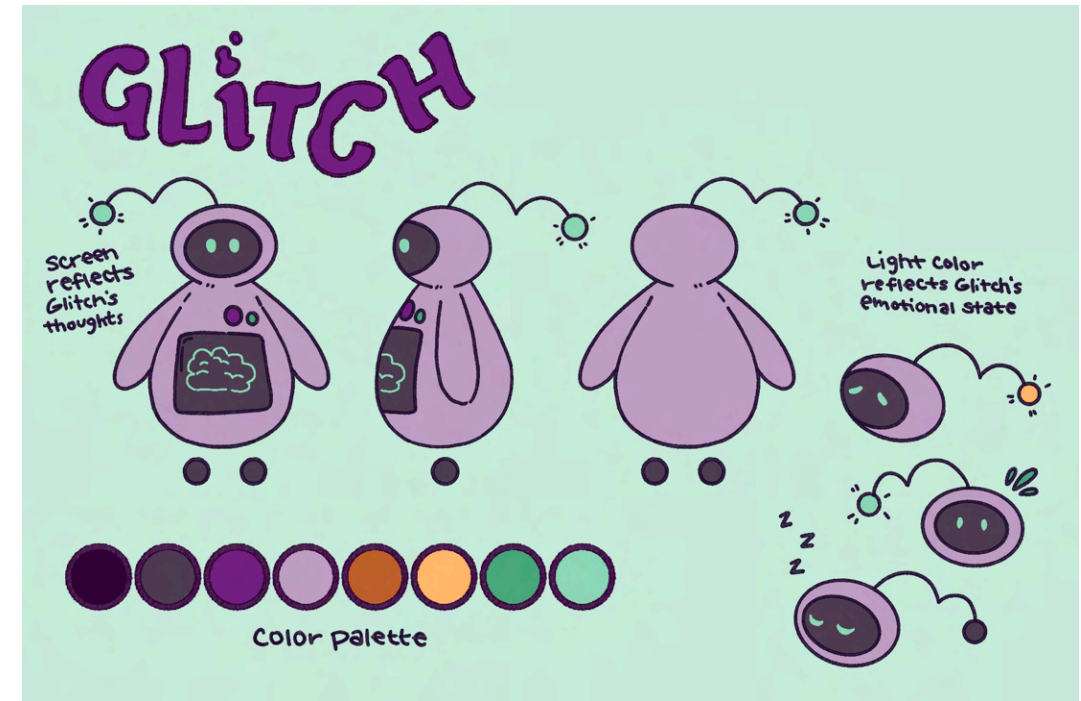
Finding Order Through Disorder: Managing Adult ADHD

Using design and personal experience to help others with ADHD

Parker Penafiel



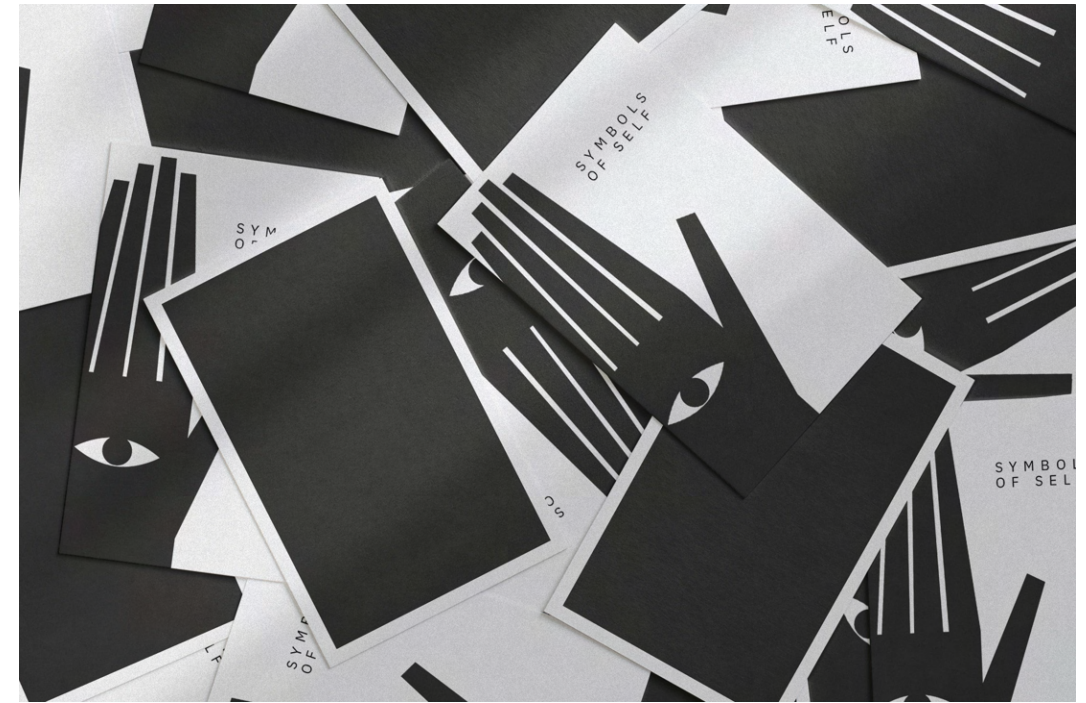
ADHD is a disorder often defined by its impact on people without ADHD, effects which are less outwardly disruptive like rejection sensitivity and struggles emotionally regulating are less often talked about; in turn, less research is done on these symptoms. When looking to manage my ADHD, it was hard to find resources for people with ADHD, let alone adults. ADHD is frequently regarded as a pediatric disorder, despite being a difference in brain structure that you cannot grow out of. So I wanted to create a resource for the countless other adult ADHDers struggling with organization while utilizing my own experiences and design education to make a guide that's both informative and specifically tailored to keep an ADHDer's attention. "Finding Order Through Disorder: Managing Adult ADHD" is an illustrated guide using everyday situations to explain what makes tasks hard, and ways to work with your ADHD to make them easier. Throughout the guide, Glitch, a robot with ADHD-like "glitches" demonstrates how to manage ADHD along with the written advice. Countless loads of laundry and hours of tidying were put off in order to help others avoid the same fate.



Symbols of Self

Exploring alternative modes of making meaning

Anthony Reid



Motivated by a desire to gain a deeper, more individualized understanding of visual communication in a contemporary context, Symbols of Self is a book documenting a journey of experimentation and contemplation that explores alternative modes of making meaning. It is an exploration of contemporaneity through multiple lenses. While subjective and highly personal, this work is deeply considered and inspired. It is an assertion of personal identity through design. Part time capsule and part manifesto, it aspires to serve as a foundational roadmap for the future — a guide for making and being.



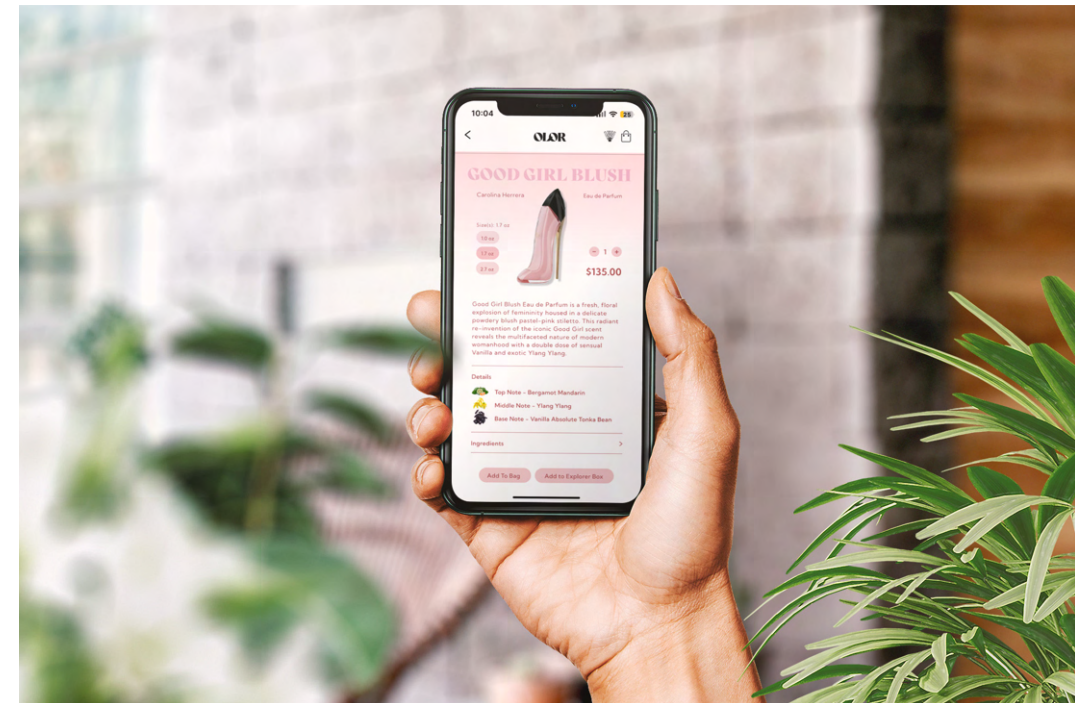
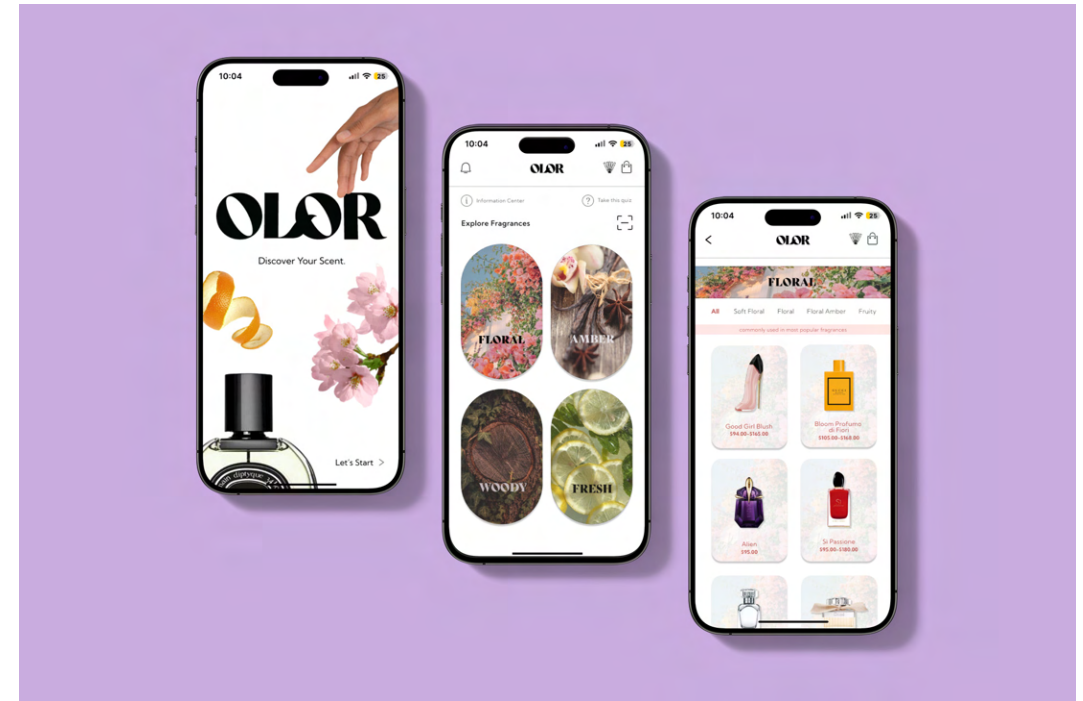
Olor: Discover Your Scent

An app for personal fragrance discovery

Cindy Rodriguez



Smell plays a vital role in how we connect with the world and recall memories. Fragrances entice customers through various platforms. However, most people selecting scents online often overlook the significance of physically experiencing perfumes in stores. Some struggle to pinpoint their scent and require additional information in order to make a decision. Olor is an innovative app leveraging sensory marketing techniques to assist users in discovering their ideal scent. Unlike competitors, Olor provides comprehensive information, empowering users to make informed choices tailored to their preferences and identity. The app features a clean design with distinctive colors to easily distinguish between various scent families.



to raise you

Travel through the self observation of your animal
Sidra Rosemary



"to raise you" walks through the aspects of self observation; it is to show how everything is manipulated by perception coming from the present state, though what is the consistency behind this present state? Some topics this book covers are chemical postures, the separation of ego, the sacredness of every response, how everything identified is egoistic, & more. Consisting of activities, music, writing, stories, & illustrations, I longed to find the best ways to make this self observational by having a strong reliance on the viewer's experience of themselves, as that is the only intention of this book, for you to be aware within. This means the experience it brings is yours to create, as you are only interacting with your animal. The purpose of this is to heighten self awareness, eventually becoming capable of guiding your life in a much more observant & intentional way, all in your own control.



An Inġliŝ Orpografē Rēform

A hypothetical change to how we spell in English

Anthony Julian Rubino



Writing is our most effective method of communication, yet English has many complex and contradictory rules for doing so. This thesis project aims to make a case for standardizing English spellings for words based on current, common pronunciations for words by using letters from the extended Latin alphabet.

By creating speculative artifacts (posters and magnets) based on common learning tools for early childhood spelling, "An Inġliŝ Orpografē Rēform" seeks to persuade audiences to take on the else-world scenario on display, and possibly try to learn for themselves a new way of writing the language they already know.

De Alfabet

Apul	Jūs	Timer
Bē	Lemon	Pout
Cat	Maūs	Up
Dog	Nō	Vōt
Ðis	ciŋ	Win
Eg	Ōpend	saX
Fiŝ	Pētsa	Yuŋ
Gōst	Qestšon	Zipd
Haūs	Run	
Īs crēm	Sīlent	

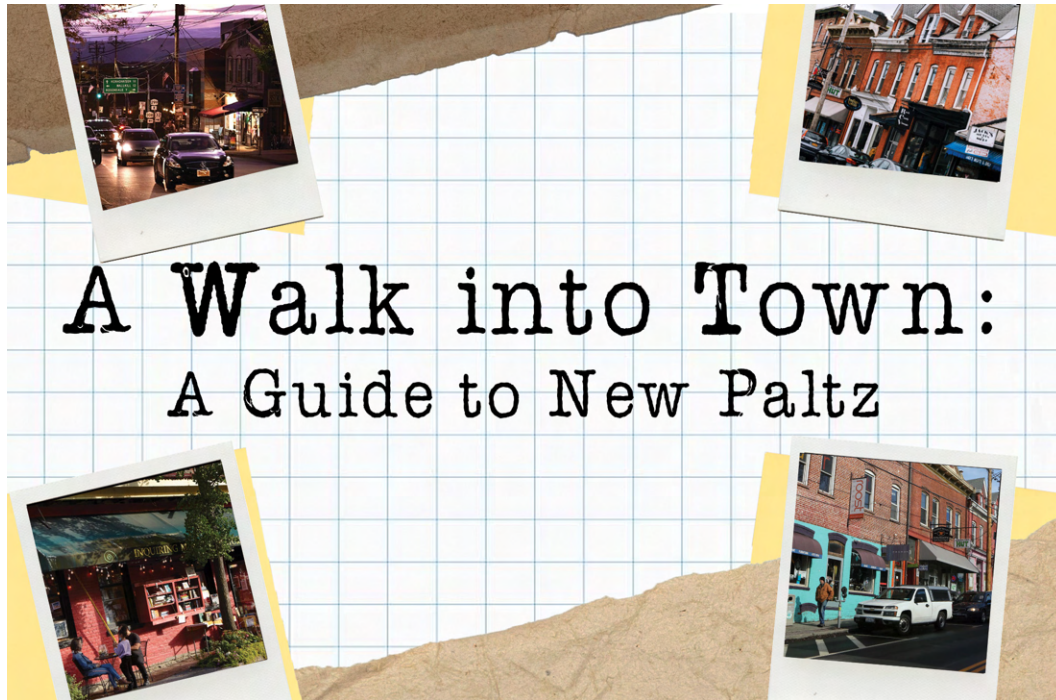
De Vaūel Sounds

pout = thought	cāc = cake
gōt = goat	cyūt = cute
caūč = couch	ciŋ = king
mēt = meat	cut = cut
cot = cot	net = net
cat = cat	tīd = tied
cūuc = cook	

Walk into Town: A Guide to New Paltz

Using design to encourage student engagement in downtown New Paltz

Allison Solan



A Walk into Town: A Guide to New Paltz

New Paltz is a close knit, bustling community, burgeoning with unique, intriguing spaces and events. Due to how busy the town is, some of these happenings go unseen. It's important to make local events well-known and accessible in student spaces. Walk into Town: A Guide to New Paltz is a zine that helps broaden the types of places and events that students go to, as well as shine light on the range of businesses in town. The design of the zine features collage, photography, and hand-crafted elements. The goal of this project is to encourage student engagement in off-campus spaces and to highlight various local businesses, activities, festivals, and events. By distributing the zine to students around campus, viewers will be encouraged to take a walk downtown.



RockBox Records: A Vinyl Subscription Box

A monthly vinyl subscription box
Cal Stamos



RockBox Records is a monthly vinyl subscription that gives the subscriber a taste of the artist or band of their choice. This project uses The Beatles to show what the subscription box would look like. RockBox Records takes a break from digital devices and encourages listeners to take a moment to sit back and enjoy some music on vinyl. RockBox uses collage art to take a deeper look at the album cover while enjoying a selection of The Beatles songs.

As an avid Beatles fan, I wanted to do a deep dive into their history and take inspiration from their music and art to create collage and design elements for this project. The box includes a vinyl record with a customized music track, as well as collaged front and back covers showcasing The Beatles's album cover imagery and art. Lastly, the box also includes a booklet filled with information about The Beatles, looking at their album covers, music, and history.

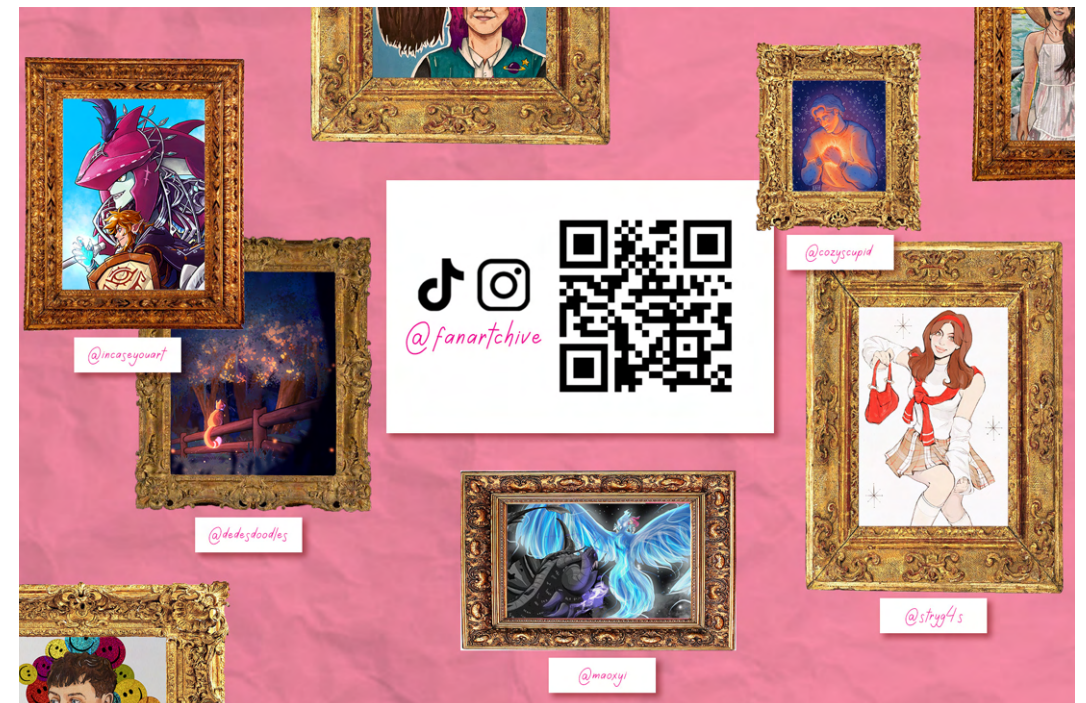
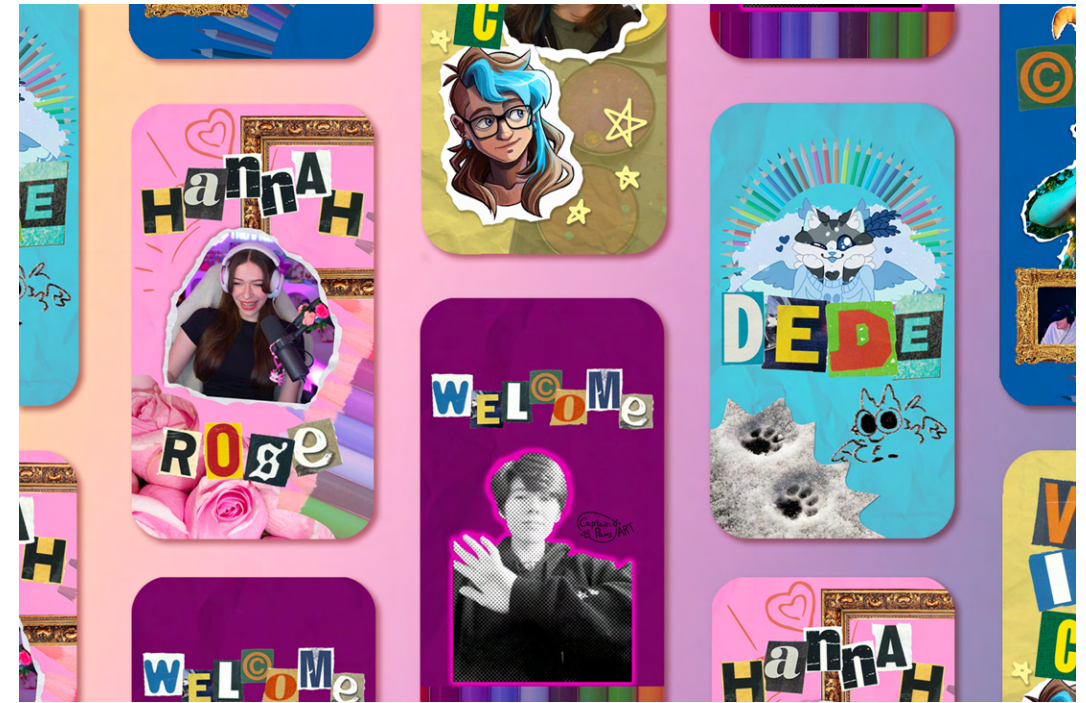


Fan ARTchive

Designed and illustrated interviews on the importance of fan art
Taylor Stone



Fan art allows people to express who they are and their own artistic vision while simultaneously immersing themselves in what they love. Artists are the backbone of fandom spaces and are able to unite communities with just a stroke of a pencil. Through fan art, creatives can build upon pre-existing worlds and characters to make them their own, creating something for fellow fans to look at, relate to, and congregate around. Fan ARTchive is a deep dive into different fan communities, talking with artists and creators to learn more about the role artists play in these fan spaces and how they bring their respective communities together. Each interview is edited into an illustrated and designed vertical format video utilizing the audio from the interviewee. The interviews are hosted on both TikTok and Instagram Reels.



THE KIT.

A Graphic Design Student's Survival Kit
Sheyla Torres



Life is a learning process, and wisdom often comes from reflecting on our past experiences. The stories and advice we offer often reflect what we wish we knew in our youth but had yet to discover.

From Fall 2023 to Spring 2024, a collection of stories, advice, and wisdom was curated using SUNY New Paltz's graphic design community. This effort involved conducting focus groups, engaging in informal and formal conversations, and actively contacting alumni and previous faculty. To create an engaging repository for all the ideas, "The Kit" emerged as a physical box meant for the graphic design students at SUNY New Paltz.

By embodying the stories and advice of its contributors within all its components, The Kit serves as a conduit for graphic design students to gain a more authentic understanding of their design education. With its contents designed to support recipients throughout their academic journey and beyond, and its light-hearted approach, it broadens the concept of nurturing a community invested in storytelling, collaboration, and mutual assistance.



In Loving Memory

Learning ways to reflect and grow through grief

Ashley Vasquez



Throughout life, we, at some point, will have to explore the difficulties of grief and losing someone we love. With that, we must also reflect on the memories we shared with the one we lost. We describe memories as the recollection of past experiences and information we hold on to. Sometimes, individuals struggle to cope with their grief and often use unhealthy methods to cope with their loss. In *In Loving Memory* is a book that explores healthy alternatives for dealing with loss and the importance of the memories we have shared with those who have passed on. The book features a multitude of coping mechanisms and personal interviews with individuals about how they deal with grief. After reading *In Love Memory*, I hope individuals will be able to learn various ways on how to deal with grief.



Brewing Connections

Connecting to yourself and others through tea

Sara Veith



Tea is one of the most popular drinks in the world, and there's no secret as to why. Not only is it delicious, it helps reduce stress, encourages social connection, and improves one's overall well-being. My thesis project explores the social and mental health benefits of tea through three zines that educate students on how tea brings people together and how tea can help them incorporate more mindfulness into their lives. This can be especially helpful for the students in New Paltz who are going through a lot of anxiety and stress. To complete this project, I researched the benefits of tea, interviewed the owner of a local tea shop, and hosted several tea parties that helped build community at SUNY New Paltz. I created a cohesive visual language inspired by the look and feel of collage art and printmaking. The goal of this project is to bring people on campus together and to promote a healthier, more mindful lifestyle through drinking tea.



The Space That Surrounds

A guide to curating purposeful spaces

Gwen Walker



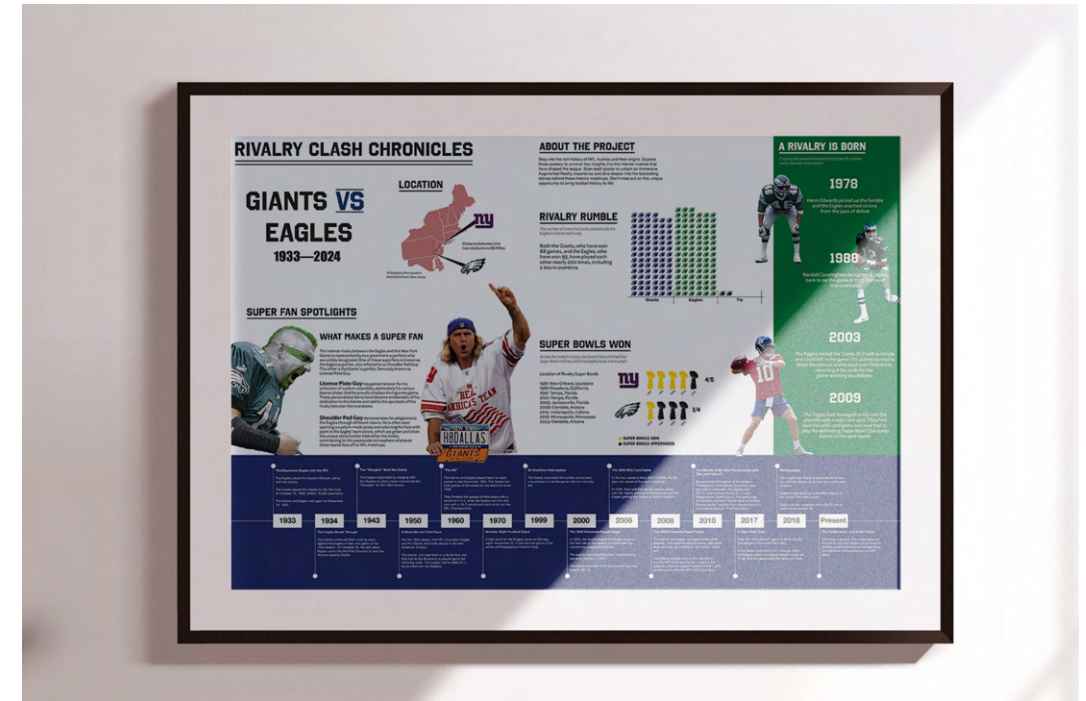
Young adults in the United States live in a variety of different environments during this transitory stage of life. Some young adults might move into their first apartment or dorm, while others will continue living in their childhood home. Whatever the circumstance, this new phase of life may leave some feeling like they lack control over their physical surroundings.

The Space That Surrounds is a collection of zines that guide young people in how to gain more control over the physical spaces that they experience. Each zine describes how to recognize and alter certain characteristics of a given physical space to suit an individual's need for work, play, and rest. Through research on interior design, Feng Shui, and personal observations on how a person's environment can affect them, I explain what actions can be taken to achieve balance in a space. The design of these zines shows how we can learn from our physical environment through imagery, collage, and typography that mimics nature.

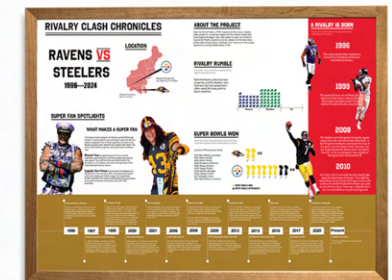
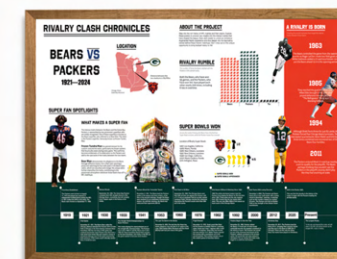
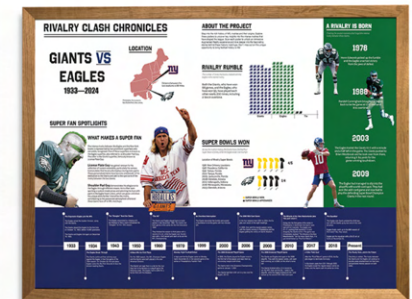
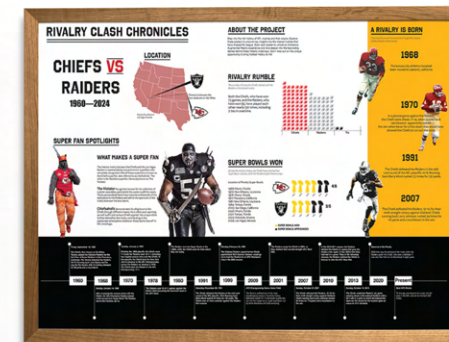


Rivalry Clash Chronicles

Interactive AR infographic visually explores NFL rivalry history
Nicholas Wall



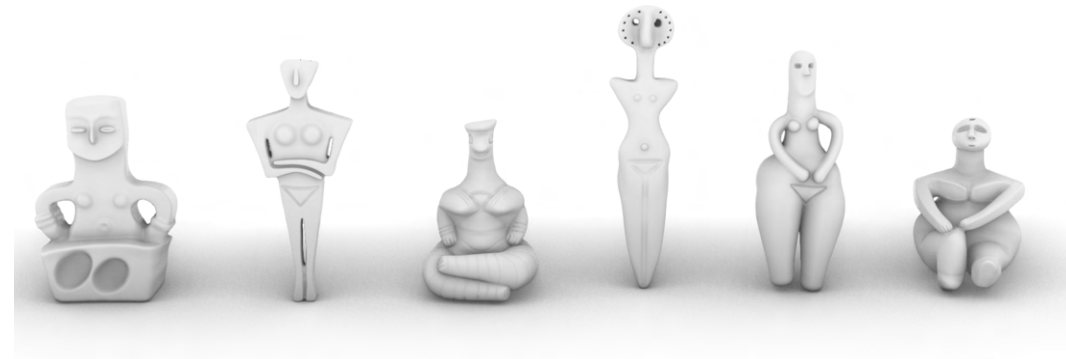
What is a rivalry? A rivalry occurs due to a particular event that causes bad blood between teams, players, coaches, or owners, but for the most part, they arise simply due to the frequency with which some teams play each other, and sometimes exist for geographic reasons "Few sports are as intense and hard-hitting as professional football. Hard runs, punishing tackles, and thrilling passes build excitement, both for players and fans." Four of the most notable NFL rivalries are the Giants vs. Eagles, Ravens vs. Steelers, Bears vs. Packers, and Chiefs vs. Raiders. The final deliverables for this project will consist of four infographic based posters that detail the history of the rivalry, An augmented reality effect on two different posters offers a slideshow of photos of the rivalry.



The Historical Materialist Illusion Theater

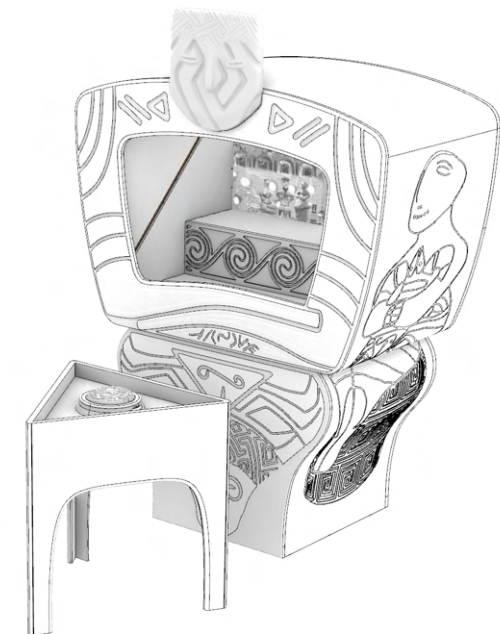
Visualizing Prehistory with Digital Design & Fabrication

Eli Campbell



The Historical Materialist Illusion Theater is an installation based on the work of archaeologist Marija Gimbutas (1921-1994), designed using CAD software and fabricated using CNC technology. Gimbutas, whose work was discarded by American archaeologists in the 1970s, argued that the Neolithic cultures of Europe before c. 4400 BCE enjoyed millennia of relatively uninterrupted peaceful living and achieved high levels of sophistication in art and design in a non-patriarchal social order. Developments in DNA analysis over the past decade have vindicated Gimbutas' Kurgan hypothesis, which explained the spread of Indo-European languages across Eurasia as the result of a massive migration out of the Pontic-Caspian Steppe.

The form of the theater is an artistic composition inspired by Gimbutas' work deciphering prehistoric art, but it functions as a self-contained exhibition of digitally-fabricated representations of archaeological artifacts. Neolithic art often features complex patterns or symbolic signs which are sculpted, painted, or carved on surfaces with precisely rendered curvature. Using a computational image-based approach, these forms and patterns are vector traced directly from images of Neolithic artifacts and fabricated with CNC technology. Artifacts are represented with recycled 3D-printed plastic, lasercut plywood, and displayed with a Pepper's Ghost illusion.



Brute Force Attainability

Supplementing memory with documentation

Nic O'Connor



For those that forget: addressing the fragile condition of memory through documentation of process for product design and fabrication techniques. Making is made more attainable with recording and sharing process.

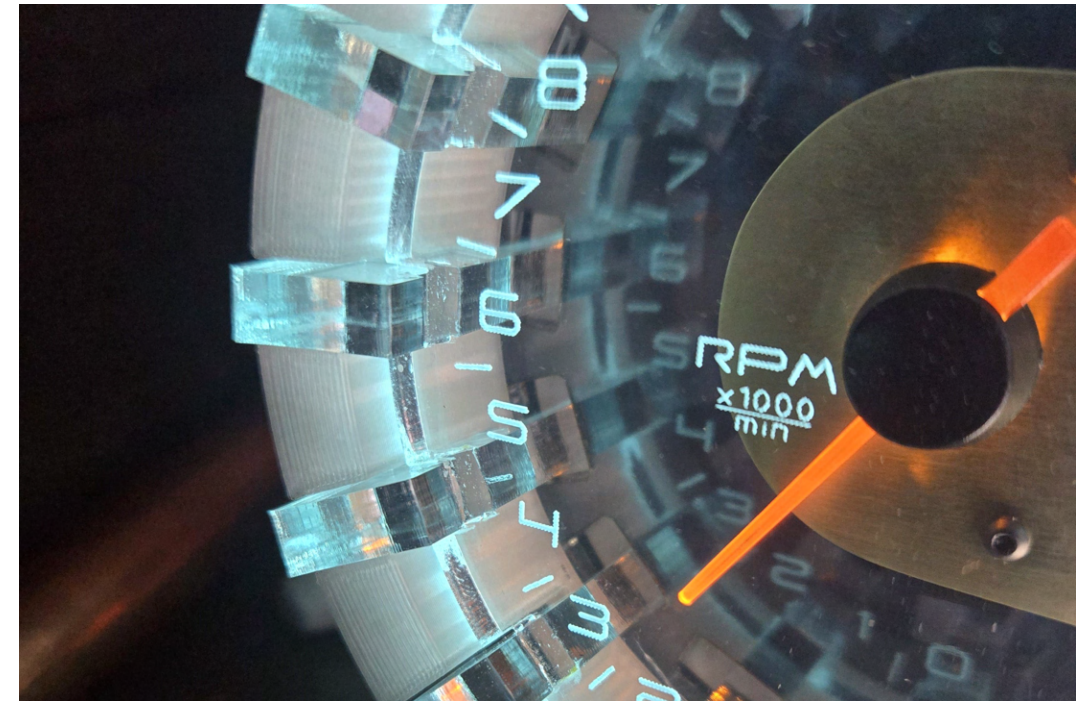
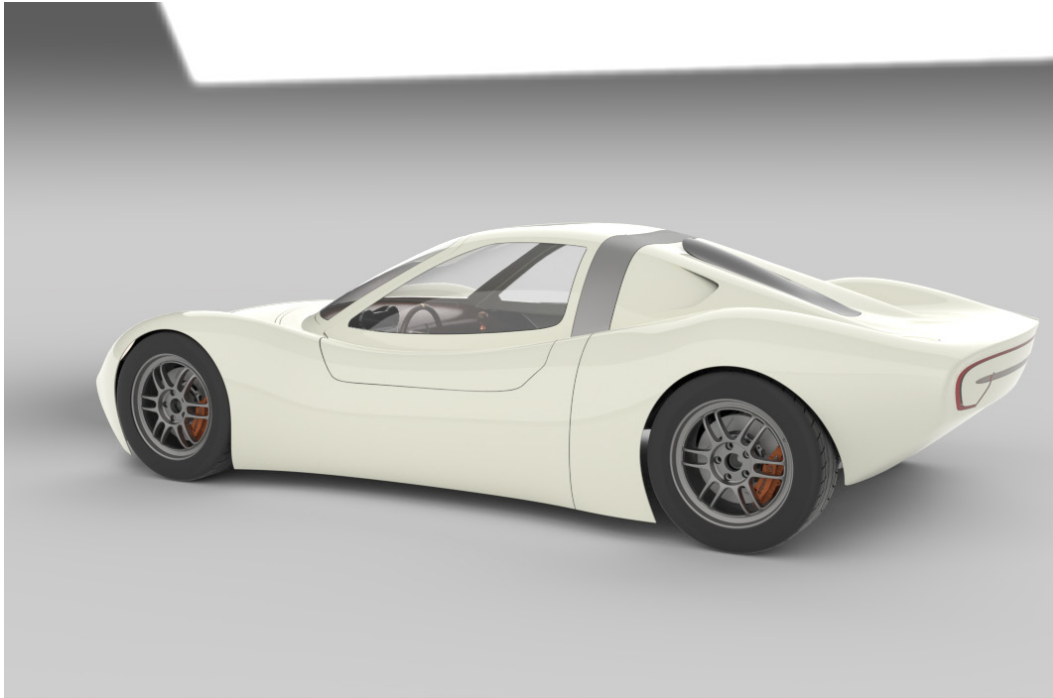
Starting from ideation and sketching, digital sculptures are created, refined and colored. I tackle two diverging fabrication routes through a collection of mystery box figures, a product line titled "Dumpster Divers," and a six foot wall mounted marlin affectionately called "El Pez." These projects run parallel to one another, the figures intended for production and replication while the fish exists as a bespoke sculpture.

A solidified design becomes tangible through different combinations of CNC flatbed milling, 3D printing, silicone molding, a diy rotocast, a little bit of fiberglass, an exorbitant amount of sanding, and airbrushing. Each stage is well documented and shared through a collection of notes, pictures, and videos. This exploration of process is intended to show what a little brute force and dedication can accomplish and the range that can be achieved as an independent artist.



Anthromotive AM1

Experience a virtual test drive of the AM1 concept car
Alex Peraza



The Anthromotive AM1 is my concept for a sports car whose primary directive is driving engagement through mechanical tactility, retro-futuristic design and lightweight ideals. To simulate as much of the driving experience as possible, the digital model of the car has been imported into a video game driving simulator. The physics model uses data derived from the CAD model as well as the intended performance characteristics of the engine, drivetrain, and chassis to test and validate the concept. The steering wheel, gauge cluster, and shifter mechanism have been designed and fabricated using the manufacturing facilities here at SUNY New Paltz to near-production prototype standards and function as they would in the actual car. Materials and processes like laser-cut aluminum and acrylic, 3D printed copper and carbon fiber, hand-fabricated brass and CNC milled hardwood help realize my vision for the ultimate lightweight luxury sports car. Visitors are welcome to hop in and go for a test drive!





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Nicholas Wall

MA DIGITAL DESIGN AND FABRICATION

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* 2024 Design Show Branding Team

We would like to recognize the individuals who have worked to make this year's show & its promotion all possible.

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