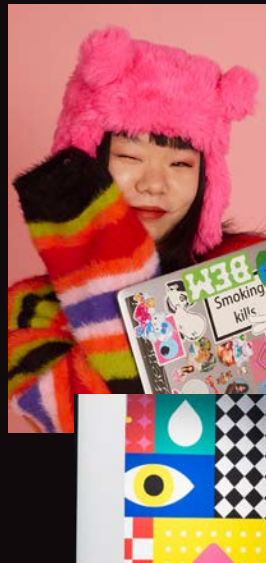




* FOR MORE THAN 70 YEARS,

SVA HAS BEEN FULFILLING ITS



MISSION TO EDUCATE FUTURE GENERATIONS OF



ARTISTS, DESIGNERS AND CRE-



TO BE A CATAL-

YST FOR INNOVATION AND

SOCIAL RESPONSIBILITY.



admit



Application Guide
and Portfolio Tips!

sva.edu/apply
admissions@sva.edu
212.592.2100

Undergraduate Programs	Humanities and Sciences
14 Advertising	80
Animation	20 Art History
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Computer Art, Computer Animation and Visual Effects	85
38 Design	
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50 Fine Arts	90 Student Engagement and Leadership
56 Illustration	96 City Living
62 Interior Design	100 Welcome Center
68 Photography and Video	102 SVA Library
74 Visual & Critical Studies	106 Galleries and Exhibitions

Student Life

- 86 SVA Destinations
- 90 Student Engagement and Leadership
- 96 City Living
- 100 Welcome Center
- 102 SVA Library
- 106 Galleries and Exhibitions



How to **APPLY**

For detailed instructions, visit sva.edu/howtoapply. Please use the same email address throughout the application process. You will receive notifications at that address only.

1 Application

sva.edu/apply

2 \$50 Application Fee

Nonrefundable

3 Portfolio

sva.slideroom.com

(Guidelines follow on opposite page.)

4 Statement of Intent

500 words

5 Official Transcripts

For all high schools and colleges attended.

6 SAT/ACT Test Scores

May be waived for international students or transfer students who have 24 or more college credits.

7 International Applicants

Demonstration of English Proficiency (if your primary language is not English)

To demonstrate your proficiency in English, please submit test results from the TOEFL, IELTS or Pearson PTE Academic test. SVA's score requirements and detailed instructions are listed at sva.edu/intl.

PORTFOLIO GUIDELINES

BFA Photography and Video 10 – 20 photographs or videos (3-minute max per video). Applicants submitting video work must also include at least 5 photographs in their portfolio.

BFA Film Film essay or reel (3-minute max).

All other majors 15 – 20 images, which may include drawings, paintings, printmaking, collage or 3D work. Your portfolio should include a minimum of 3 pieces created from direct observation.

For more detailed portfolio requirements visit sva.edu/portfolio. Upload portfolio to sva.slideroom.com, or send your images on CD/DVD.

EVA

English and the Visual Arts Program

English and the Visual Arts Program allows artistic development through BFA studio courses while improving English language skills through EVA courses. For more information visit sva.edu/eva.

Majors available for the English and Visual Arts Program: Advertising; Cartooning; Computer Art, Computer Animation and Visual Effects; Design; Fine Arts; Illustration; Interior Design; Photography and Video.

After successfully completing three semesters of the English and the Visual Arts Program, students may transition into a BFA program.

Transfer students may qualify for upper-level placement based on accredited studio courses from other institutions. Sophomore (second) year is the highest placement possible.

Important **LINKS**

APPLICATION
sva.edu/apply

IMPORTANT DATES
sva.edu/timeline

TUITION
sva.edu/tuition

FINANCIAL AID
sva.edu/fa

HOUSING
sva.edu/housing

LIFE AT SVA
sva.edu/life

CAREER DEVELOPMENT/INTERNSHIPS
sva.edu/career

GRADUATE PROGRAMS
sva.edu/graduate

INTERNATIONAL STUDENTS
sva.edu/intl

PRE-COLLEGE
sva.edu/pc

CONTACTS & MAPS
sva.edu/contact

SVA THEATRE
sva.edu/theatre

SVA LIBRARY
sva.edu/library

SVA CAMPUS STORE
sva.edu/store

SVA EXHIBITIONS
sva.edu/exhibitions

ANNUAL SECURITY REPORT
sva.edu/security

FERPA
sva.edu/ferpa

ABOUT SVA
sva.edu/about

Portfolio Tips

GET *INSPIRED* AND GET TO WORK

- How do you get to SVA? Practice, practice, practice. The only way to get better is to challenge yourself and keep going.
- Be brave. Experiment. Try new materials. Take risks!
- Take on a 30-day, 30-project challenge: Complete one new project every day for a month: a snapshot, a poem, a sketch or a short video.
- Make a series. Choose a favorite piece and create three more works that relate to it.

- New to filmmaking? Close your eyes and imagine scenes from a film you want to create. Use your phone and capture a few moments. String them together into a 2- to 3-minute film reel using iMovie or another editing program. Don't forget music!
- Recycle! Hate that piece you did last week? Cut it up and make a collage.

- When photographing your work, use neutral backgrounds and even lighting.
- A tripod is your friend—unless blurring is part of your process!
- Place 3D objects on a sheet of paper that completely isolates the object—your messy desk in the background takes away from the impact!
- Don't ignore your sketchbook—spreads may be just as strong as finished pieces.

- When preparing your portfolio for submission to SlideRoom, a series of small or related works can be combined in Photoshop onto one slide. This can save space and elevate pieces that might not be as dynamic on their own.
- Get honest critique—ask teachers, artists and/or admissions reps for input. Their perspective can improve your portfolio.

PULL
IT
ALL
TOGETHER

At SVA, we are looking for potential, creativity and ingenuity in your portfolio.

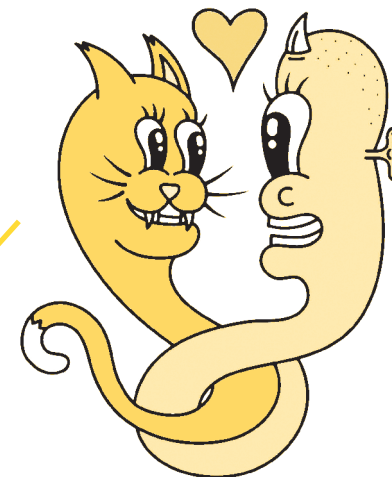
Here are some tips



Draw something big really small. Draw something small really big.

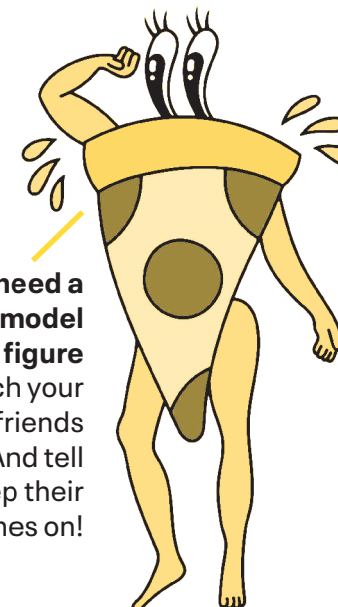


Think differently. Got an assignment to draw a hand? Who said it had to be a human hand?

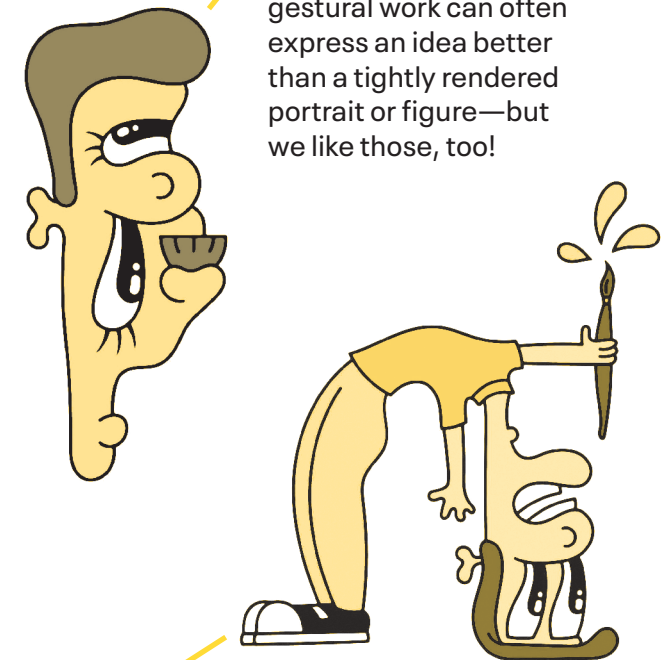


Does your Cyclops have a cat? Does he knit? Don't forget about the background when creating new characters—it can give lots of clues and help inform your character.

Don't try to be perfect. Loose drawing and gestural work can often express an idea better than a tightly rendered portrait or figure—but we like those, too!



You don't need a professional model to practice figure drawing. Sketch your family. Bribe friends with pizza. And tell them to keep their clothes on!



Change your perspective. Draw upside down (the scene, not you—you'll get too lightheaded).

DEADLINES

Admission to the College operates on a rolling admissions basis. Applications will be accepted throughout the year as space remains available in each program; however, we highly encourage you to apply by the dates listed.

Important Dates

Freshmen Early Action Deadline (non-binding)

December 1

Scholarship Consideration Deadlines

To be reviewed for a merit scholarship, all application materials and a digital portfolio must be submitted to SVA by the postmark deadlines listed below. For more information about merit scholarships, visit sva.edu/scholarship.

FALL ENTRY FRESHMEN

February 1

SPRING ENTRY

November 1

FALL ENTRY TRANSFERS

March 1

Freshmen Honors Program Deadline

February 15

For a complete list of deadlines, visit sva.edu/timeline



Application materials can be mailed to

School of Visual Arts
Undergraduate Admissions
209 East 23rd Street
New York, NY 10010

Contact Us

Admissions

Tel 800.436.4204 or 212.592.2100

Fax 212.592.2116

admissions@sva.edu

Visit Us

sva.edu/visit

We offer many opportunities for you to get to know us better. Please go online to find out about:

- Daily Campus Tours
- SVA Admissions Events
- Fall Open Houses
- Class Visits
- Portfolio Interviews
- National Portfolio Day Events



"Best of all, you get to experience SVA and NYC along with fellow accepted students—your future friends, roommates, creative collaborators and colleagues who will shape the next chapter of your life."

—MATTHEW FARINA
Director of Admissions

Accepted Students Day

CELEBRATE

your acceptance and get to know us

For an exciting up-close look at the experience of studying at SVA, we invite accepted students and their families to Accepted Students Day. This full-day event is designed for accepted students to explore our urban campus and revel in the vibrancy of SVA's community! Attendees meet the chair of

their department, take tours of our state-of-the-art facilities, watch demonstrations, sit in on Q&A sessions and join us for other interactive activities that showcase the vitality of SVA's various programs of study. (Yes, lunch is served, too!)

Families also get the chance to hear current SVA students and

alumni from our 11 undergraduate programs. Representatives from Admissions, Residence Life, Financial Aid, Student Health and Counseling Services, Career Development and more are also present to assist incoming students.



SVA
NYC

SVA
NYC

DA VINCI 132

PARK



Our mission
is to **educate**
future
generations
of global
creative
citizens to
foster cultural
and social

change that
promotes our
core values
through the
pursuit and
achievement
of their
professional
goals ✕



“What sets SVA apart

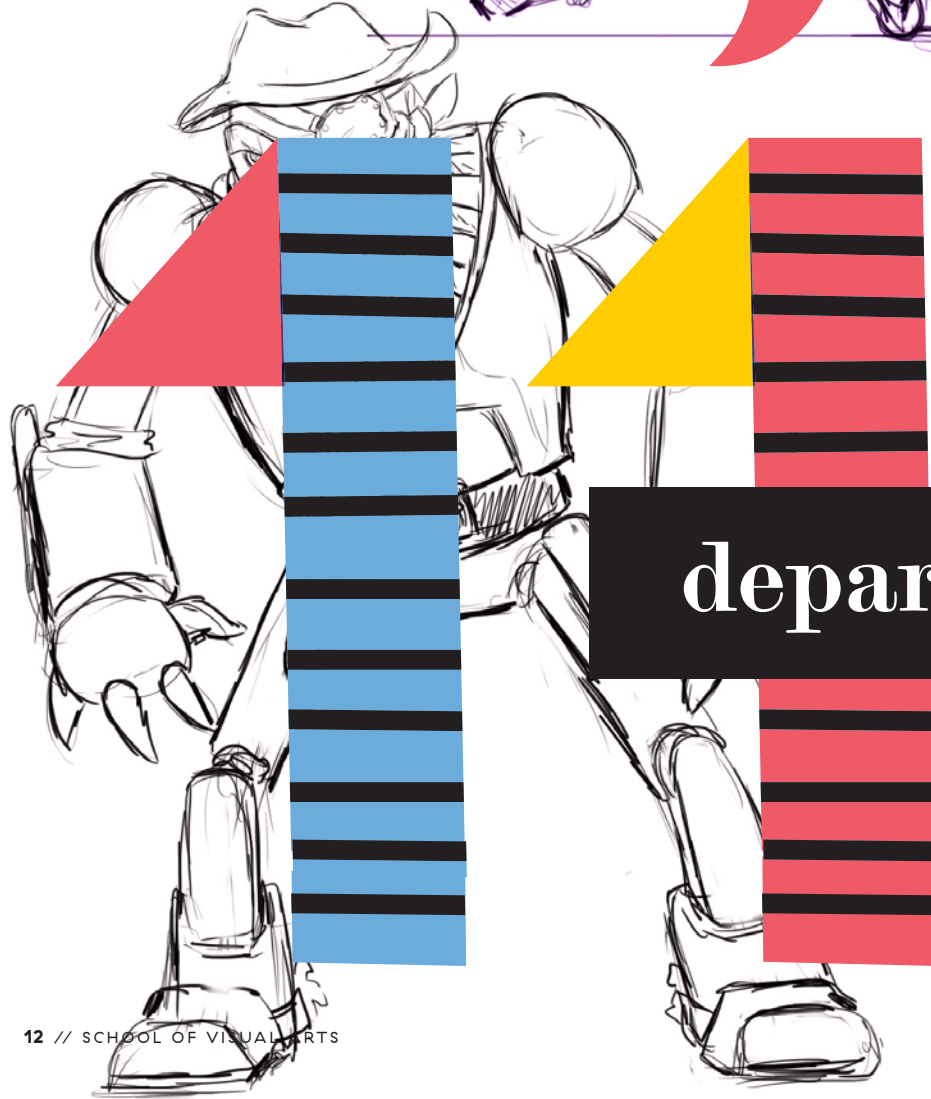
is the instructors. They all work in the field, and they always have your best interests in mind. They can answer questions about the industry and bring valuable knowledge into the classroom that you don't find elsewhere.”

—Tut Pinto, Design





undergraduate students



departments



BFA Advertising

This department distinguishes itself from those of other colleges and universities by teaching students how to come up with new ideas. Not one idea, but many. This is our mantra. Advertising at SVA is

New York City is the advertising capital of the world, so it should come as no surprise that the advertising program at the School of Visual Arts attracts the finest students and draws faculty from the best of the city's advertising industry.

a soup-to-nuts proposition. We ground you in the basics and teach a conceptual approach

toward problem-solving to broaden your design thinking.

You'll master

- Art Direction
- Interaction Design
- Digital Production
- Motion Graphics
- Graphic Design
- Typography
- 3D Design
- Infographics
- Branding
- Critical Thinking
- Systems Thinking

Year after year, SVA's advertising students dominate Graphis New Talent Annual, Red Dot, Clío, The One Club for Creativity, D&AD, Step, Communication Arts and Addy Awards, winning platinum, gold, silver and bronze awards in various categories. BFA Advertising students also garner national and international publicity by producing projects that affect current social issues around the world.

COURSES

Stats

- 30 courses
- 80 students
- 26 faculty

Advanced Advertising: Pop Thinking • Differentiate or Die: How to Get a Job When You Graduate • Pop Thinking: ACLU • Integrated Advertising and Communication • Unconventional Advertising • Motion Graphics Workshop • Creative Computing for Interaction Experiences • Interaction Design and Communication • Foundations in 3D Graphic Design • Interdisciplinary Design • Website Design • Three-Dimensional Design • History of Advertising: From the 19th Century to the Present • Visual Identity and Multimedia • Click, Touch, Move: Storytelling for Social Media • Design Thinking • Thinking Design • Design for Social Change • Basic Typography • Principles of Visual Language • Design Principles • History of Type: Stories, Secrets, Experiments and Accidents • Visual Storytelling: Autobiography Through Visual Language ✕

Many of our faculty work at advertising firms including

- Facebook
- Droga5
- Google
- R/GA
- Weiden+Kennedy
- Johannes Leonardo
- Young & Rubicam (Y&R)
- Squarespace
- Mother
- Spotify
- McCann

Curriculum

72

credits in studio

30

credits in humanities and sciences

15

credits in art history

3

credits in elective courses

sva.edu/adv



@svabfadesign



@sva_advdesign



Alumni Spotlight

Anna Fine (BFA 2012), design director, spoke at the Harvard xDesign conference, and her essay "Get Good at Getting It Wrong" was an editor's pick on Medium.com.



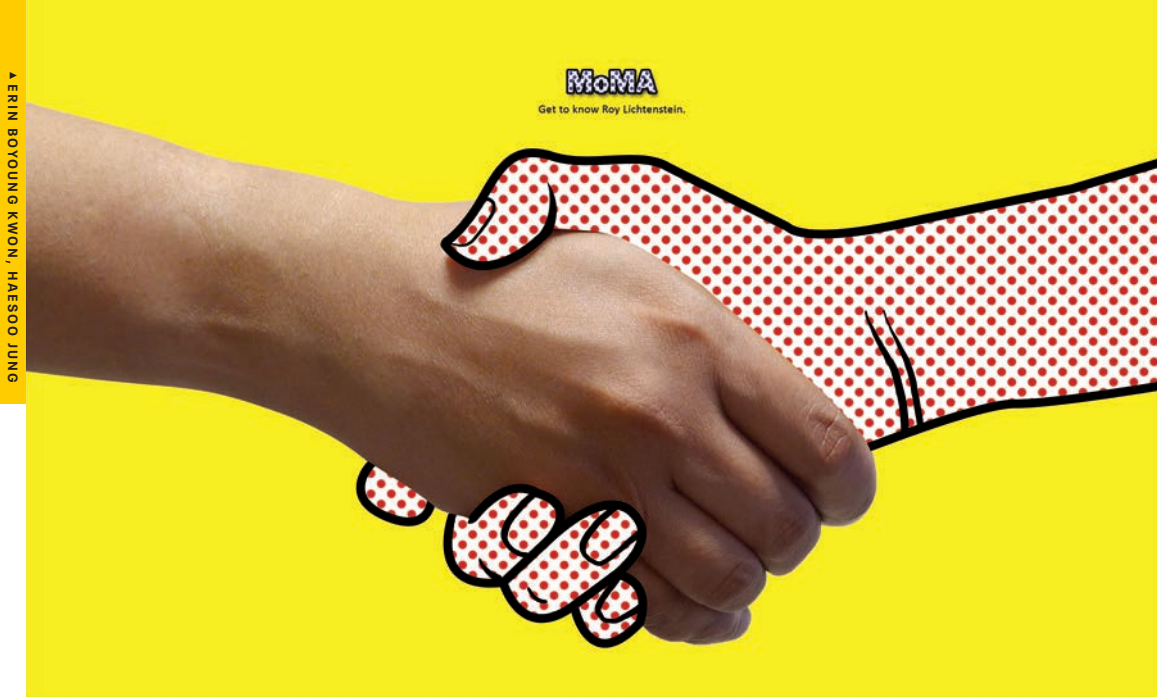
Small but Powerful.



Beats Pill[™]

▲ JOSEPH CHONG

▲ ERIN BOYOUNG KWON, HAESOO JUNG



▲ KATYA IVKINA

lyft nap

INSIGHT
A SHORT NAP OF 20 MINUTES CAN HELP TO IMPROVE MOOD, ALERTNESS AND PERFORMANCE.

SOLUTION
YOU CAN SET UP YOUR NAP TIME AND CALL LYFT NAP. YOU CAN EITHER SLEEP IN A PARK CAR OR IN A MOVING CAR.

SET UP YOUR OWN NAPPING CONDITION.

MUSIC TEMPERATURE FRAGRANCE

▲ SUJIN LIM

Animation

Our grads have worked on

Rick & Morty
Craig of the Creek
We Bare Bears
The Owl House
Duck Tales
Looney Tunes
Adventure Time

Midnight Gospel
SpongeBob SquarePants
Kung Fu Panda
Shrek Forever After
Monsters vs. Aliens
King of the Hill
Doug
Beavis and Butt-Head
Aladdin
Beauty and the Beast

ALUMNI SPOTLIGHT

Rebecca Sugar



(BFA 2009) creator, writer and director of *Steven Universe*; first female cartoon creator for the Cartoon Network; and Emmy Award winner for *Adventure Time*.

The goal of *BFA Animation* is to provide the tools that will allow you to hone your voice and art so that you'll be poised to go wherever the amazing world of animation goes next.

COURSES

CURRICULUM

72
credits in studio

30
credits in humanities and sciences

15
credits in art history

3
credits in elective courses

Animation: From Paper to Pixel • Introduction to Animation • Drawing • Storytelling: Structure

and Principle & Visual Narrative • Digital Compositing • Animation Workshop • Perspective • Drawing • Anatomy • Gesture Drawing • Sound Design • Storyboarding • Pitching Commercial Storyboards • Experimental Animation • Stop Motion • Character Construction • Miniature Sets

and Action Props • Background Design and Paint • Color Theory • Toon Boom • Adobe Animate • TVPaint • Advanced After Effects • Advanced Animation Workshop • Life Drawing: Figure, Form and Function • Visual Development • Career Strategies • Creating Unforgettable

Characters • Advanced Story Development and Design • Developing the Animated Series • Screenwriting • Effects Animation • Drawing Animals in Motion • Advanced Life Drawing ✖

You will train on the latest animation software and hardware

Adobe CC
Photoshop
Illustrator
Premier
After Effects
Animate
TVPaint

Toon Boom
Dragonframe
Cinema 4D
ProTools
DSLR Camera
Wacom Cintiq

Stats

46 courses
370 students
50 faculty

You'll work in traditional and stop-motion studios, designed to give every student the maximum personal attention from the instructor and you'll have access to a fully equipped studio for creating sound effects and voice-overs—as well as access to a proprietary music library—which allows you to own the music in your films.

Our special working relationships with alumni-owned Plympton, Titmouse and Augenblick studios—as well as with numerous other independent animation creators throughout New York—provide extraordinary opportunities for internships and part-time employment.

sva.edu/ani

check out our student work

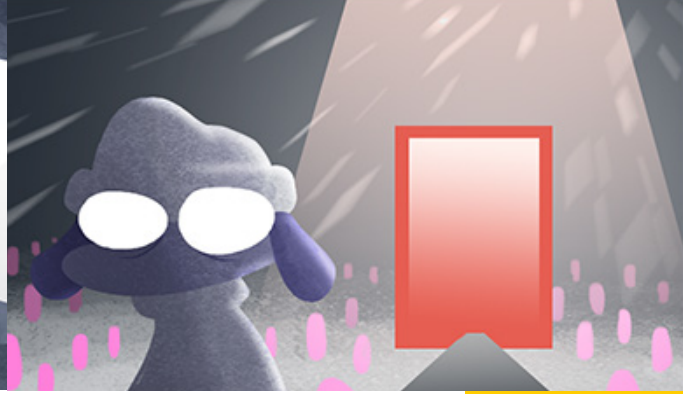
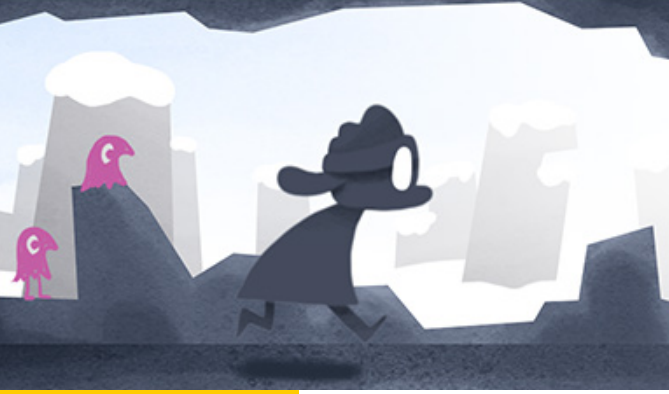
/svabfaanimation

@svabfaanimation

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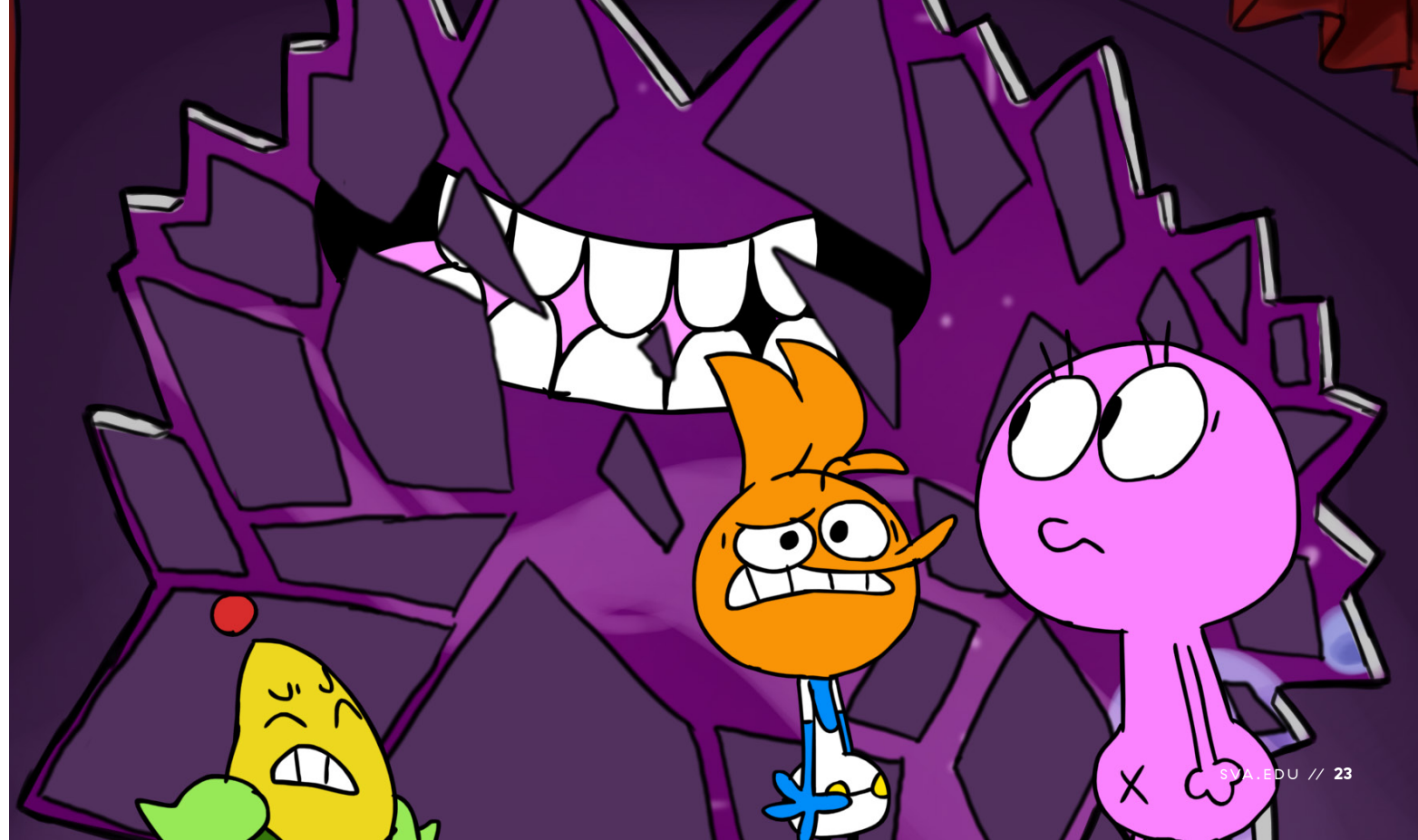
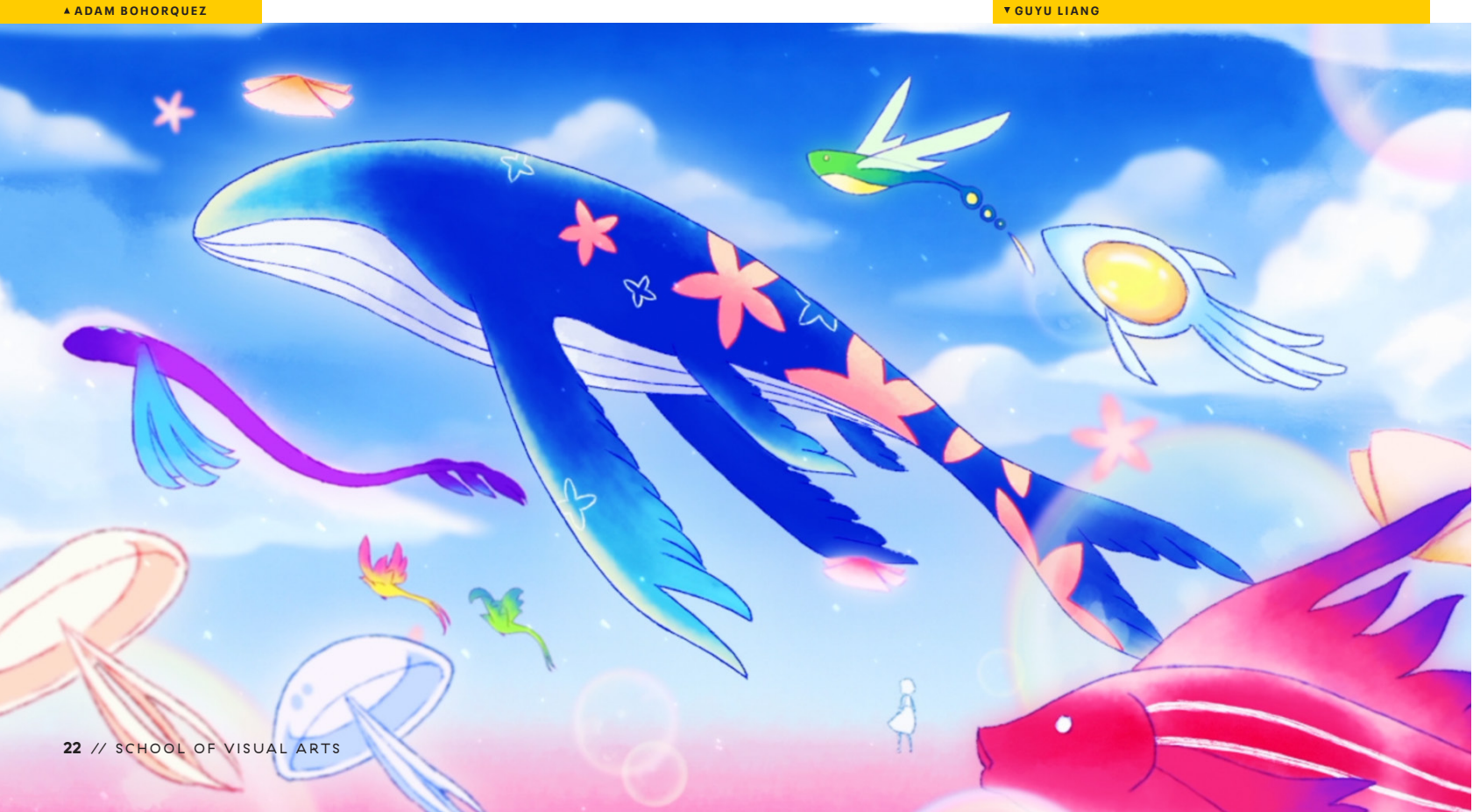
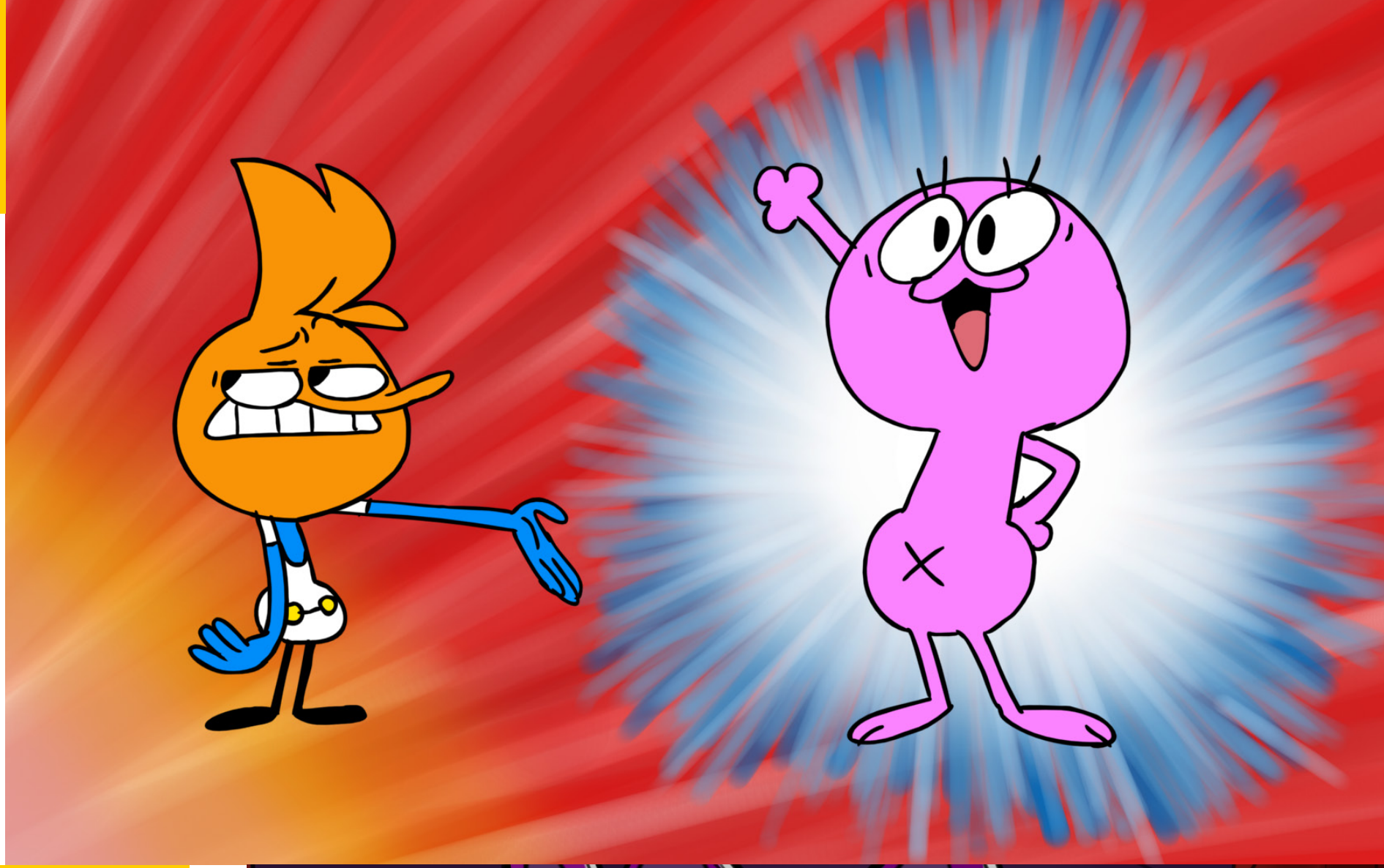


AGABI RODDA



ADAM BOHORQUEZ

GUYU LIANG

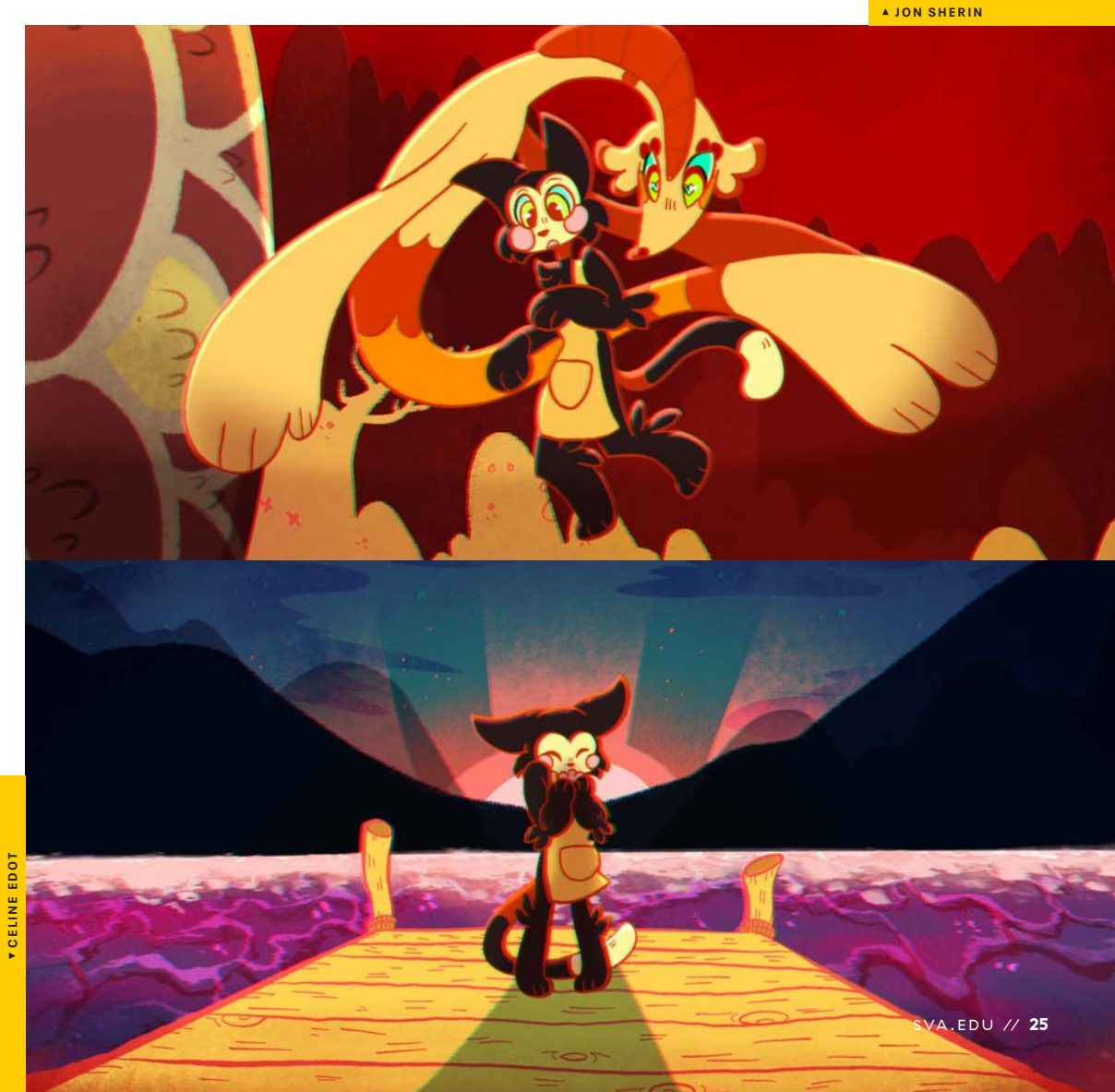




Y ACKELLA MATTIS



Y JEONGHYO KIM



Y CELINE EDOT

Cartooning

SVA is one of the first colleges to offer cartooning as a major and is now the **VANGUARD OF THE DISCIPLINE**. We've been called "the Harvard of Cartooning."

sva.edu/car
↑
VISIT US

STATS

31 courses

194 students

31 faculty

You'll master plot development and the building of *dramatic narrative tension*, as cartooning is only one-half of the story. You'll learn to break down the *sequential action* of the story you're telling.

You'll ground yourself in classical techniques and explore new and more esoteric ones.

STUDY

Composition
Perspective
Figure Drawing
Inking
Penciling
Panel Layouts
Lettering
Digital Coloring
Web Comics
Digital Production
Puppetry

Each year the department publishes both the **Portfolio Illustration Book** and the **Cartooning Magazine**, which serve as compendia of the best work from the current graduating class.

The goal is for you to find a **clear artistic voice** with variety and focus. You will create a portfolio that reflects your interests and vision of the world (be it Ameri-manga, young adult, adventure, fantasy or any other genre), so it will easily make its way into the fascinatingly diverse cartooning marketplace.



ALUMNI SPOTLIGHT



Raina Telgemeier (BFA 2002) is one of the most recognized children's/young adult authors in the comics arts field with her graphic novels having more than 3.5 million copies in print. She is also the author of best-selling publications such as *Ghosts*, *Smile* and *Drama*. She has won several major book awards and accolades that include Eisner Award for Best Publication for Kids, Eisner Award for Best Publication for a Teen Audience, *USA Today* Best Seller, #1 *New York Times* Best Seller, An Indie Best Seller, *A Publishers Weekly* Best Book, A Little Maverick, Children's Choice Book Award, ALA Notable Children's Book, Boston Globe-Horn Book Awards, *Kirkus* Best Book of 2010 and *The New York Times* Editors' Choice.

courses>> Cartooning Portfolio • Web Comics • Mixed Media Comics • Pictorial Problems: Cartooning • Digital Comics • Short-Form Comics • Comic-Book Storytelling Workshop • Digital Coloring for Cartoonists • Character Design • Advanced Digital Coloring and Rendering • Design and Build Comics • Drawing for Cartoonists • Storytelling • Life Underground/Self Publishing • Principles of Cartooning • History of Cartooning • Personal Comics • Drawing with Ink for Cartoonists • Culture Survey

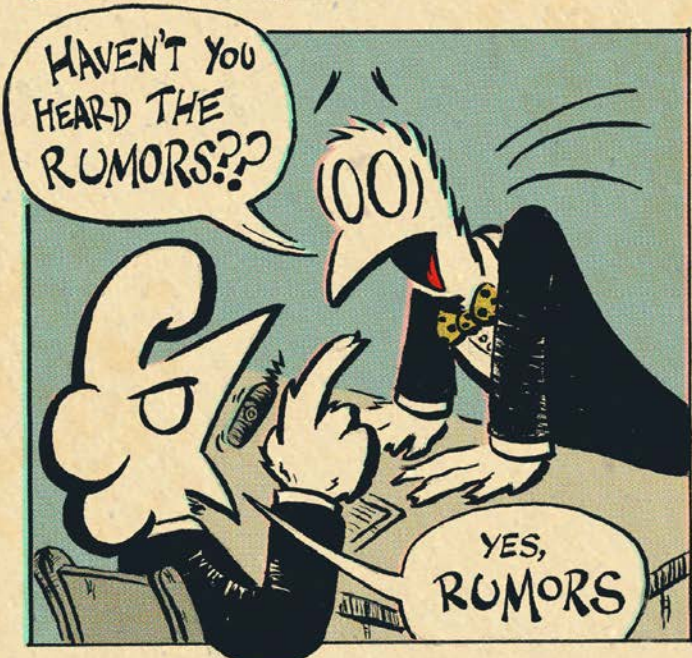
CURRICULUM

72 credits in studio
30 credits in humanities and sciences
15 credits in art history
3 credits in elective courses

shop • Digital Coloring for Cartoonists • Character Design • Advanced Digital Coloring and Rendering • Design and Build Comics • Drawing for Cartoonists • Storytelling • Life Underground/Self Publishing • Principles of Cartooning • History of Cartooning • Personal Comics • Drawing with Ink for Cartoonists • Culture Survey • Advanced Drawing for Illustrators and Cartoonists • The Drawn Epic • Costume, Concept and Environment ✕

Each year, the department awards several Cartooning scholarships

Robert Frankenberg Award
Archie Goodwin Memorial Award
Harvey Kurtzman Memorial Award
Joseph Orlando Memorial Award
Lou Stathis Memorial Award
Wally Wood Memorial Scholarship



VALEX ALAVI



AS FAR AS I'M CONCERNED, SHE'S GUILTY AS HELL!

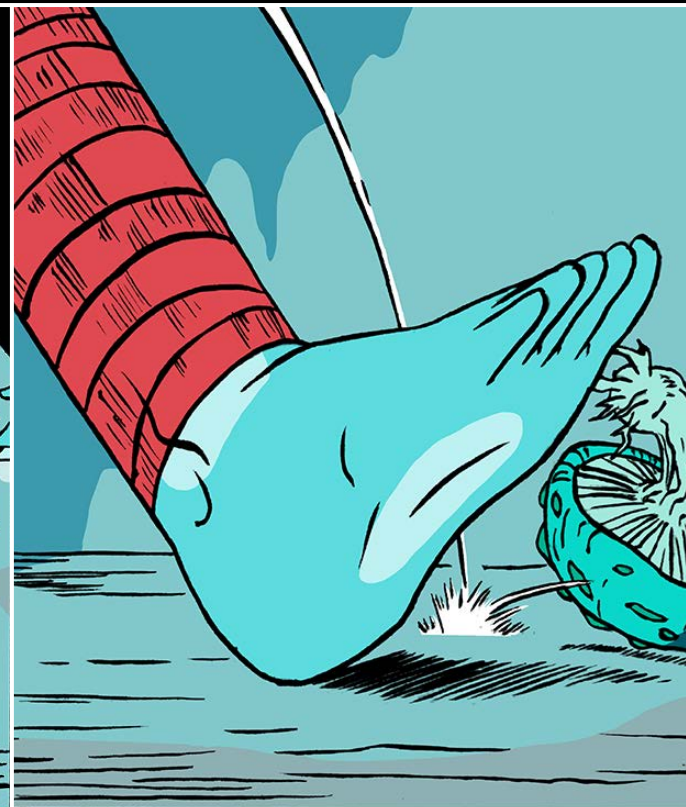
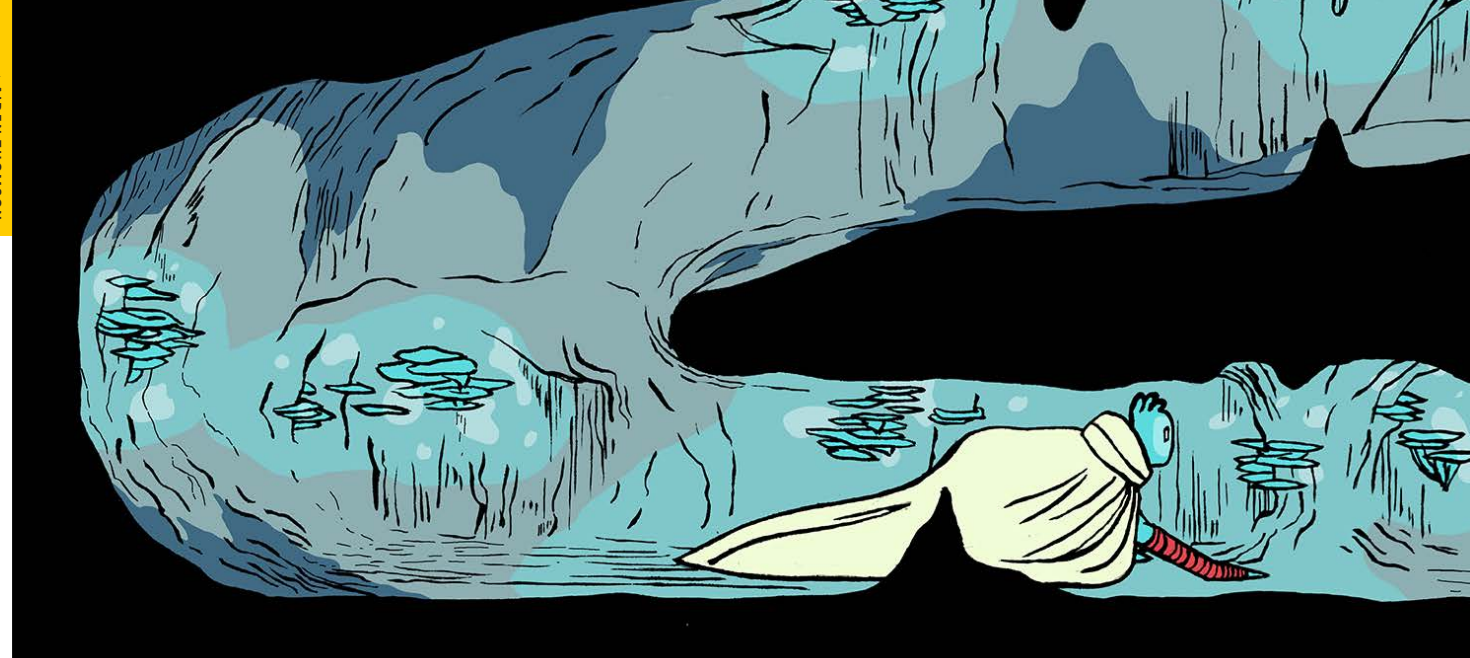


▼ DYLAN THOMSON

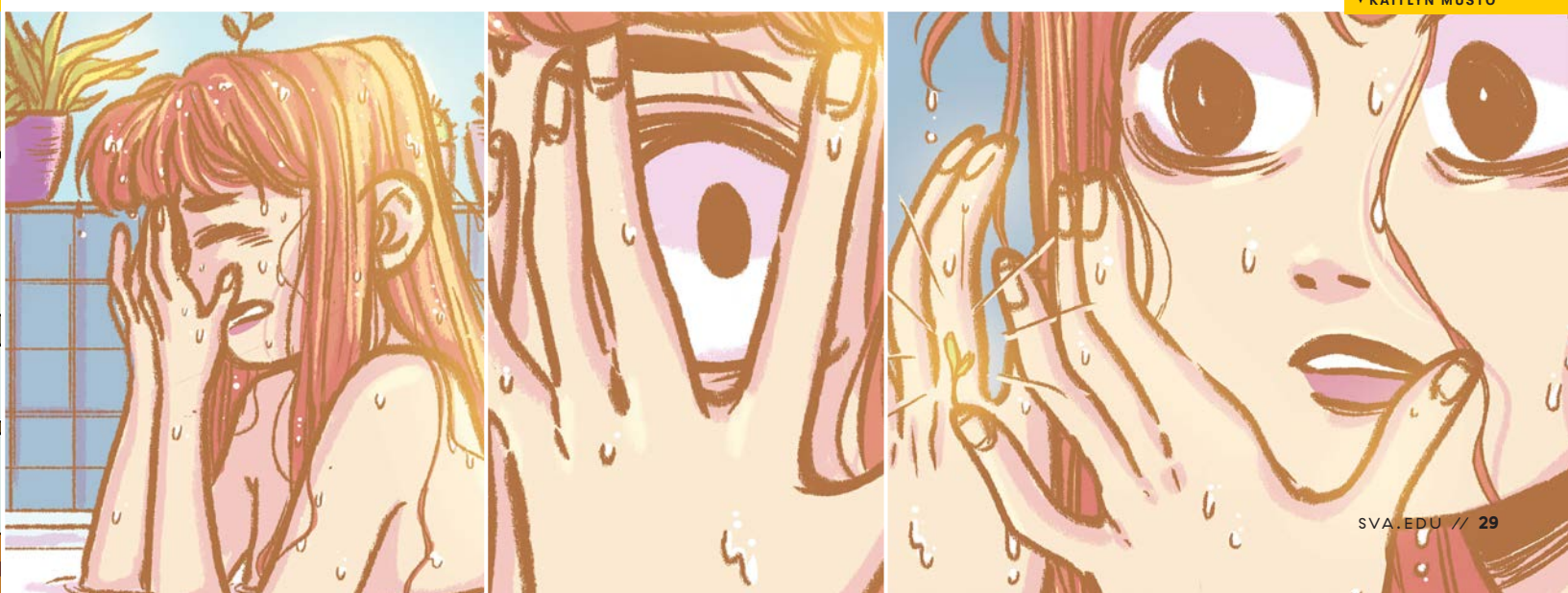
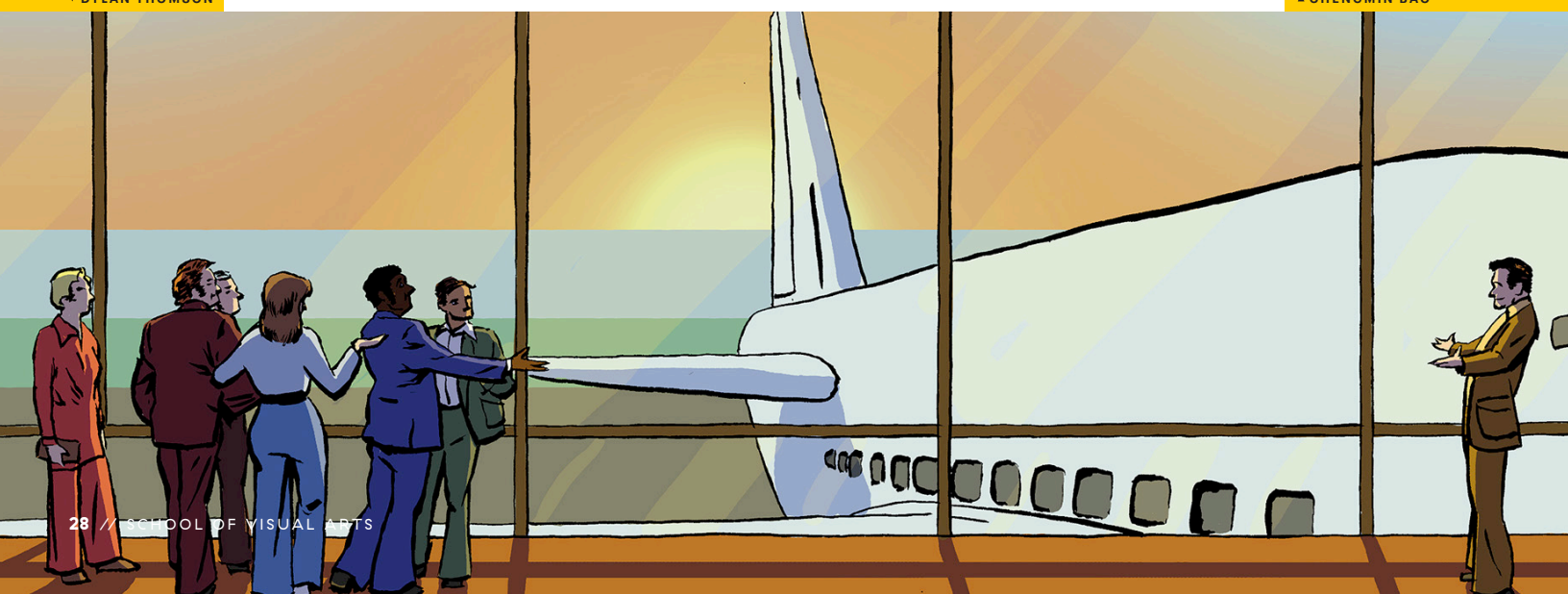


▲ CHENGMIN BAO

▲ AIDEN THOMSON



▼ KAITLYN MUSTO

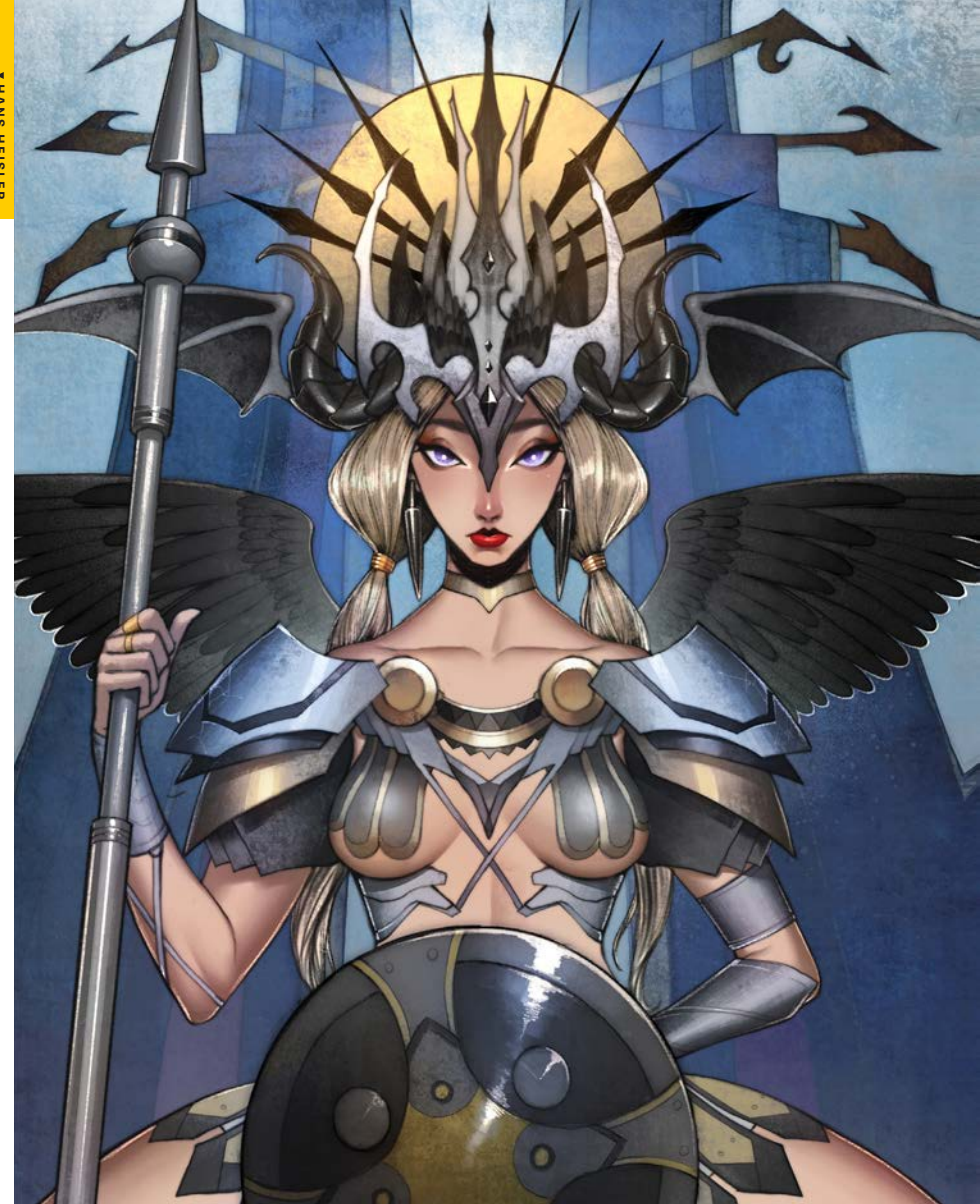




Y HANS HEISLER



Y STEPHANIE SZULBORSKI



A ZONER SIYI HEMU



A KYLE SMEALLIE

Computer Art

This is a production-based curriculum that gives students the competitive edge to stand out in an industry that thrives on creativity and collaboration.

We complement the art of 3D and visual effects with fully equipped green-screen and motion-capture studios.

You'll learn narrative and story-development skills that will last a lifetime.



/svacomputerart



@sva_computerart



ALUMNI SPOTLIGHT

Christina Faraj (BFA 2016),

whose thesis film was nominated for an Emmy, started working at Pixar Animation Studios two weeks after graduation. She works as a set modeller/set dresser and technical director, and recently worked on *Coco* and *Incredibles 2*.

Computer Animation

You'll develop the personal and professional capabilities to succeed in the highly competitive creative industries of animation, VFX, virtual and augmented reality, and more.

sva.edu/comp

Narrative Workshop • Basic Cinema

4D • Narrative Workshop • VFX and

Motion Graphics • Creature Creation •

Procedural Art • Video Game Design

• Figure Sculpting for the Computer Animator • Character

FX • Three-Dimensional Digital

Sculpture • Python Scripting

for Maya Artists • Bits, Bytes,

Curriculum

- 72 credits in studio
- 30 credits in humanities and sciences
- 15 credits in art history
- 3 credits in elective courses

Megabytes: Foundations of Computer Generated Imaging

• Life Drawing for Computer Animators • Sound and Vision:

Producing a Soundtrack • Advanced Sound Design and

Mixing • Lighting and Rendering • Digital Matte Painting with

Photoshop • The Business of Being an Artist • Introduction

to VFX Animation and Houdini FX • Character Concept and

Creation • Collaboration in Computer Art ✕

NOTABLE SCREENINGS

- Animafest Zagreb
- Animation Dingle
- The American Pavillion at Cannes
- Annecy Animated Film Festival
- Cannes Short Film Corner
- Hiroshima Stars of Students Showcase
- Siggraph
- Siggraph Asia
- Tricky Women Festival

STATS
62 courses

353 students

92 faculty

LEARN

- 3D Modeling
- Lighting
- Texturing
- Character Animation
- Motion Capture
- Visual Effects
- Green-Screen Studio Techniques
- Compositing
- Rotoscoping
- VFX animation
- Fluid, Smoke, Fire Simulation
- Hair and Fur Simulation
- Real-Time Rendering
- Visual Storytelling

Our alumni credits include

Solo: A Star Wars Story, Star Trek: Discovery, Monsters University, Ice Age, Beauty and the Beast, Coco, Cars 3, Finding Dory, Stranger Things, X-Men: Days of Future Past, Deadpool, Spider-Man: Into the Spider-Verse, Trolls World Tour, Onward, Frozen II, Spies in Disguise, Scoob!, Dolittle, The Call of the Wild

check out our student work >>



/svacomputerart



/svacomputerart



▲ SUNHEE JUNG



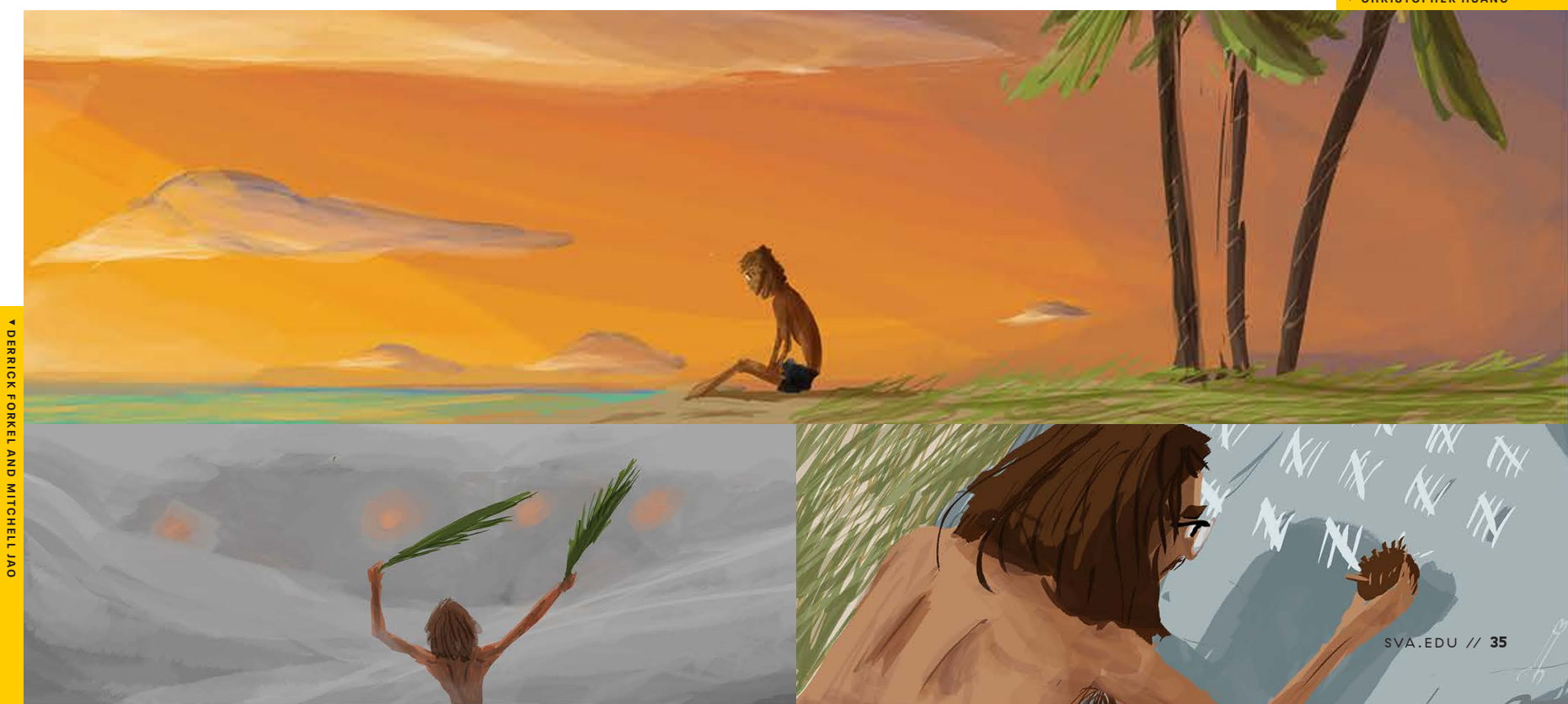
▲ NIKKI CONERO AND JACK SZYNAKA



▼ CHRISTOPHER HUANG



34 // SCHOOL OF VISUAL ARTS

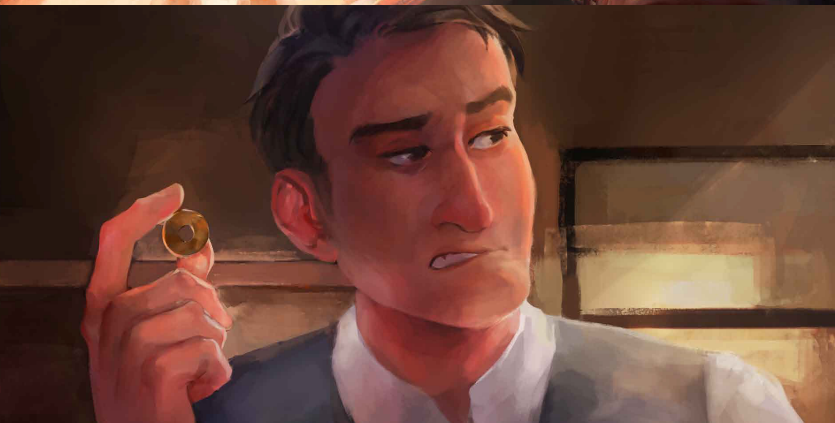
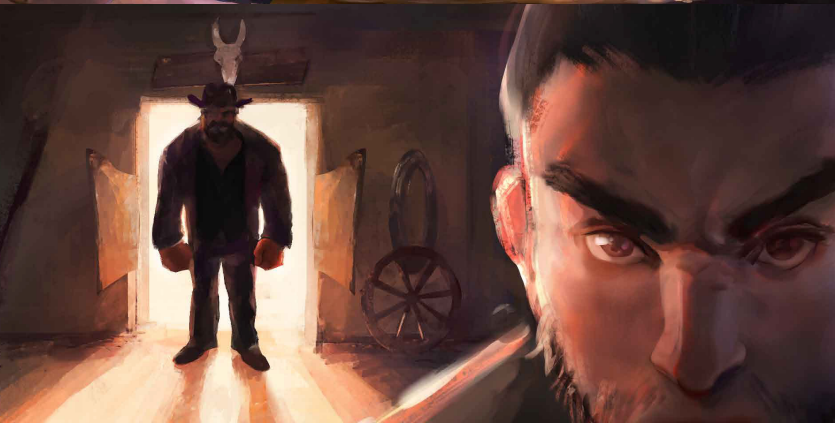


▼ DERRICK FORKEL AND MITCHELL JAO

SVA.EDU // 35



ANDY TAI AND EDUARDO ENRIQUETZ



MATT CERINI



YEBIN AHN, BYEORI KIM, AND HAEDUN WOO

BEAUTY IS WITHIN THE EYE OF THE BEHOLDER

INSEYED

A FILM BY JESS HUDAK

AN SVA ORIGINAL Presents INSEYED Created by JESS HUDAK

Starring DESDAMONA PERSEPHONE



A SHORT FILM BY MATT CERINI

Our mission is to educate designers who can think conceptually and create innovative solutions to design problems.

design

Students will learn **scale**, symmetry, tension, line, color, tone, balance, perspective, contrast and pattern, all while immersing themselves in the nuances of the Adobe Creative Cloud, Sketch, Figma and all other industry-related digital platforms.

Classes are often held directly at the design agencies or media companies

where the instructors work, such as Facebook, Google, Instagram, R/GA, The New York Times, Collins and Pentagram.

STATS

133 courses

841 students

159 faculty

ALUMNI SPOTLIGHT



Timothy Goodman

(BFA 2007) is a designer, illustrator, muralist and author of blog and book *40 Days of Dating* and *12 Kinds of Kindness* (among others) and recently launched a collection of clothing with Uniqlo.

Our students

and alumni garner more than half of the 500 entries to design competitions, an unparalleled achievement in design education. These include

- Graphis New Talent Annual
- Graphic Design USA
- The One Club for Creativity
- D&AD
- The Type Directors Club
- Step Inside Design
- Communication Arts
- Red Dot
- Cannes Future Lions
- Guggenheim
- Print Magazine
- Chronicle Books

WE SPECIALIZE IN

- GRAPHIC DESIGN • MOTION GRAPHICS • 3D DESIGN • INTERACTION DESIGN • INTEGRATED ADVERTISING • VISUAL STORYTELLING • BRANDING AND SYSTEMS • CRITICAL THINKING • INFOGRAPHICS • ENTREPRENEURSHIP • ZINES

@svabfadesign

@sva_advdesign

check out our student work >>

sva.edu/des

Our award-winning faculty, which includes ADC Hall of Fame laureates (Louise Fili, Kevin O'Callaghan and Paula Scher), AIGA Gold Medal winners (Gail Anderson and Debbie Millman), ADC Young Guns (Pablo Delcan) and Forbes 30 under 30 in Art and Style (Pablo Delcan, Saad Moosajee), provide instruction, networking and internship opportunities for students.

Interaction Design and Communication • Editorial Design • Visual Storytelling: Autobiography Through Visual

Language • Information Graphics: How to Present Information Visually • History of Type: Stories Secrets, Experiments and Accidents • Website Design • Drawing Inside Out for the Designer • Interaction Design, Coding and Content Strategy • Honors: Visual Identity and Multimedia • Brand Identity: Creating an Image • MoGraph Essentials — Cinema 4D and After Effects • Design for Social Change • Design Thinking • Thinking Design • Creating Augmented Reality • Designing a Business • Differentiate or Die: How to Get a Job

COURSES

Curriculum

- 72 credits in studio
- 30 credits in humanities and sciences
- 15 credits in art history
- 3 credits in elective courses

When You Graduate • Toys and Games ✕

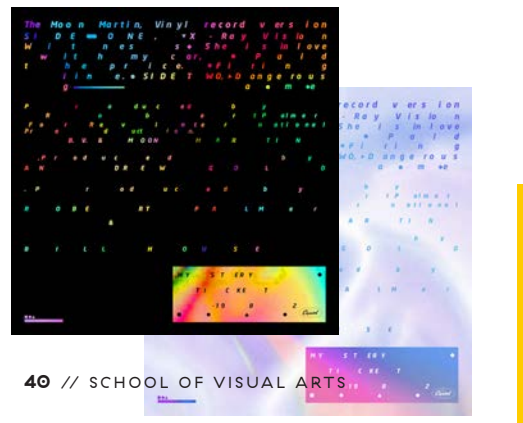


Y CHAEI MO

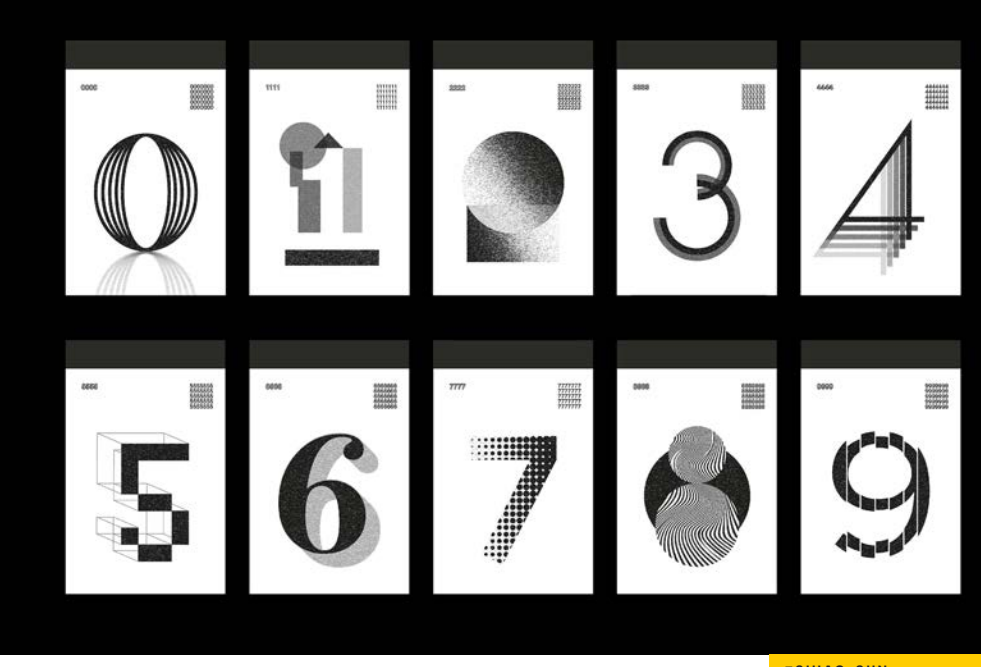
JULIA YU



RACHEL HYEIN KIM



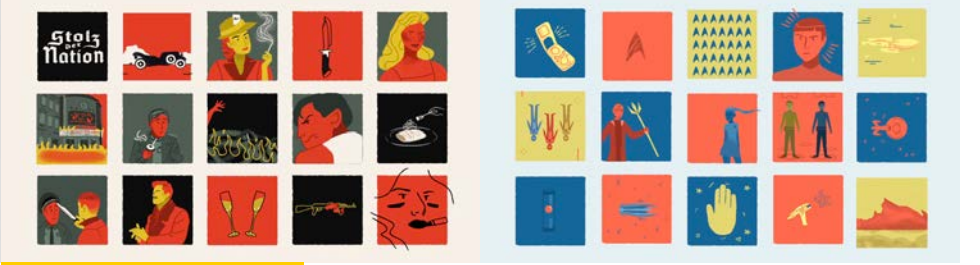
QUYANG FU



Y SHAO SUN



YANELISA ROSARIO, CHRIS PALAZZO



YKANISHA ULYSSE



YDIANA MARIANOVSKY



FILIPA MOTA



YGEORGE CHRIS SOTO

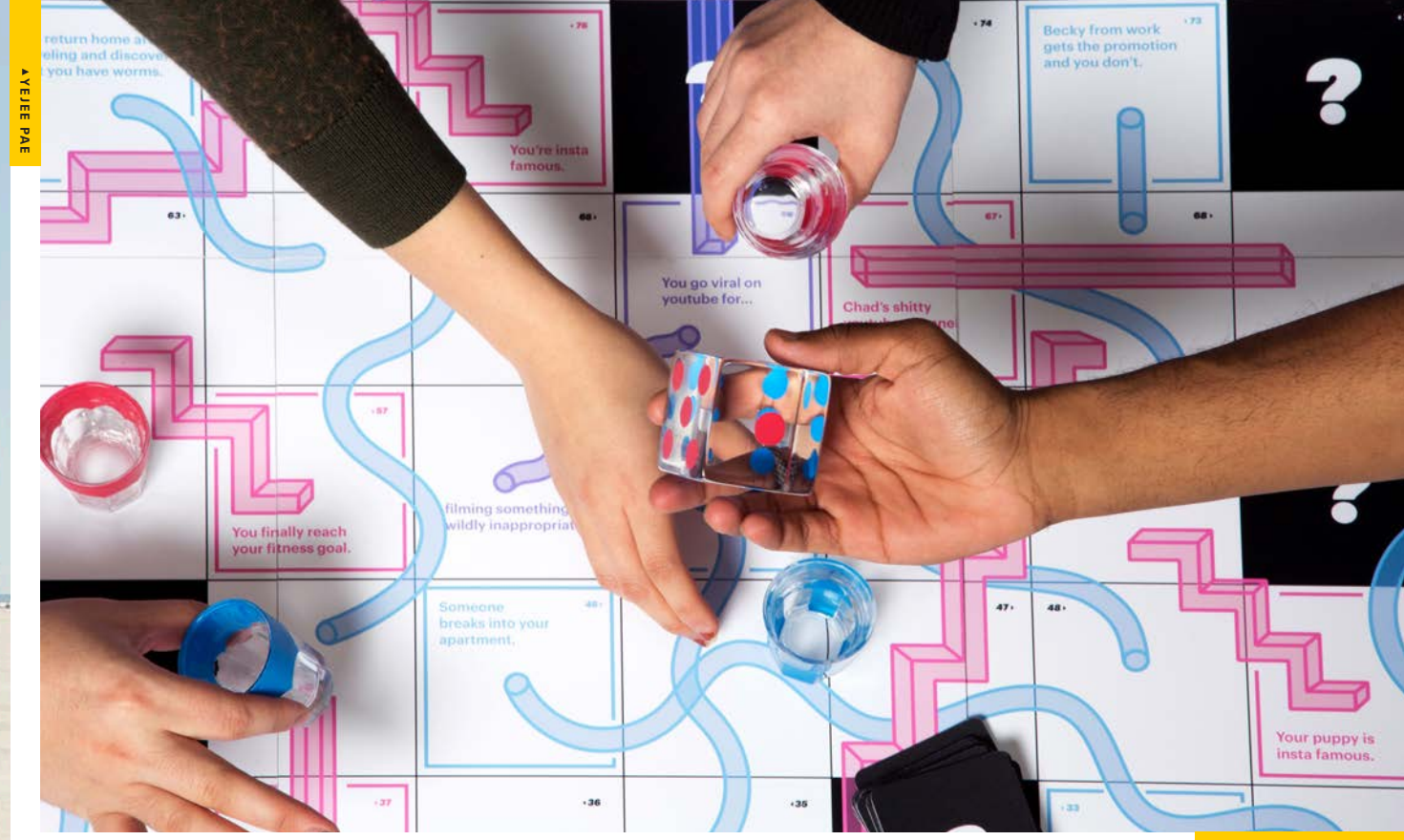


▲ JAMES TANG

▼ YESEUL OH



▲ YAO YAO

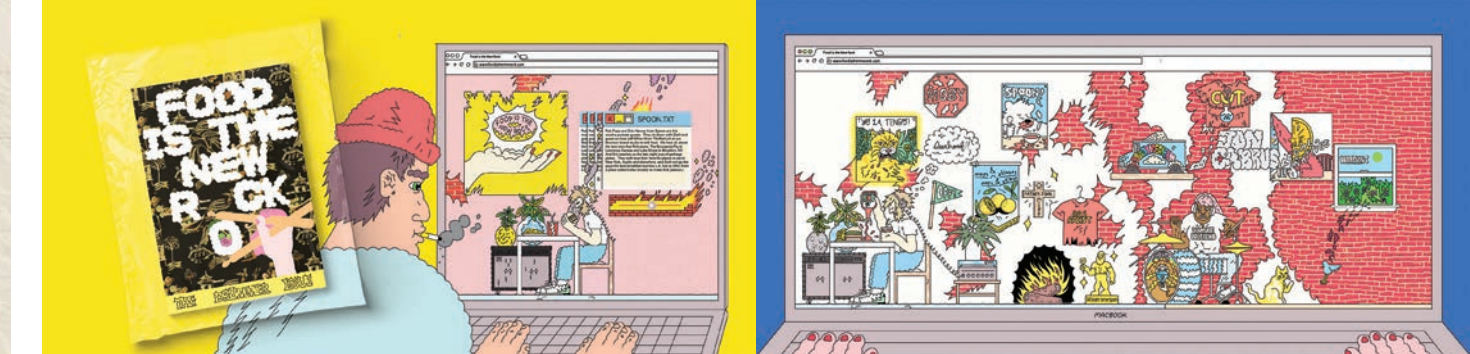
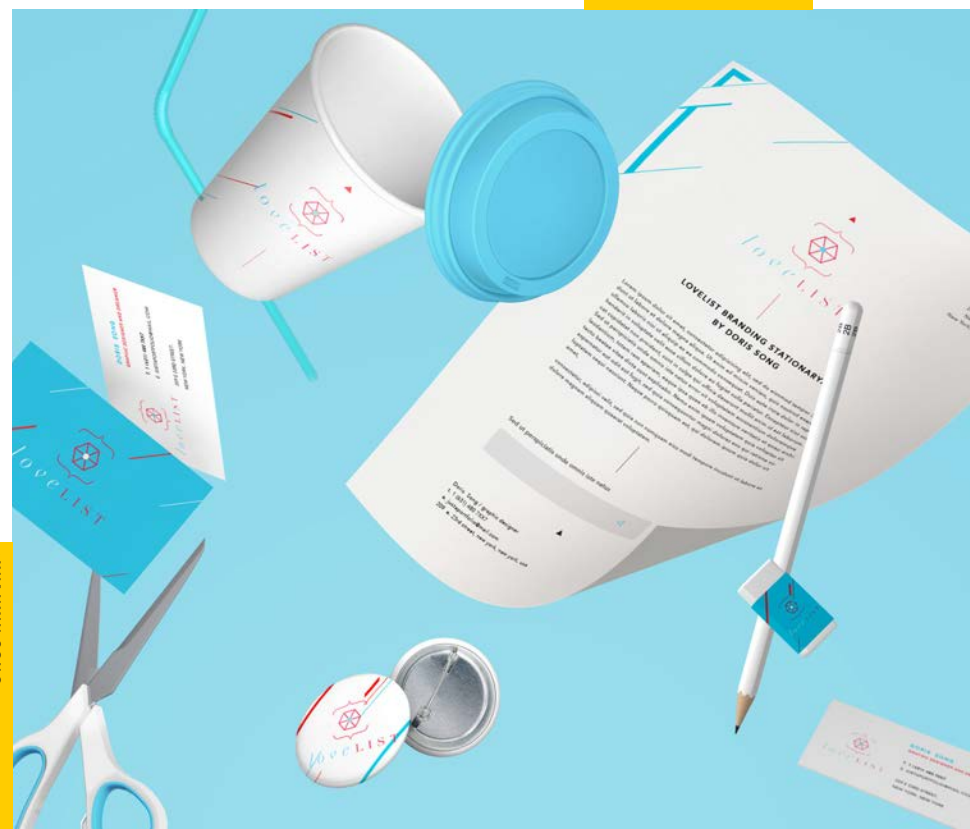


▼ TADAM PAPROTA

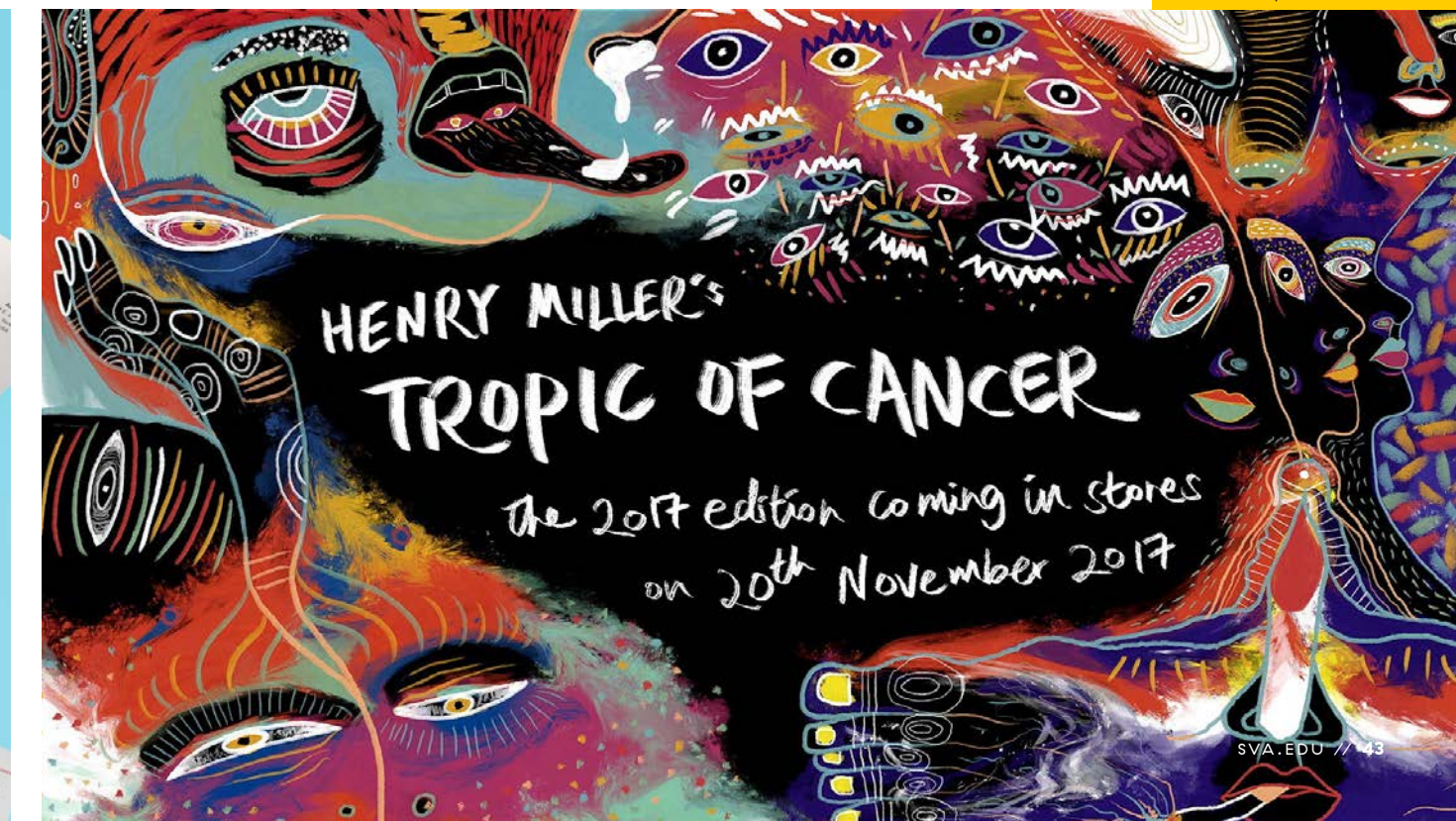


42 // SCHOOL OF VISUAL ARTS

▲ YUANXIN SONG



▼ DANICA TAN, ADAM GAULT



SVA.EDU // 43

75 courses
348 students
59 faculty

To be an independent filmmaker in the age of streaming, you need an education that allows you to succeed in the media you choose—film, television, internet—to move from one to another, back again and on to whatever comes next.

FILM

Our faculty work at the top of their fields—and insist we stay ahead of the curve in equipment and technology. They bring in their peers to work with our students, and they bring students on set, into studios and to professional events to give them first-hand experience.

Specialize in

- Screenwriting
- Directing
- Cinematography
- Editing
- Sound

We're the BFA program with an MFA attitude—work hard and you'll graduate with a serious body of work. Many students go straight into the companies they intern for. They are welcomed

onto sets all around the globe. Professionals know who they can rely on—and SVA Film grads are proud to be recognized in every corner of on-screen story-making.

ALUMNI SPOTLIGHT



"Balancing the technicals with storytelling helped round out my knowledge and gave me an edge. Being able to know how to use the tools and when to execute them allowed me to rise quickly."
—Jared Simon, BFA 2015, editor (assistant editor, *Ad Astra*)

Alumni credits include

- Randall Emmett, producer, *The Irishman*
- Dan Minahan, director, *Game of Thrones*
- Gillian Robespierre, writer/director, *Obvious Child*
- Mark Ulano, sound mixer, *Once Upon a Time in Hollywood*
- Michael Giacchino, composer, *Up*
- Crystal Moselle, documentarian, *The Wolfpacks*



courses >>

- Writing the Short Film • Directing for Film • The Art of Editing • Advanced Sound Production • Documentary Workshop • Introduction to Mixing • Da Vinci Resolve: Color Correcting Your Film • Film and Literature • International Cinema • Masterclass in Cinematography • Production Design • Makeup for Film and Television • Writing

sva.edu/film

CURRICULUM

- 54 credits in studio
- 18 credits in studio electives
- 30 credits in humanities and sciences
- 15 credits in art history
- 3 credits in elective courses

- ing the Feature-Length Script • Directing Actors • Pitching and Development • Creative Producing • Experimental Cinematography • Recording Foley and Effects • Music and Sound Techniques • Postproduction: Structures in Storytelling • Sound Production • After Effects • Advanced Final Cut Pro • Avid • VR • Advanced Writing and Directing • Writing for Television ✕



A ALEX DEMARCO



A IGNACIO GARCIA FRY



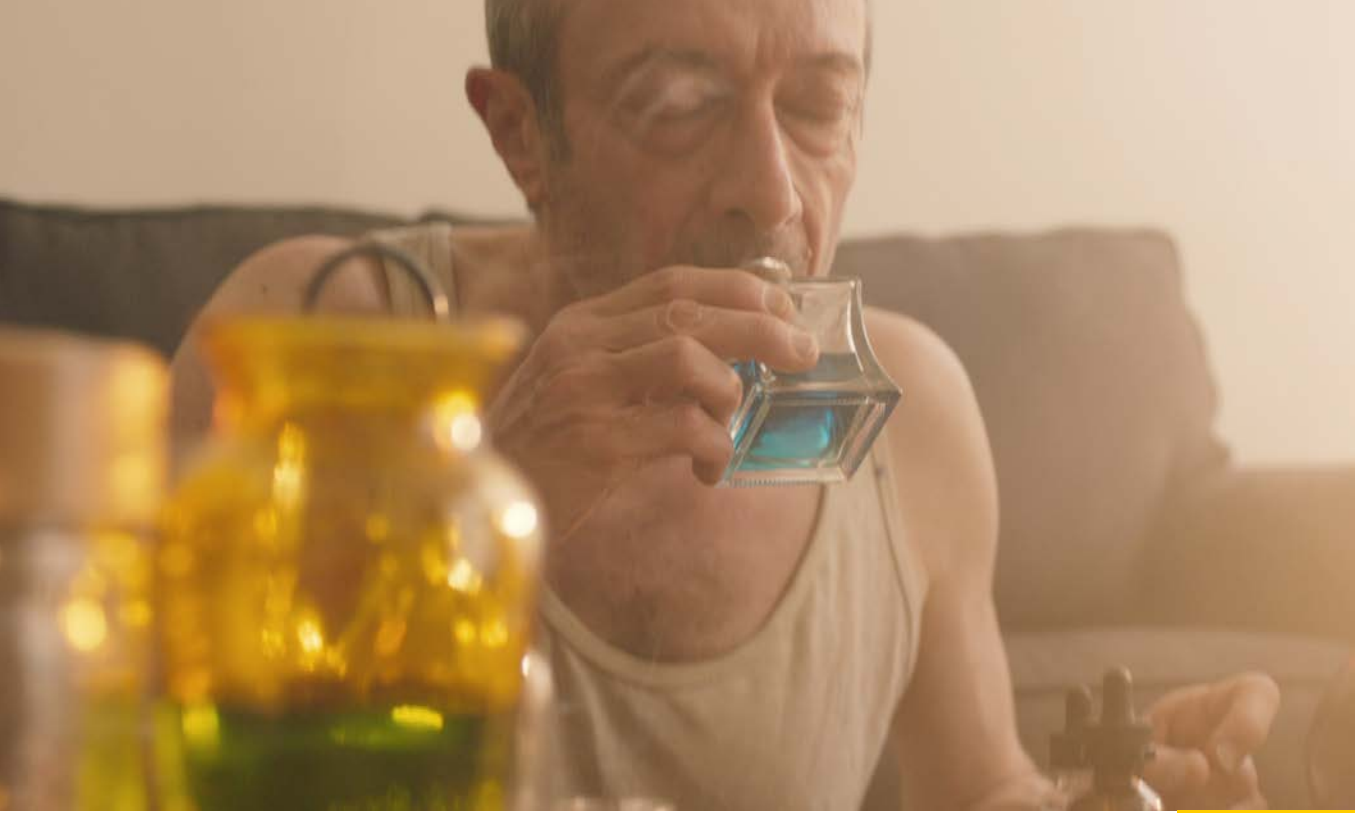
A DOMINICA GARCIA



▲ ADAM TRILLING



▲ STRAY CHEN



▼ TAL DRORI



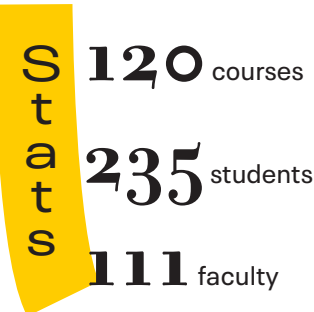
Fine Arts

We offer several concentrations in traditional media such as painting, drawing and sculpture, and in new media including video art, digital sculpture, embroidery and bio art. We also have collaborations with a bronze foundry, a glass atelier and a ceramics studio.

We are committed to creating networking opportunities for our students within the larger art and design worlds—including inviting gallerists and curators to Open Studio events twice per year to give our students a chance to make connections and be seen.



In addition to studio work, courses in art history and contemporary art theory inform creative approaches and aesthetic practices. BFA Fine Arts engages in project-based multidisciplinary learning with experts in several fields.



- @svafinearts
- /finearts
- /svafinearts
- svafinearts.tumblr.com
- @svafinearts

COURSES

- Painting and Photographic Sources
- Soft Sculpture
- Electronics and Interactivity
- Wearable Art
- The Abstract Image
- Performance Art
- Painting: Constructed Painting
- Metalworking Techniques for Sculpture
- Etching and Monoprint as Illustration
- Cut-and-Paste Workshop
- Embroidery and the Digital Sewing Machine
- Fur, Feathers and Scales: Comparative Animal Anatomy
- Digital Sculpture: Designing the Future
- Photography: Theory and Practice
- Textile Printing: An Introduction
- Sculpture Without Limits
- Urban Botanicals
- Body Casting
- Trans-Media Workshop
- Prometheus Unbound: An Introduction to BioArt
- Silkscreen: Build Your Own Business
- Ceramic and Mixed Media Installation



Alumni spotlight
Gary Simmons
(BFA 1988) has had three monographs of his work published and is in the collections of more than 20 institutions, including the Museum of Contemporary Art in Los Angeles, the Museum of Modern Art in New York and the San Francisco Museum of Modern Art.

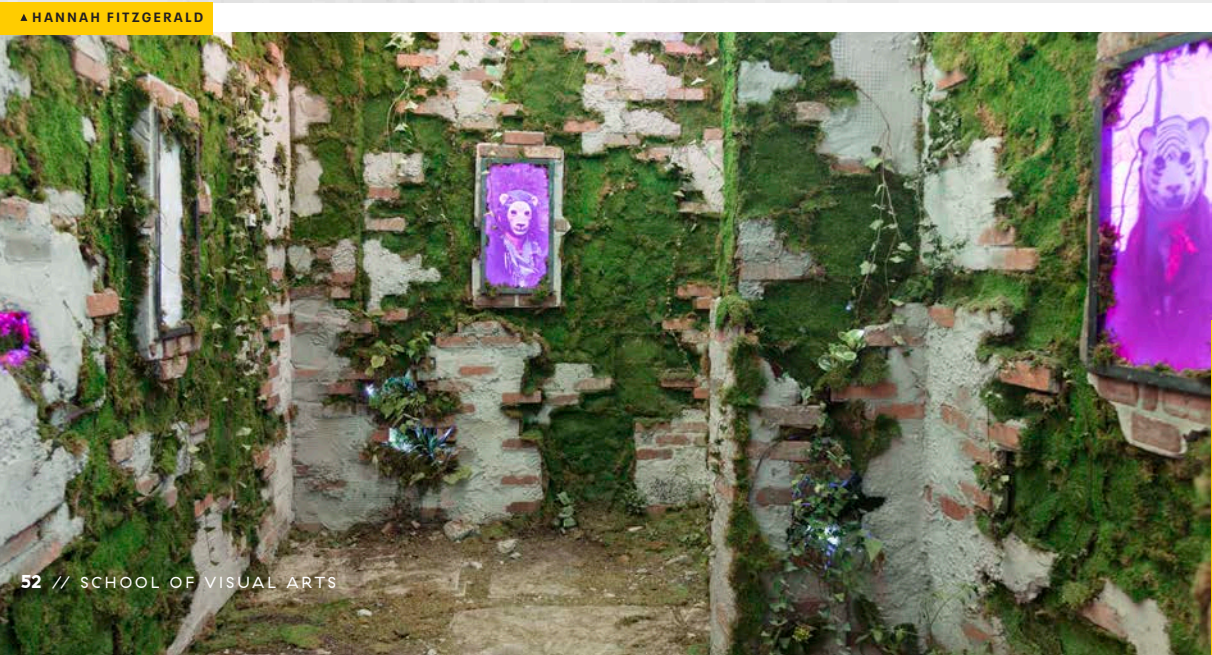
FACILITIES

in our West 16th Street building in the Chelsea gallery district include

- Fibers Lab
- Bio Art Lab
- Digital and 3D Printing
- Metalshop
- Exhibition spaces
- Library
- Woodshop
- Plaster and Mold Making
- Fine Arts Digital Lab
- Ceramics Studio

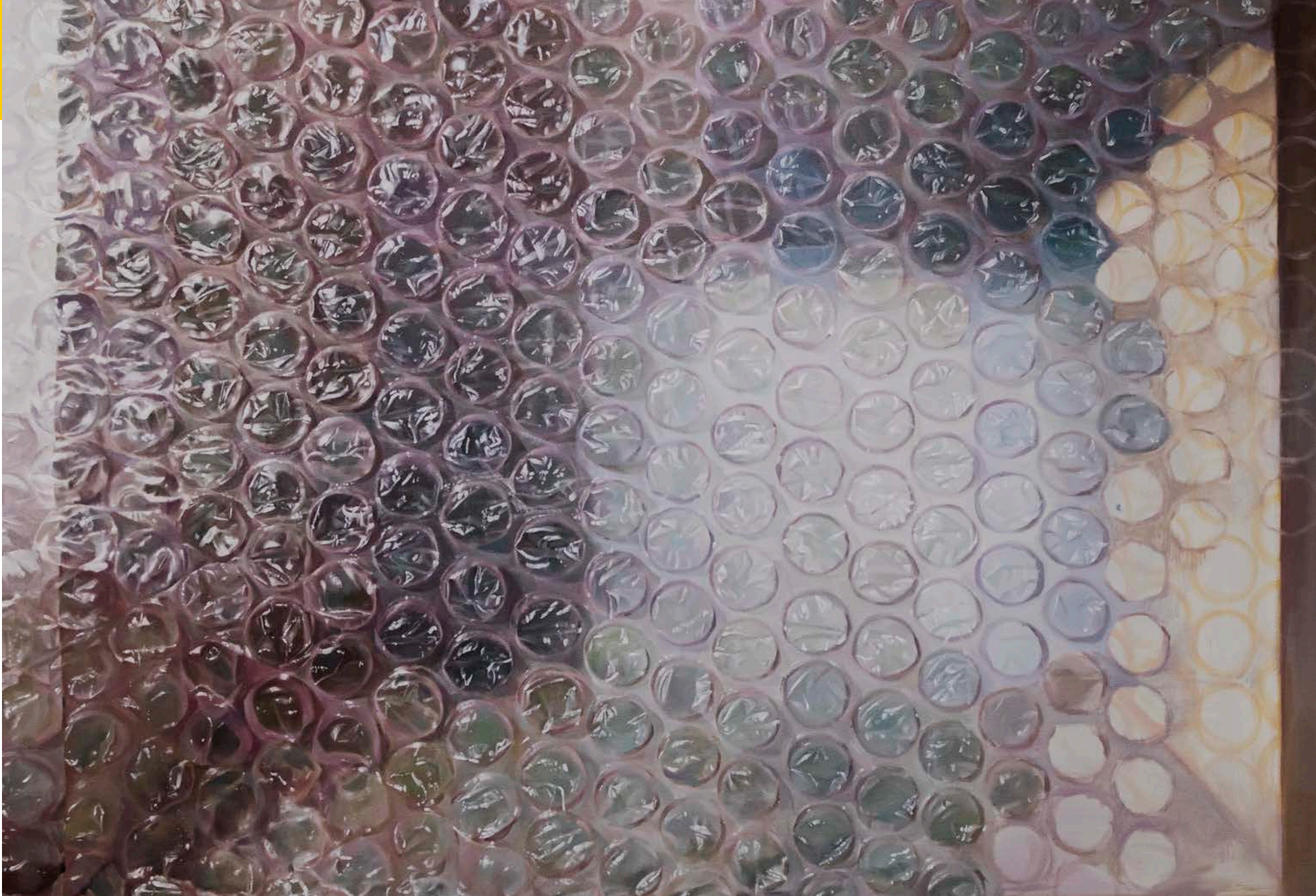


▲ XINRAN LI



▲ HANNAH FITZGERALD

▲ BJÖRGVIN JÓNSSON



▼ LI ZENG



▲ YESIYU ZHAO





▲ KIRIN PINO



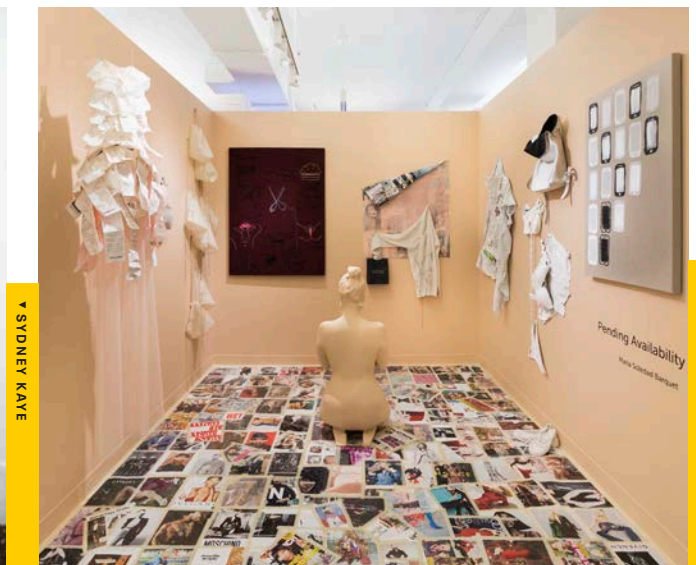
▲ ANDREW LEE



▲ S VON PUTTKAMMER



▲ SYDNEY KAYE



▲ MARIA BARQUET



Illustration

Master

Line / Form / Perspective / Atmosphere / Composition / Research / Rendering

Stats

90 courses
754 students
81 faculty

/svaillustrationcartooning



@svaillustrationcartooning



@svailluscart



Go to sva.edu/ill to learn more.

Successful illustrators must be able to interpret and illuminate ideas and to put their own personal stamp on visual solutions to the trickiest pictorial problems.

Skill alone does not make the artist. You need to think like an illustrator and attack image-making in creative and communicative graphic ways. Our curriculum allows students to choose their own artistic direction in this ever-evolving field.

SVA teaches the physical crafts of drawing and painting figuratively. Our students become masterful with a brush, pen, pencil or stylus, and on paper, canvas or computer screen.

Curriculum

72

credits in studio

30

credits in humanities and sciences

15

credits in art history

3

credits in elective courses

Awards

2020 Society of Illustrators Awards

Haolin Chi, **\$2,000** Nancy Lee Rhodes Roberts Scholarship Award; Patrick Edell, **\$4,000** Nancy Lee Rhodes Roberts Scholarship Award; Baoying Huang, **\$6,000** The Jon McDonald Scholarship; Jiawen Liang, **\$250** Norman Rockwell Museum Award; Mo Peng, **\$1,000** In Memory of Effie Bowie; Mai Ta, **\$3,000** Nancy Lee Rhodes Roberts Scholarship Award

Graphis New Talent Design 2019 Awards

(Class of 2018 Alumni)



SCHOLARSHIPS

The department awards the Gilbert Stone Scholarship, a full-tuition award to a student entering their senior year of study. In addition, the department awards various partial-tuition scholarships each year.

Alumni spotlight



Emmy-nominated artist and director **Mickey Duzyj** (BFA 2004) recently created and directed the Netflix documentary series *Losers*.

COURSES

Pictorial Fantasy Illustration • Drawing on Location • Experiments in Narrative • Fashion Illustration and Beyond • Puppetry Workshop • The Gouache Experience • Digital Environments and Periods • The Painting of Light • Surface Design • Pop-Up: 3D • Realistic and Fantastical Digital Painting • Collage Illustration • History of Illustration • Drawing with Ink for Illustrators • Two Eyes, a Nose and a Mouth • Costume, Concept and Environment • Laboratory for Moving Pictures—Adventures in Limited Animation • Children’s Book Illustration • Classical Realist Life Painting: Painting the Illusion of Life • The Beauty Mark • Designing Tattoos and Other Emblems • Watercolor Techniques • Animals and Creatures in Illustration • Between the Lines • The Poster ✖

Publications

Our alumni have been represented in *American Illustration*, *Communication Arts*, *Creative Quarterly*, *GQ*, *Juxtapoz*, *Mad Magazine*, *Scholastic Magazine*, *The New Yorker*, *The New York Times*, *UCDA Designer* and *The Village Voice*.



LYDIA KASSINOS



YANG DU



ZONER SIYI HEMU



ANNABELLE DOAN

XUEZHU WU



SVA.EDU // 59

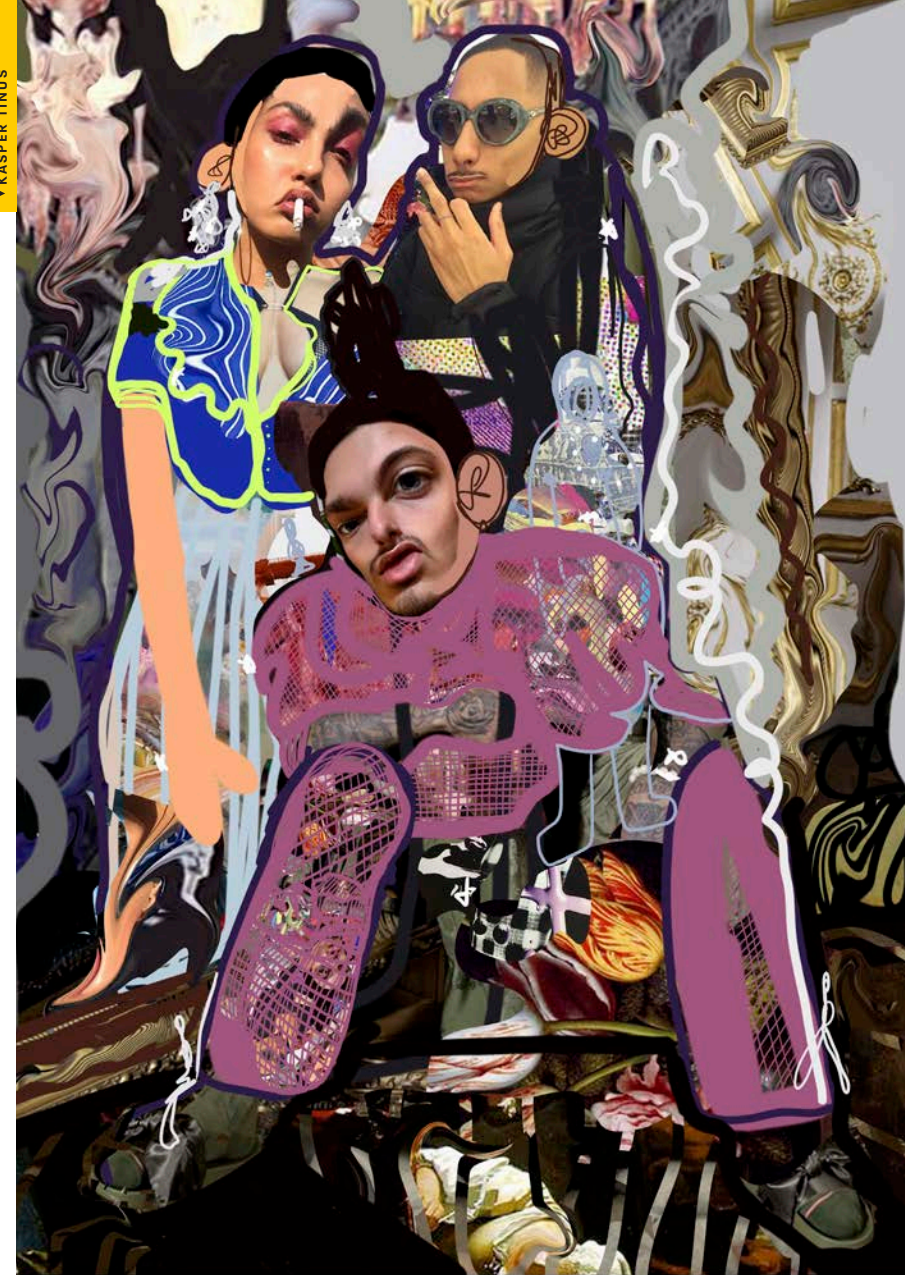


▲ BROOKE YAKKEY



▼ CHELSEA STINGEL

▼ ELIZABETH ITZKOWITZ



▼ KASPER TINUS



▼ JIAYIN SHI

▼ YORA XU



▼ ANYU WU



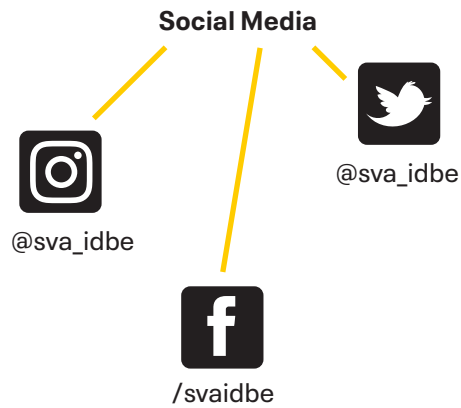
▼ BRIAN SOGNELLI



Students create in a studio environment with their own workspaces starting their freshman year and continuing into their senior year; juniors and seniors have dedicated computers in the studio for their own use.

Learning also occurs outside the classroom. Classes visit furniture, fabric, stone and industry-related showrooms and manufacturing facilities. Students are taught not just to specify and purchase products but to design products themselves, such as furniture, tile, lighting and carpet. Real sites are given as studio problems and hard-hat tours of actual construction sites, led by our faculty of working professionals, are a common part of our curriculum.

sva.edu/idbe



Interior Design: Built Environments

Our graduates have been employed within the interior design and architecture industry as designers, product specialists (furniture, lighting and finishes), project managers, sustainability specialists, interiors entrepreneurs and adaptive rehab specialists.

We teach design and technical skills, along with communication and professional practice skills, to provide a comprehensive education in interior design.

Stats

54 courses

72 students

34 faculty

Career Outreach Students learn the necessary computer software and design skills by the end of their sophomore year to compete for internships in the NYC market while they are still students. The faculty assists students with portfolio and CV preparation and connects them to interior design and architecture firms for internships.

Courses

Design/Build: Furniture • Drawing: Environment and Composition • Modern and Contemporary Interiors • Lighting and Specialty Design • Interior Design: Professional Practice • Design Concepts • Sustainable Design • Furnishings and Product Design • Principles of Interior Design • Drawing: Perspective • Interior Design Technology Laboratory • Introduction to Rhino and Digital Fabrication Concepts • World Architecture and Design • Construction Documents • Critical Thinking for Interior Designers •

We keep up with the latest technology, including virtual reality, where you can walk a client through a design.

Students present their work to internationally renowned interior designers and architects along with real-life clients.

THE INTERIOR DESIGN: BUILT ENVIRONMENTS PROGRAM is accredited by the Council for Interior Design Accreditation (CIDA). We educate students to be professional interior designers. An accredited degree is essential to prepare graduates to join the professional design, architecture and construction industries and to compete for certain scholarships.

Curriculum

75 credits in studio
30 credits in humanities and sciences
15 credits in art history

Influences in Contemporary Interiors • Drafting: Basic Building Systems • Interior Materials and Finishes • Computer-Aided Drafting and Design • Introduction to Design Interiors • Building and Interior Systems • Color Theory and Rendering • Introduction to Revit: Building Information Models for Interior Designers and Architects ✕

Our students have won numerous prestigious awards including 11 Angelo Donghia Foundation Scholarships (\$30,000 per award).



Alumni SPOT-LIGHT

AMBAR MARGARIDA (BFA 2009), a principal at Spacesmith, was featured in "40 Under 40" by *Building Design + Construction* (SEPTEMBER 2018).

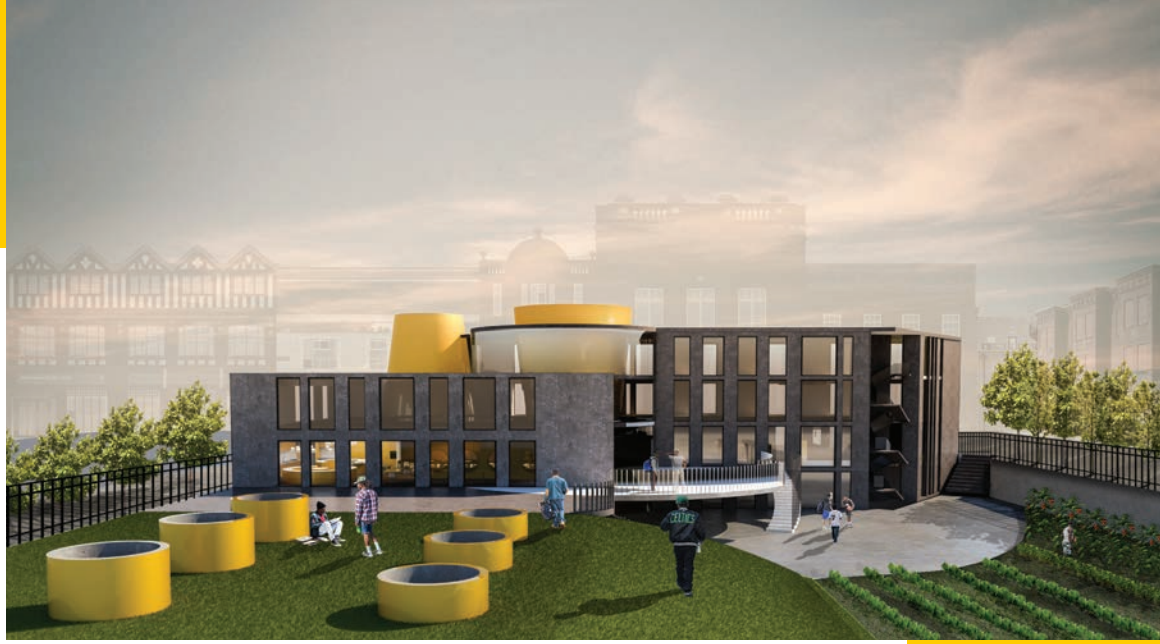


▼ KAYLA NESTOR

▲ DIANY YUANYUAN CHEN



▲ TINA KVELASHVILI



▼ MARTIN MANH NGO



▲ FUAD KHAZAM



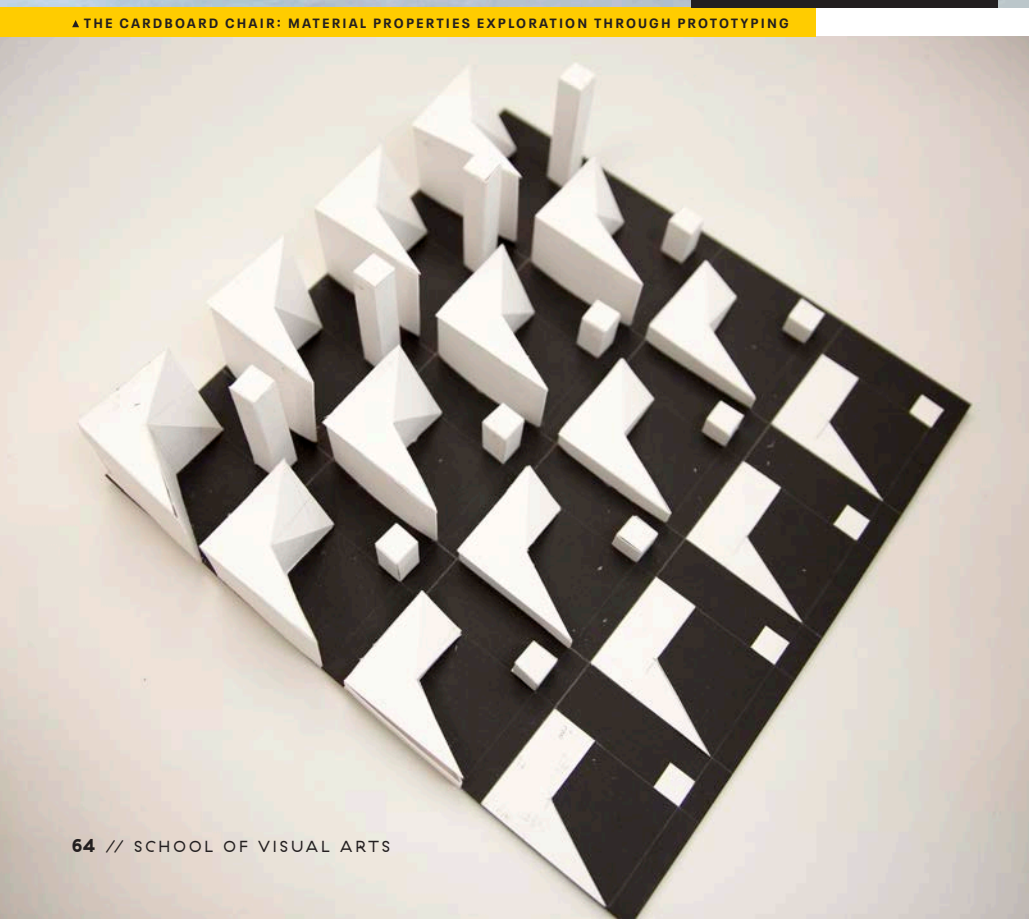
▼ YIJING JING WANG



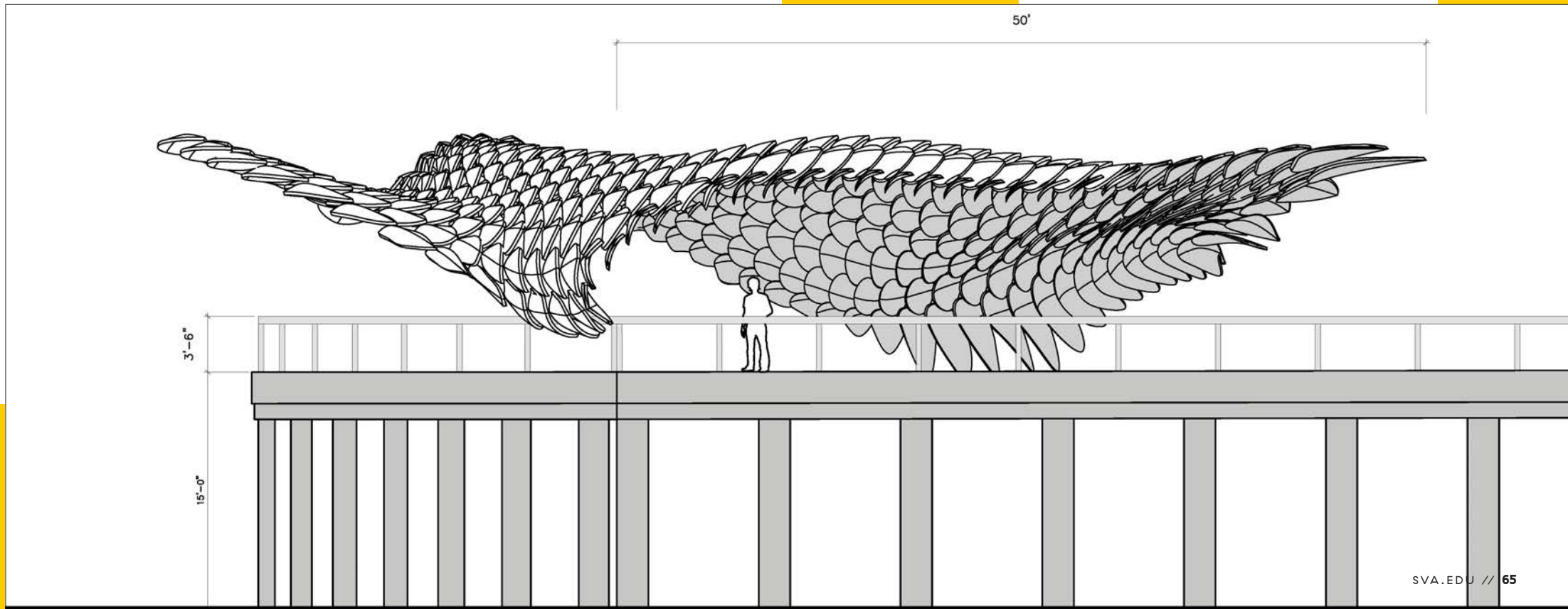
▲ ANDREINA FIGUEIRA

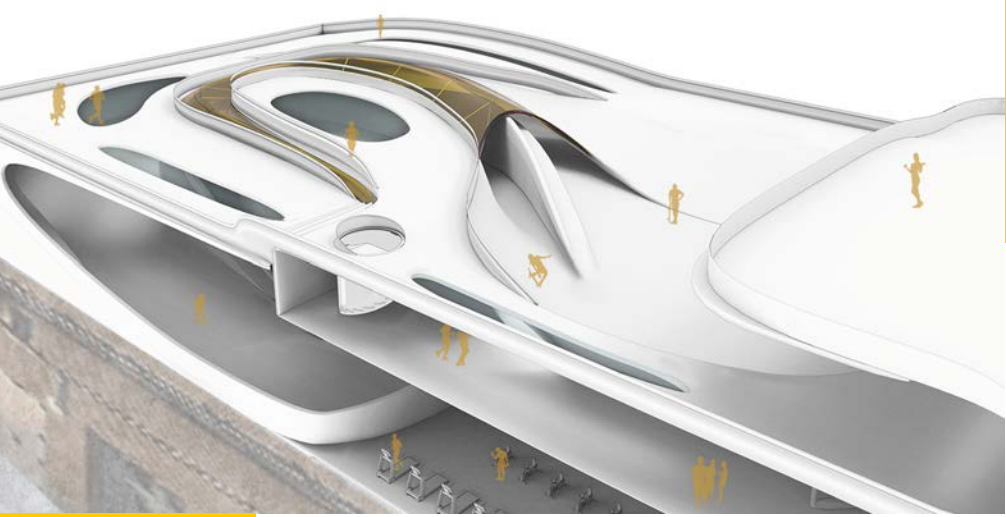


▼ JAMES SEO



▼ YIJING JING WANG





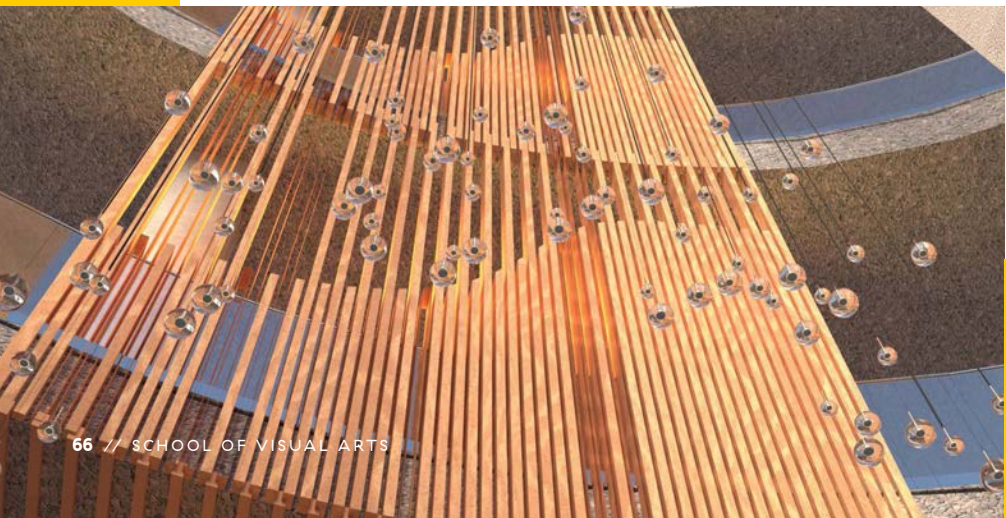
A BRANDON PERLER



A JASON HWANIL CHANG



A MINJI KIM



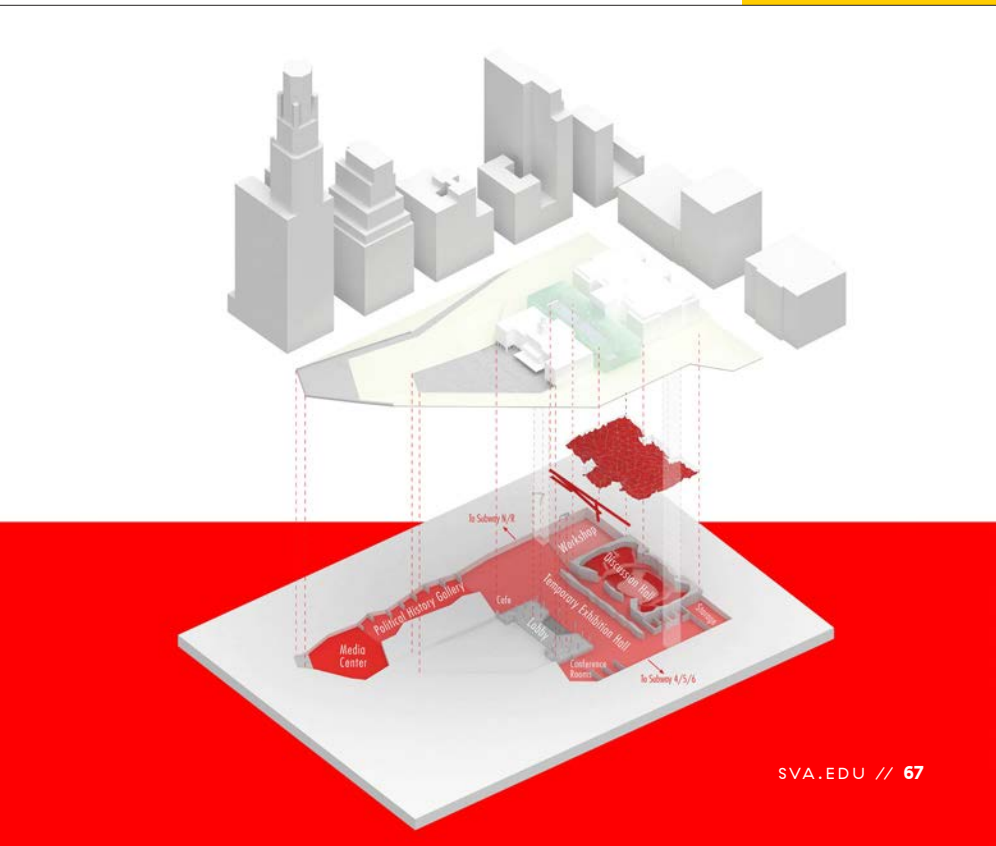
V DINA SAID



Y LUCY MEICHUN CAI



Y MICHAEL HOUR



PHOTOGRAPHY

AND VIDEO

Our program grounds you in the creative and technological skills of the photography and video mediums and teaches the practical and strategic knowledge of the professional world.

You will learn how to use the latest equipment and master the technology. We will also help you cultivate a signature artistic style that will set you apart from the competition and get your career started.

You'll have access to our recently renovated, cutting-edge facilities for both darkroom and digital development, use of medium- and large-format cameras and workstations with the full video-editing suite.

SOCIAL MEDIA



bfaphotovideo.sva.edu

Curriculum

72 credits in studio
30 credits in humanities and sciences
15 credits in art history
3 credits in elective courses

S T A T S

77 courses
392 students
85 faculty

Students have the opportunity to pursue all genres and aspects of the mediums, including

- Art
- Fashion
- Portraiture
- Documentary
- Landscape
- Still-life
- Experimental
- Narrative



A L U M N I S P O T L I G H T

Zackary Drucker (BFA 2005) has exhibited her work around the globe, including at the Whitney Biennial 2014, and is a producer on the television series *Transparent*.

Alumni gallery representation includes

- Julie Saul
- Yossi Milo
- Yancey Richardson
- Daniel Cooney Fine Art
- ClampArt
- Foley Gallery
- Janet Borden
- Mitchell-Innes & Nash
- Luis De Jesus
- Mini Title

Alumni work has been featured in the following publications

- Vice Magazine
- TIME
- The New York Times Magazine
- Bloomberg Businessweek
- New York Magazine
- Interview
- British Journal of Photography
- PDN
- Smithsonian Magazine
- It's Nice That
- Harper's Magazine
- Oxford American
- Aperture
- The New Yorker
- Wired

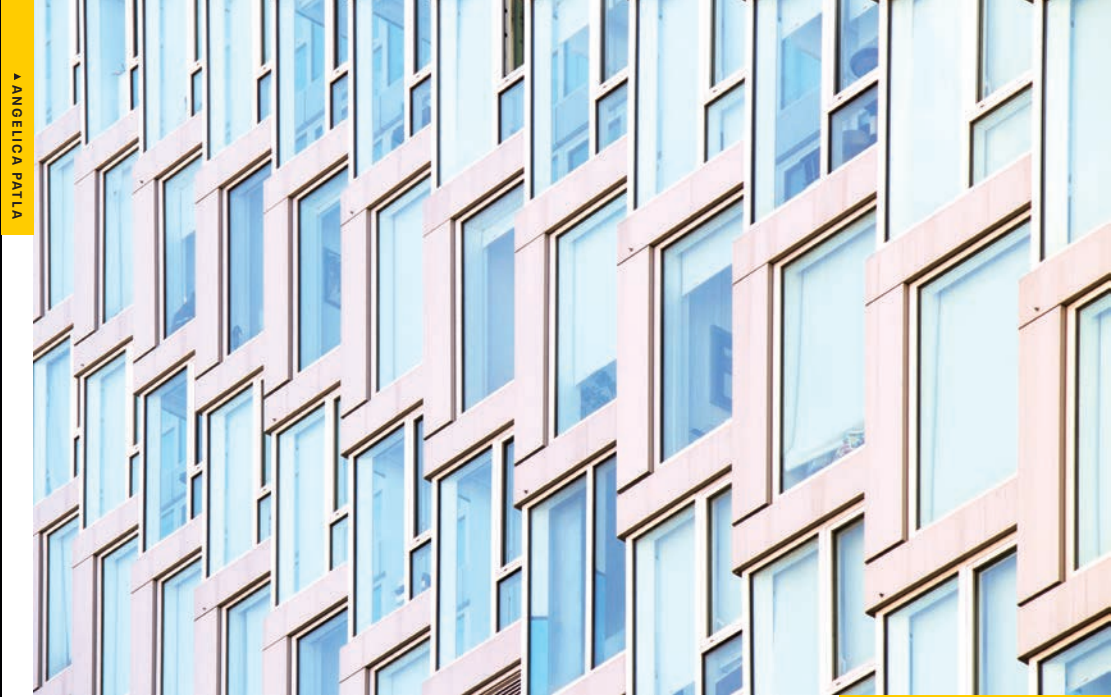
C O U R S E S

A Survey of Portraiture • Go Shoot Yourself • Digital Photography • How to Make It as a Working Photographer • Introduction to Alternative Process • Experimental Documentary Video • The Visual Diary • Performance, The Body: Photography and Video • Compositing with Adobe After Effects • The New Hegemonic: Explorations of Gender, Race, Ethnicity and Sexuality • Visual Literacy Survey • Wood, Rubber, Leather and a C-Clamp • Volumes: Photography and Art Books • Location Photography • Explorations in Abstract Photography • Still Life 4 Real Life • Digital Studio:

Advanced Lighting Techniques • Light Lab • Exposing History • Production and Logistics • Advanced Video: Music Videos • Advanced Fashion Studio • Advanced Video: Fashion Video Analog • Color Darkroom • 3D Portraiture ✕



▲ MIA MUELLER SCHOELL



▼ OLIVIA GHIM



▲ BROOKE BIONDI

▼ NICOLE COLLINS



▲ TORI KELNER



▲ CHRISTINE DLUG





▼ CAMERON MCLEOD

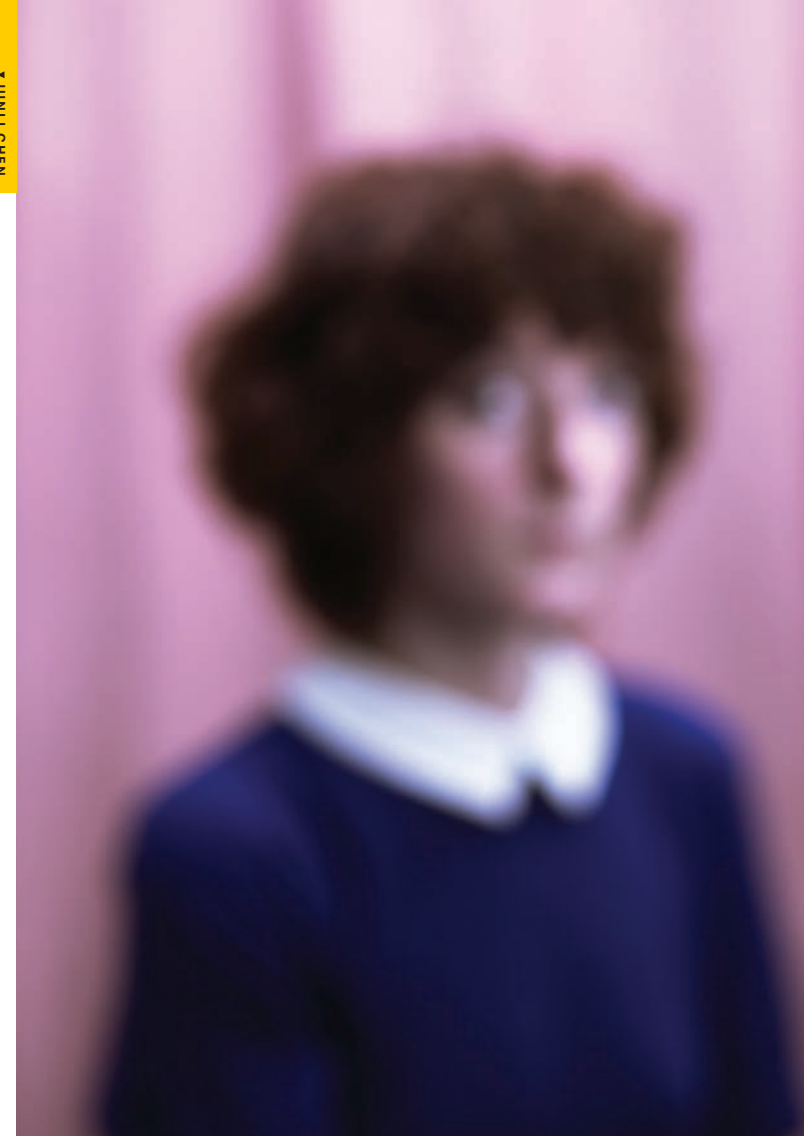


▲ LAUREN FRENZ



▼ JUNLI CHEN

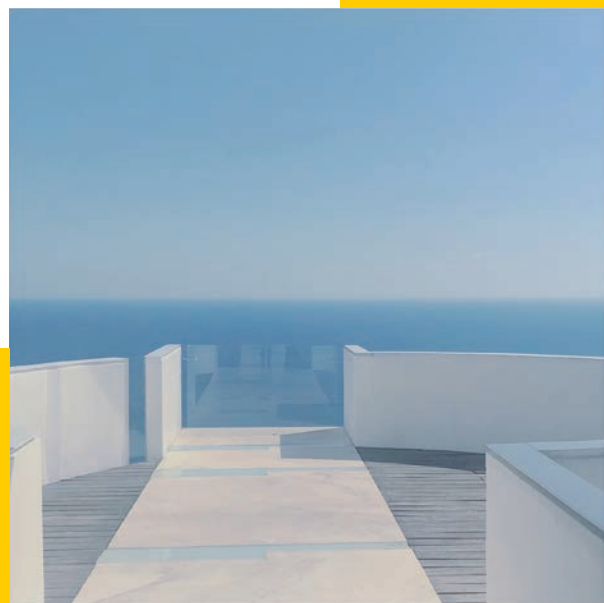
▼ SHIXIONG QIAN



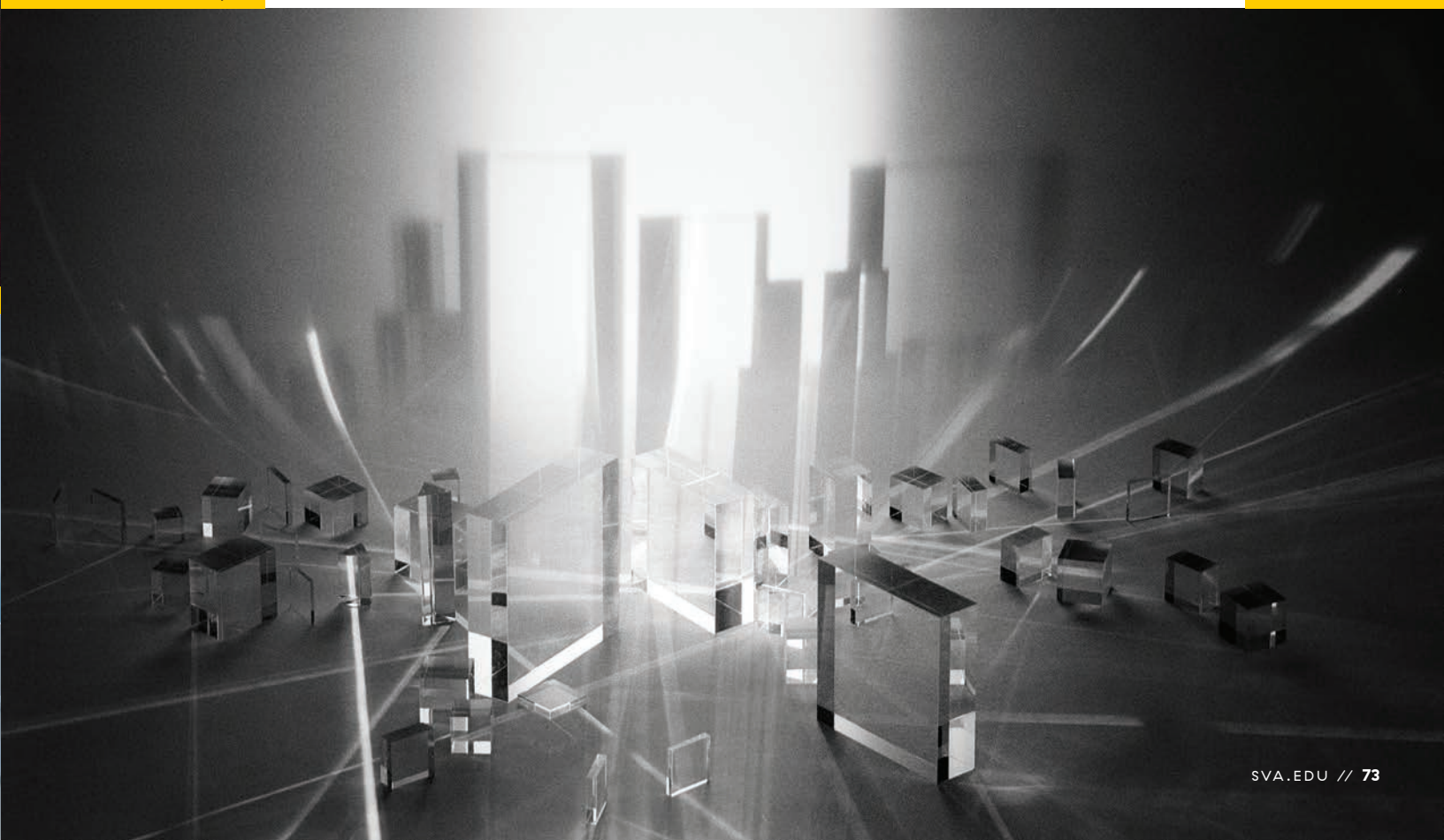
▲ KAITLYN COSTA



▲ DAN LEVITT



▲ DANNI XIE



Visual & Critical Studies

The Visual & Critical Studies (VCS) program is an extraordinary opportunity to unite your interests in art and design with a cross-disciplinary, individualized and academic experience exploring critically important societal questions.

We place significant focus on helping you explore, deepen and enhance your making, application and methodological skills so you are able to pursue both your artistic and intellectual passions resulting in a portfolio of experiences and work that will allow you to succeed in a career or an advanced degree.

You'll hone your making skills with studio courses while enhancing that development by taking courses from an internationally renowned group of artist-scholars in history, art history, literature, music and philosophy.

VCS.SVA.EDU

CURRICULUM

60 credits in studio
60 credits in visual and critical studies, art history, humanities and sciences

STATS

3:1 students to faculty ratio
12 average class and studio size

Choose and design your own studio course of study; options include

Drawing
Photography
Sculpture
Graphic Design
Digital Photo
Fine Arts

VCS students enjoy a personalized learning experience with facilities that include our own library and a gallery space.

Courses

Obsessive Painting
Lens Arts
The Nature, History and Practices of the Image
Sculpture
The Artist's Journal: Developing Content
Fiber Arts
Painting as Sorcery
Art and Politics
Watercolor Workshop
Visual Poetics
Life Drawing



ALUMNI SPOTLIGHT

"Visual, critical and multidisciplinary studies can carry someone into a diverse world, where creative jobs demand so much variety in knowledge and skill."
—Oona Tempest (BFA 2014), is a renowned sushi chef in New York City.

SOCIAL MEDIA



Sensational Painting and...
Space, Shapes and Techniques in the Studio
Reading, Thinking, Writing
The Industry of Art: From Curator to Artist to Dealer
Aesthetic Theory
Printmaking: Etching and Woodcut
Advanced Projects in Mixed Media
Digital Video
Visuality in Poetry
Theories of Vision and Color
Art Writing
Looking into Music
The Artist as Programmer

Connect your studio art with

History
Criticism
Theory
Philosophy

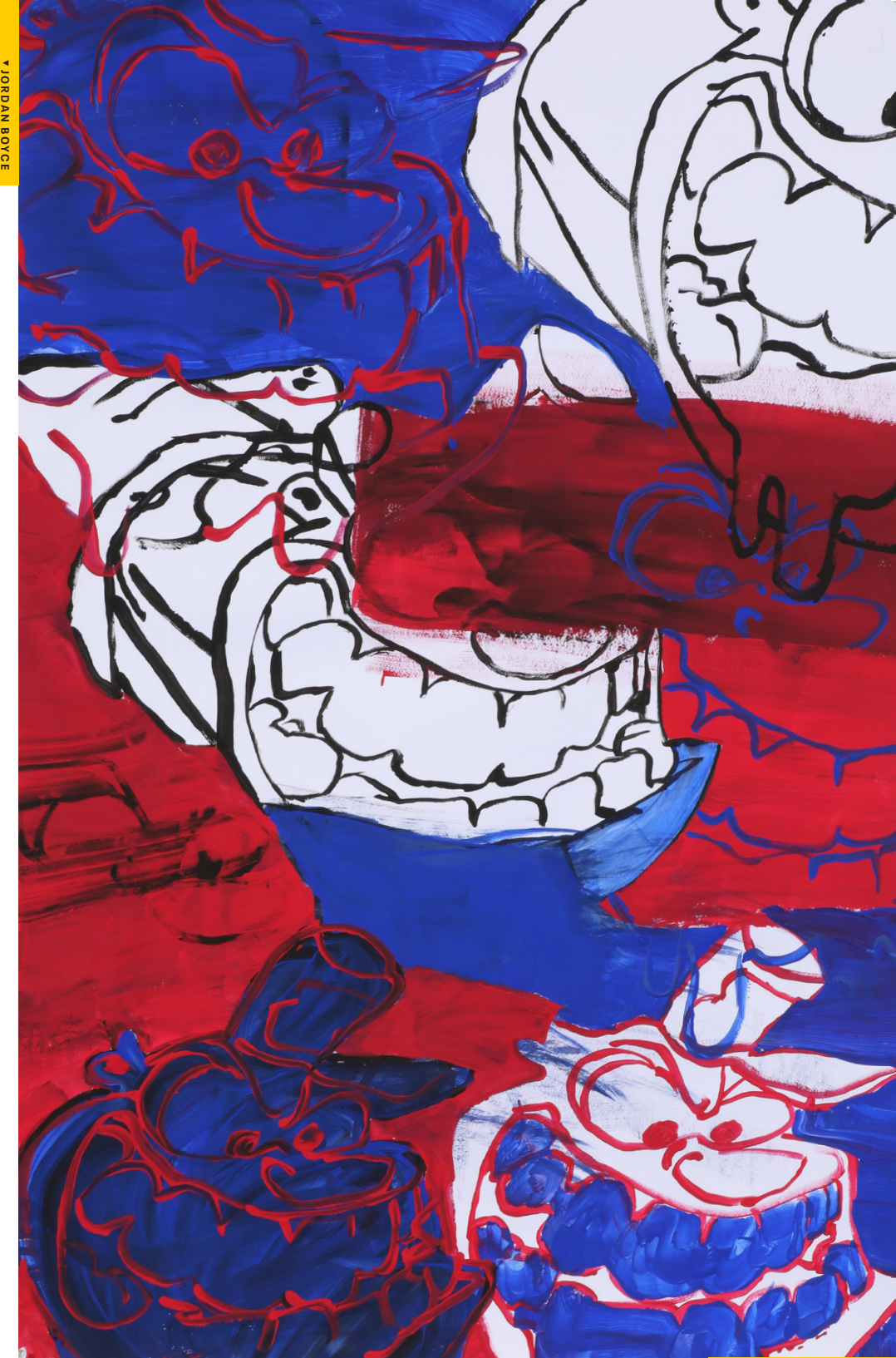


▲ ARIANA ASCHER



▼ EDEN MILLER

▼ LEAH BORDENGA



▼ JORDAN BOYCE

▲ MASON WILSON



▼ MAYA LUSKY



▼ BRITNEY NAJAR



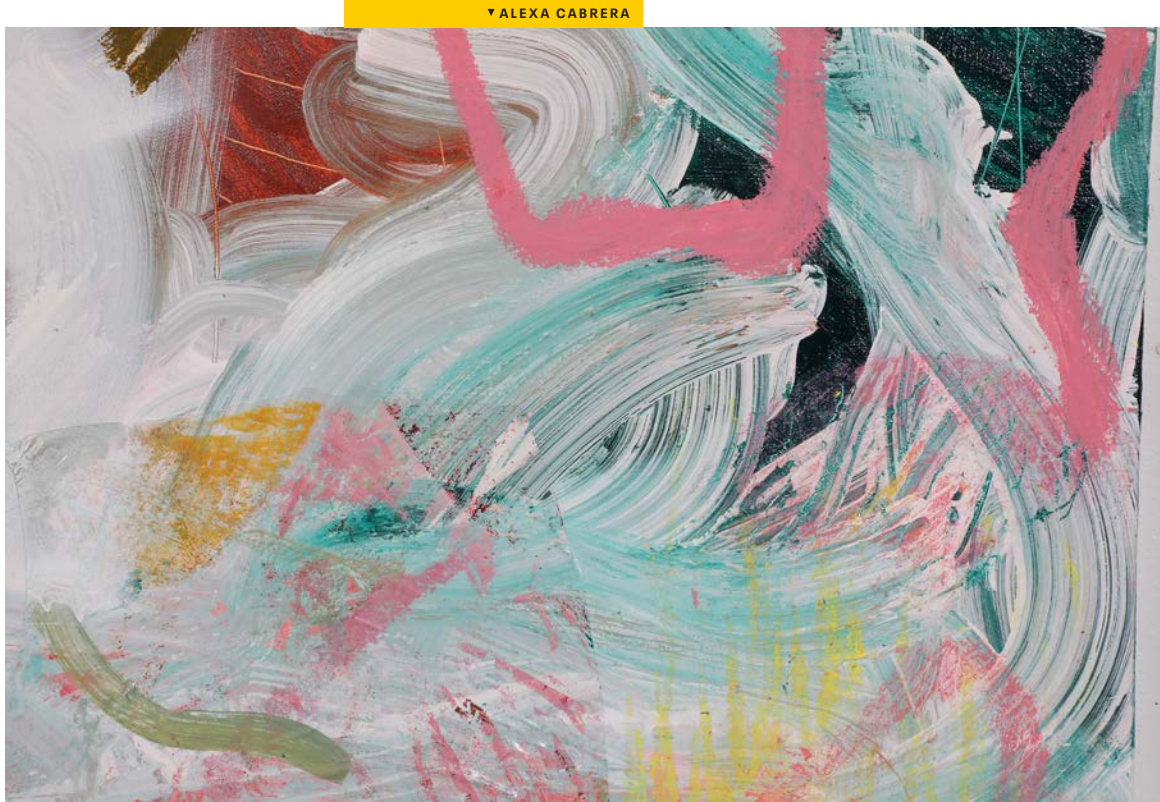
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▲ OLIVIA LI

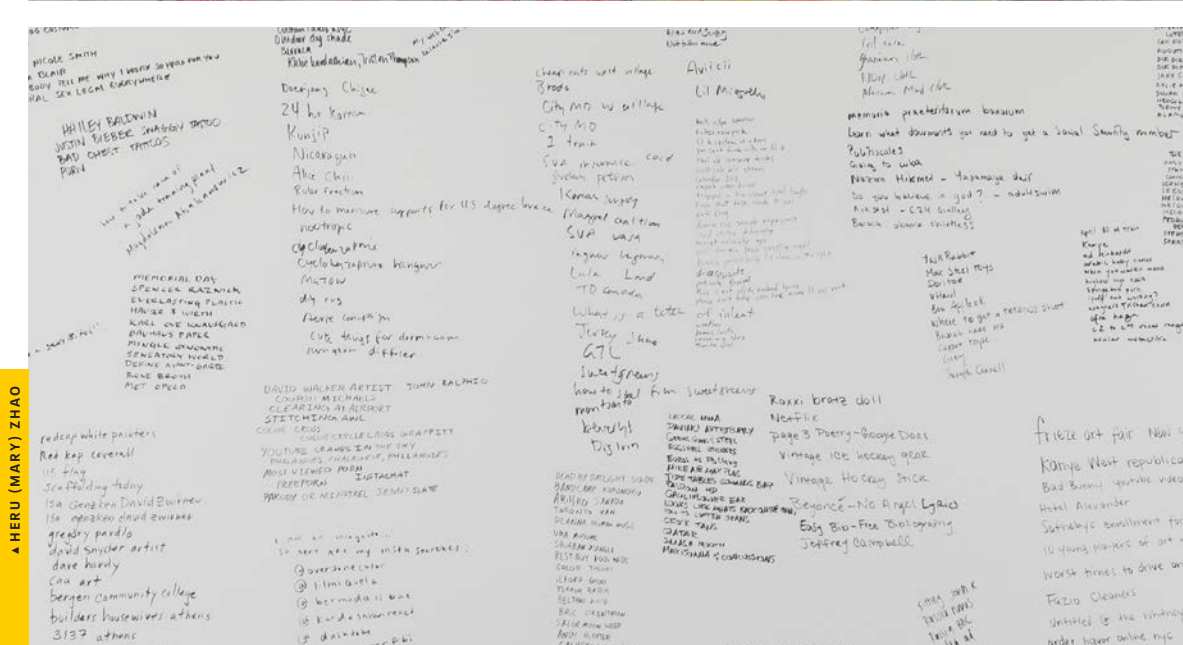
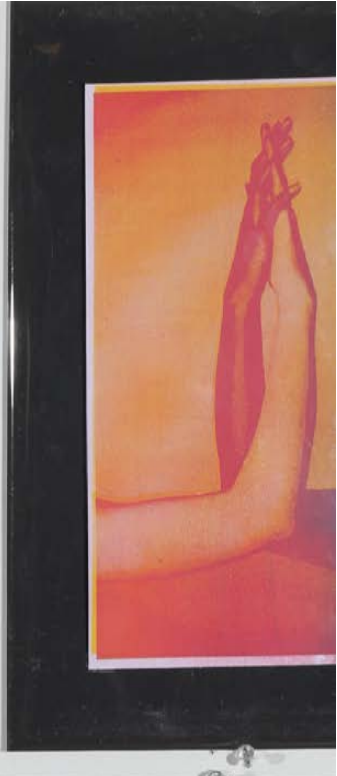


▲ EMILY JACOBY



▲ ALEXA CABRERA

▲ MEREDITH PADGETT



▲ HERU (MARY) ZHAO



▲ LAUREN (CHANEL) PATRICK



The Match Factory

An online publication featuring the written word and other creations from the SVA community



Humanities *and* Sciences

OFFERING MORE THAN 200 COURSES in 10 liberal arts and sciences disciplines, H&S provides the literacy and cultural knowledge necessary to make your education and art meaningful. We offer you the chance to explore historical events and social and scientific topics that shape and confront today's world. From Sophocles to Haruki Murakami, Johann Sebastian Bach to Cardi B, Karl Marx to bell hooks, you gain a cultural grounding that is at once classical and contemporary, canonical and cutting-edge. You'll discover that the deeper your knowledge, the more impact your work will have on the world.

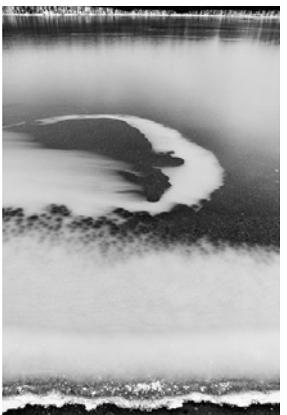
Stats
225 courses
106 faculty

H&S offers

The Writing Program, a 15-credit non-degree concentration, fosters creativity with language through critical and creative writing courses.

The Writing Resource Center, where students can access computers and meet with H&S instructors for writing consultation (writingresourcecenter.com).

A variety of English Language courses offerings for international undergraduate and graduate students; a peer-tutoring program; workshops to improve language proficiencies and academic skills; and, the English and Visual Arts (EVA) Program, a three-semester pathway program.



The Match Factory grew out of the Writing Program and is edited by faculty member Edwin Rivera who also oversees the annual Writing Contest open to all undergraduate students.

All students, staff and faculty at the College have the opportunity to see their work featured in this publication. You can view *The Match Factory* at svathematchfactory.com.



Humanities

- The Female Gaze**
- The Philosophy of Mind**
- Short Fiction**
- Modern Japanese Literature in Translation**
- Modern Revolutions**
- The New York Museum Language Experience**
- Existential Origins**
- Vision, Perception and the Mind**
- Introduction to Philosophy**
- Race and Ethnic Relations**
- 20th-Century Irish Literature**
- Restructuring the Narrative**
- Philosophy: Our Pursuit of Wisdom**
- Abnormal Psychology II: Psychotic and Character Disorders**
- Life Span Development: Adult**
- From Aristophanes to Woody Allen: An Introduction to the Arts and Forms of Comedy**
- The Mythology of War**
- Art and the Psyche**
- Paradigm Shift: Exploring the Links Between Lab, Studio Art and Existential Experience**
- TOEFL Strategies**
- Introduction to Poetry**
- Data Literacy and Visualization**
- Rights to Pleasure: Representations of Female Sexuality and Social Taboos in Philosophy and Cinema**

of Women • Medieval English Literature • Writing Beat • Art Theory: From Modernism to Postmodernism • Erotic Literature • Psychological Aspects of the Creative Process • Art and Revolution II: The Rebel • History of Jazz • Constitutional Law • Writing Fundamentals • The Visual Artist and the Law—History, Theory and Practice • Music in Culture • Workers of the World: The Representation of Labor • Astronomy

• Western Civilization • The Philosophy and Practice of Yoga • Technology, Identity and Crisis • 20th-Century American Literature Now • Literature and Psychoanalysis • Art Meets Science • Crisis and Conflict in Early Modern Europe • Media Criticism

20th-Century Italian Literature • How to Think and Write About Comics • Energy and the Modern World • Art, Mathematics and the Mystical • Writing Visual Culture in New York City • The Artist as Activist: Interpreting and Manipulating Media • Science, Technology and War: A Historical Overview • Crafting Nonfiction • Improve Your Pronunciation • Men and Women in the Modern Workplace • Interpersonal Behavior • Leaving/Returning Home: Narratives of Migration • Nietzsche: Nihilism and Freedom • Urban Ecology: The Natural History of Cities • English for Everyday Use • Biological Genetics • Listening and Note-Taking Strategies • Tragedy • Images of Artists in Literature • Writing, Multimedia and Performance • Improve Your Vocabulary • Becoming a Digital Critic • World History: Renaissance to the 21st Century • Metaphysics • The Politics of Now • Noticing and Awe • Introduction to Queer/Gender Studies • The Enlightenment: Its Impact and Its Fate • Drama and Society • Brave New Worlds: Science and Science Fiction • Surrealist Literature • Writing the Chapbook • Theories of Personality • African Art and Civilization

and

Modern Art and Psychology: The Secrets of the Soul • The Psychology

Journals: Yours and Theirs • Introduction to Psychology • Life Span Development: Child • Entomology: The Natural History of Insects and Other Arthropods • Introduction to Mathematics • Children's Literature for Illustrators • The Art of Words • French for Artists (and Travelers) • The Beat Generation • The History of Nature / The Nature of History • Everybody's a Critic: Writing About Pop Culture • Life in the Concrete Jungle: Urban Zoology • Art, Science and the Spiritual • Civilization and Its Discontents • The Philosophy of Human Nature • Songs of Conscience: Music and Social Change • The Language of Art II: The New York Art Scene in Global Perspective • Antiheroes and Villains in Literature • The Studio Critique Language Experience • World Religions

Sciences

The Language of Art: The New York Art Scene and You • Political Ideologies: From Liberalism and Conservatism to the Alt-Right • Aesthetics and the Media Arts • Justice, Crime and Punishment in the West: From the Middle Ages to the Present • Income Inequality, Human Suffering and the Artist's Perspective • The Power and the Pity: Brutal Tales from Latin America • Madness and Creativity • Creative and Destructive Personalities in History • *The New York Times* Language Experience • 20th-Century Literature and Culture • Our Living Planet: The Biology of Life on Earth

- Acting the Memoir
- Storytelling and Narrative Art
- Renaissance and Reformation
- Biological Chemistry and Art
- Neuroscience and Culture
- Science, Art and Visual Culture
- Environmental Studies
- African American History
- Modern Art and Biology: The Mystery of Life
- Surviving into the 21st Century: A Multicultural Perspective
- Warm- and Cold-Blooded: An Introduction to Vertebrate Species
- Fitness and Health
- Environmental Economics
- Geology
- Human Diseases
- The Language of Art: World Culture in Character- and Time-Based Art

Courses

For a complete course listing, visit sva.edu/hum

Art History

WE BELIEVE

that knowing the history of art is integral to every artist's development.



COURSES

The Experimental, Electronic Moving Image: 1965 to the Present • Public Art and Social Activism • Altered States: Ritual, Magic and Meditation • In Color • The Art of Telling a Lie • Wandering in the Boneyard: The Horror Film Genre • Modern and Contemporary Art I and II • Art in Theory: 1900 - 1990 • History of Contemporary Photography • Beyond Genre: The Structure of Comics and Graphic Novels • Chinese, Japanese and Korean Art • Art in Theory: 1648 - 1900 • American Art: The Rise of Pop Culture • Experimental Movies: 1918 - 1980 • History of Graphic Design: A Survey of Styles from the Late

19th Century to the Present • The American Western • The Arts of Egypt and the Near East • History of Video Art I: 1965 - 1985 • The Diasporas Emerge: Filling in the Gaps • Issues in Contemporary Art: Globalism—New Patterns of Practice, Shifting Grounds of Discourse • Sound Art: Theory and Practice • Masters of Light • American Maverick Filmmakers • Radical Interventions • Dramatic Construction • Religion and Visual Arts • The Cinema of David Lynch • History of Video Art II: Flourishing • Women Make Movies • Art History I and II • The History and Practices of Perspective • Experiencing Contemporary Art in New York City's Galleries and Museums • History and Theory of Drawing Since the 18th Century

STATS 103 courses • 102 faculty

We undertake a comprehensive examination of art, art movements and aesthetics from the dawn of civilization to 21st-century new media.

With its abundant museums, libraries and contemporary art scene, New York City is the ideal place to study art history.

We offer unique, hands-on class exercises distinct from traditional art history lectures.



Honors Program

Highly motivated students can apply to the SVA Honors Program, an intensive, interdisciplinary course of study that unites the liberal arts with studio practice.

STATS

122 students
23 faculty

Honors students are offered a special opportunity to travel in their third year. Previous destinations have included Istanbul, Cuba, Oaxaca and Sicily.

Our program is augmented by public and private lectures, museum visits and events in artists' studios and theaters—utilizing the many opportunities attending art school in NYC has to offer.

We have an integrated curriculum of modern philosophy, political science and art history.



Get a

New Perspective

Students who would like to spend some time studying art while

traveling or living outside of New York City have a number of opportunities, either for fully immersive semester-long living or for shorter weeks-long courses.

The International Exchange Program allows students to attend a partner school abroad for a full semester. We currently have partnerships with universities in the following countries: the Netherlands, France, Germany, Sweden, Switzerland, Finland, Czech Republic, Norway, UK, Belgium, Spain and Japan.

SVA in Rome is a unique program that offers a small group of students a chance to experience living in the Eternal City in the spring semester. Students will study and work with local artists, as well as an historian of ancient and medieval Rome.

SVA Destinations offers shorter opportunities to get away. Most of the programs are one to three weeks long and may offer credits. Current destinations include Alaska, Los Angeles, San Francisco and New Mexico; and abroad in England, France, Cuba, Mexico, Italy, Ireland, Japan and Spain.



“The architecture, paintings and basilicas, the collections of sculptures, the drama surrounding the many patrons of the arts, and the origins of Christianity, were all so profound in my growth that I am still unpacking many of my notes and observations.”

Gerald Sheffield, BFA Fine Arts, on the SVA in Rome program



“My experience abroad was absolutely life-changing and helped me understand myself more as a professional and a person, and to push myself beyond limits that I never thought I could overcome.”

Paula Trivino, BFA Interior Design, on her experience studying in Oslo, Norway

“Havana is an open book of colors, typography, graphics, street art and a different story happening on every corner.”

Davina Hwang, BFA Design, on her experience in the Printmaking in Havana program





Connecting **Student Engagement and Leadership**

Maria McCune, associate director of Student Affairs, says, “Getting involved in college provides multiple benefits. It creates opportunities to meet new people who could become your lifelong friends, and maybe provide future work opportunities. It also helps you develop skills that can enhance your résumé, like teamwork and professionalism. And it helps you discover who you are. I learned a lot about myself through the involvement opportunities I participated in while I was in college. I learned that I have a strength for resolving conflict, that I don’t have to let fear of an interaction hold me back from

organizations, such as student government (VASA), the student radio station (WSVA), student clubs and *Visual Opinion*—the student magazine.

The college experience is much more than time spent in the classroom or studio. The office of Student Engagement and Leadership understands this and is devoted to enhancing the overall college experience, from orientation through graduation. The office oversees a number of student-run

experiencing something new, and that I can be goofy. If I had not exposed myself to the different involvement opportunities that helped me discover these things about myself, I would not have been able to articulate them as well during a job interview or develop a deeper appreciation for my quirks.”

The office also offers volunteer and paid opportunities for students to get involved in the SVA community, such as orientation leaders or student government positions. Additionally, numerous campus events are organized through the office, such as discount theater and sporting outings.

Orientation

Guiding and Welcoming New Students

Orientation is a time for new students to get acclimated to our campus and the New York City neighborhoods of Chelsea and Gramercy that host the bulk of our campus buildings. Practical help for students is available, such as checking into residence halls and getting SVA IDs. Students also have the chance to meet the chairs of their department, as well as discuss financial aid and health insurance with school staff, explore career counseling and internship opportunities on and off campus, and more.

Students can take tours of the neighborhoods and attend open-house events at the SVA Library, the SVA Campus Store and SVA Chelsea Gallery. In addition to presentations on wellness and safety, there are tailored gatherings for international students, commuter students and transfer students. Club representatives are also on hand, along with VASA members, to let students know about how they can join the SVA community.



“When the games are over, the students have made connections.”

— DEVIN ARAUJO
RESIDENT ASSISTANT

Icebreakers

and

Meet Your Classmates

Activities

Rounding out the Orientation are numerous opportunities for amusement, including karaoke, trivia, frozen-yogurt socials, games nights, and more. Lifelong friendships are formed during college, and those

first few days on campus can be intimidating when you don’t know anyone. To give students a chance to meet each other in a relaxed environment, VASA, Residence Life, and Student Engagement and Leadership help arrange various icebreaker events starting with Orientation and continuing through the year.

“These events provide opportunities for making friends right from the start of the year, when it’s easier to connect with other students before they focus on their specific majors. We know from experience that strong bonds are formed during this time,” says Maria McCune.



Clubs at SVA



are organized through the Visual Arts Student Association (VASA). Clubs are a great way to meet other students from across all departments, network, discover a new passion or just have fun and relieve stress. Find a club that meets your interests—or start your own! Anyone can submit an idea for a club by sending an email to vasa@sva.edu.

Below is a sampling of just some of the clubs offered. Club registration happens at the start of each semester.

Black Student Union empowers, unites and shares knowledge among those who identify with the African Diaspora (global communities that have resulted by descent from the historical migrations of Africans). All are welcome to come and join the conversation. Email: svabsu@gmail.com

Cards and Dice is a group that talks, plays and learns more about games. The primary activities include playing board games and Dungeons & Dragons. Email: cardsanddicesva@gmail.com

Cartoon Allies unites students with a shared love for comics and cartoons. Its mission is to foster a spirit of camaraderie among cartoonists of all majors while strengthening ties to the larger cartoonisphere. Cartoon Allies has tables at multiple major conventions and hosts the annual comics festival Fresh Meat. It also provides SVA students with access to professional guest lectures and panels related to the professional cartooning career path. Email: cartoonallies@gmail.com

Chinese Student Organization is a cultural club that provides a place for students to come together to develop and promote Chinese culture. Email: csocosvasva@gmail.com

Dead Storytellers Society is a club for all students who enjoy the art of storytelling. Weekly meetings include screenings of movies and short films and reading stories and comics. Members

are encouraged to share personal work and their favorite stories. Email: deadstorytellers@gmail.com

Figure Drawing Club aims to build a community of artists (all majors invited) who are interested in getting together to improve their drawing ability and build stronger bonds with their fellow students. Email: figuredrawingclubsva@gmail.com

Film Club invites students to get together and watch a variety of films, followed by a discussion on how the film affected them. Students do not have to participate in the discussion to attend. Email: clubs@sva.edu

Film for Everyone exemplifies the fact that you can make a great film without expensive equipment. All members will work toward creating a reel—all shot on mobile phones. Weekly meetings include learning about the basics and aesthetics of cinematography. Email: clubs@sva.edu

Furry SVA is an inclusive club for everyone to enjoy a safe place to talk about fursonas, fursuits, history, and more. Email: furryclubsva@gmail.com

Hiking Club offers members the opportunity to leave the city and immerse themselves in nature. It involves the beautiful outdoors, physical activity, mental soundness, environmental awareness and a friendly community. Email: hikingclubsva@gmail.com



“Personally, I got a family out of this club, and I feel that any student who joins a club will say the same—even if it’s not a family, it’s definitely a friend group.”

— LEWIS DEROGENE,
BLACK STUDENT UNION

K9 Feline explores the many different ways one can help shelter animals and raise awareness of dog and cat adoption. There will be multiple community service trips to adoption organizations in New York City, as well as visits to dog parks and cat cafés. Email: k9felineclub@gmail.com

La Bodega provides an opportunity to learn and appreciate Latino/Hispanic culture through games, music and food. Its aim is to bring not only Latino/Hispanic students at SVA together but also to promote the culture and inspire their own personal projects. Email: svabodega@gmail.com

League of Exceptional Content Curators (LECC) aims to help students improve their storytelling, writing, staging and other skills by dissecting carefully curated, exceptionally bad media. Each meeting will focus on a different flawed movie or episode(s) of a television show, and how they could have been improved, or how

members can avoid making similar mistakes in their own work. Email: svalecc@gmail.com

LGBT SVA provides students with a community space to share LGBT experiences with fellow students, educational resources related to queer culture and safe sex, and a platform for students to be activists within the community. Activities will consist of regular group meetings, organized events and informative presentations. Email: queersvaclub@gmail.com

Music Club provides an opportunity for members to share and discuss music and attend music events. Email: svamusicclub@gmail.com

REVIVE: Christian Fellowship is an interdenominational community at SVA seeking to integrate Christian faith with art and design. It welcomes the spiritually curious regardless of background. Email: svachristianclub@gmail.com

Screenies aims to help students explore important films spanning from the 1930s to the present to allow them to gain more of an understanding of what makes a film successful and discover new and interesting ways to set up scenes through watching a variety of films. We will also have special movie nights for independent films. Snacks provided. Email: screenies2o@gmail.com



SVA Feminist Collective is an inclusive space meant to give students tools to address issues that are important to them. Discussions and workshops include topics such as activist burnout, historical political movements and zine making. Email: svafeminists@gmail.com

SVA Horror Society is a society of students who come together and watch horror films because they love the genre or want to learn more about it. Email: sva-horror-society-group@sva.edu

SVA Tabletop Gaming Guild offers members the opportunity to come together and play and discover different tabletop games. Meetings will include instruction on game-design technique and self-publishing using crowdfunding. Email: sva.tgg@gmail.com

Veteran Coalition of Arts is a collective of veteran-artists whose work reflects their personal experiences as a way to shape their artistic practices. Email: sva.vca@gmail.com

VASA

Be a Leader and Gain Great Experience

VASA (Visual Arts Student Association) was formed in the 1960s to represent the interests of the students at SVA, acting as a liaison with faculty and staff. Elected VASA officers work with Student Engagement and Leadership to develop and manage events and programs based on students' needs and suggestions. They also have regular meetings with the president of the college to discuss student concerns and initiatives.

One of VASA's biggest missions is to foster community at SVA by providing opportunities where students from all majors can meet and get to know one another. In addition to overseeing student clubs, VASA hosts events



such as the annual Halloween Party, as well as Finals Week, a weeklong series of programs that give students opportunities to focus on wellness and managing stress.

When asked to pitch why students should get involved and run for VASA, one-time president Kenneth Varvel said: "It's a lot of work but there's a lot

of life experience that comes with it. In terms of managing a group of people, communicating with a large student body and actively trying to get people engaged. It can be tough sometimes, but it's great experience to have going forward."

You can follow VASA on Facebook: facebook.com/vasasva.

Visual Opinion (VO) is a student-run magazine founded more than 20 years ago. It publishes several issues each year and serves as a showcase for student artwork from across all departments, and covers a diverse set of visual narratives and themes. One issue might focus on a single topic—abstract or real—while another issue might be purely a visual exploration (recent thematic examples include "Home," "Voice" and "Illusion"). VO is a work in progress and reflects the changing nature of its staff, the students and the times. Although the magazine's issues change, the team's commitment to representing students and staying focused on the SVA student voice remain important tenets of the publication. You can see past issues at issuu.com/visualopinion. All students are welcome to submit their work to vo@sva.edu.



Here to Help



Student Health and Counseling Services

provides health and wellness information and mental health support for the SVA student body. This includes helping international students navigate the U.S. health-care system, promoting important health initiatives such as flu vaccinations, and providing short-term,

confidential, free-of-charge counseling services for students in need. As counselor Jennifer Wilson puts it: "Not everyone needs therapy, but everyone can benefit from therapy."

The office hosts a number of events on campus to promote health issues and bring awareness of its services, including dog-therapy visits, yoga classes, aromatherapy workshops, and more.



DISCOUNTS and FREEBIES

With *New York City* as our campus, SVA wants to encourage students to take advantage of all the city has to offer. To promote this, the College offers students various free and discounted opportunities.



Museums

SVA students get free admission to the Brooklyn Museum, the Museum of Modern Art, MoMA PS1, the Whitney Museum of American Art and the New Museum of Contemporary Art.

Special Events

Student Engagement and Leadership offers SVA students opportunities for discounted tickets to select sporting and theater events throughout the year. Events in the past have included tickets to Nets basketball games, and Broadway shows including *Cats* and *Wicked*.



Movies

Discount movie tickets are sold year-round at the SVA Campus Store. Additionally, free screenings at the SVA Theatre are often announced through the e-newsletter SVA Today.

SPECIAL PROGRAMS INCLUDE

Aromatherapy Workshop

Stress Ball Workshop

Dog Therapy

Yoga and Meditation

Mindfulness

Hope Art Competition and Exhibit

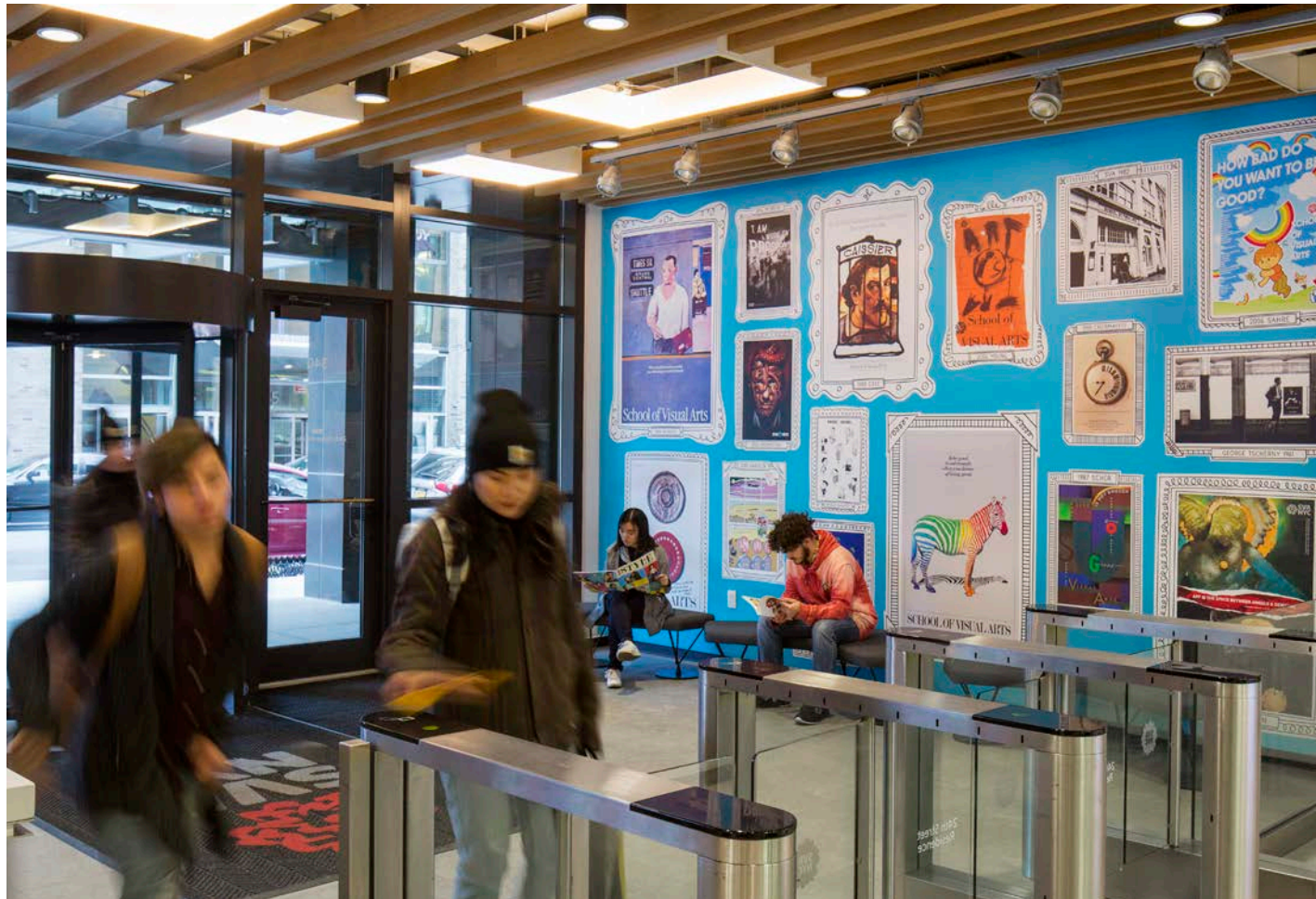
Gratitude Mug-Making



City LIVING

SVA's residence halls

give students the opportunity to live in Manhattan among other artists within a safe, supportive environment with full amenities as well as fantastic communal spaces to meet and forge friendships with students across all disciplines at the College.



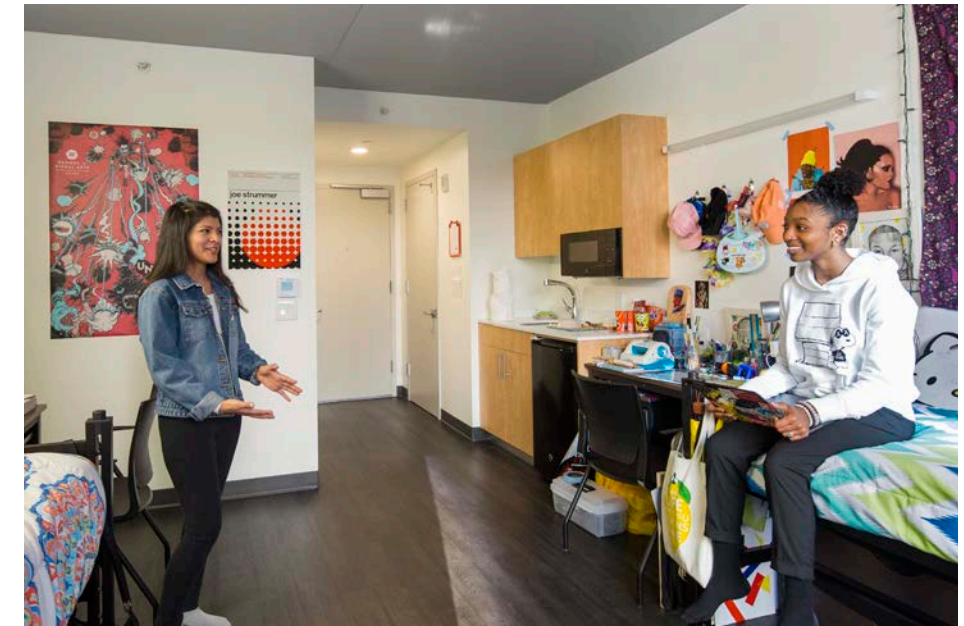
24th Street Residence

We opened the doors to our newest residence hall in 2016. The serene and modern interiors host double and triple rooms in a micro-apartment format. All rooms have climate control and an HDTV—free cable included. And it's a stop on the SVA Shuttle.

Outdoor communal space includes an expansive terrace with tables, lounge chairs, grills and grilling equipment, as well as a projector and screening area.

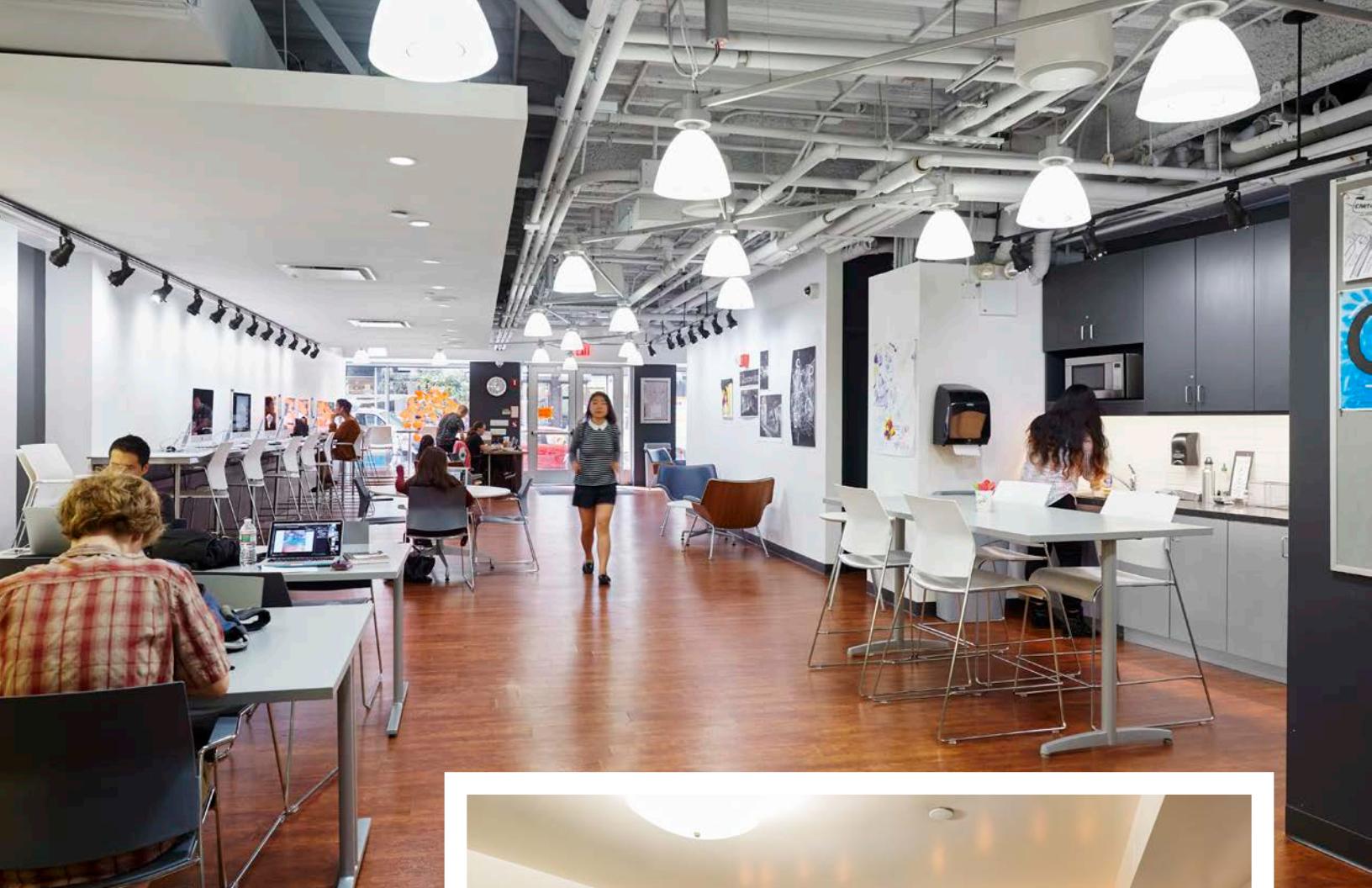
Each room has a full bathroom and a kitchenette with a mini fridge, a microwave and a sink. A larger dining space with a dishwasher, a convection oven and an ice maker is located on every floor, and there's a communal kitchen for group cooking on the seventh floor.

The residence also has a fully equipped fitness center with cardio machines, weights and a yoga room. A student lounge offers comfortable seating and places to study, relax or play Ping-Pong.



Above from top: The terrace at the 24th Street Residence is one of three outdoor spaces available to students in the residence halls. A double room at the residence.

Opposite: The lobby of the 24th Street Residence displays a mural of iconic SVA subway posters.



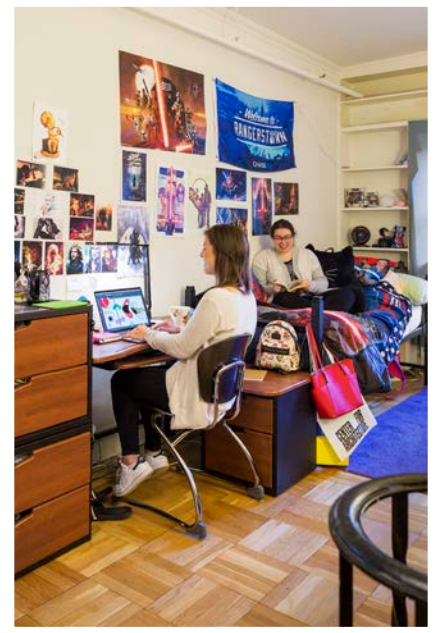
Above, from top: The Student Center. A bedroom in an apartment at the 23rd Street Residence.

23rd Street Residence

Prime Spot for First-Year Students

This residence is next door to the main campus building on the east side and is on the SVA Shuttle route for access to west-side campus buildings. The apartment-style residence, with two- and three-bedroom options, is for freshmen only. It's also connected to the Student Center, a communal space for students to rest or study between classes or attend special events or club meetings.

Each apartment has a full kitchen with a gas stove, a microwave, a refrigerator and a dishwasher, as well as a full bathroom with a shower and tub. A community room features a TV lounge and Ping-Pong and foosball tables, as well as drafting tables and easels. There are also laundry facilities and free Wi-Fi and cable TV.



Above: The Gramercy front entrance. Left: Inside an apartment.

Gramercy Women's Residence

Pre-war Charm on the Park

This residence, located on the south side of beautiful and historic Gramercy Park—and just a few blocks from the College's east-side buildings—provides female students with a safe, comfortable living environment. It is composed of fully furnished studio and two-bedroom apartments.

The red-brick building was built in 1938 and boasts pre-war charm, including parquet floors and crown molding. The apartments have air-conditioning, full kitchens with a dinette set and full bathrooms with a shower and tub, as well as free Wi-Fi, Ethernet and cable television. A roof deck is also available for respite and gorgeous views of the city skyline.



A student in a single at the Ludlow Residence.

Ludlow Residence

Lower East Side Cool

This residence is situated in a super-hip downtown neighborhood, surrounded by trendy shops, restaurants, galleries, museums, and more. It offers suite-style single and double rooms with adjoining bathrooms. The high-rise building in an otherwise low-rise part of town means many of the rooms have killer city views.

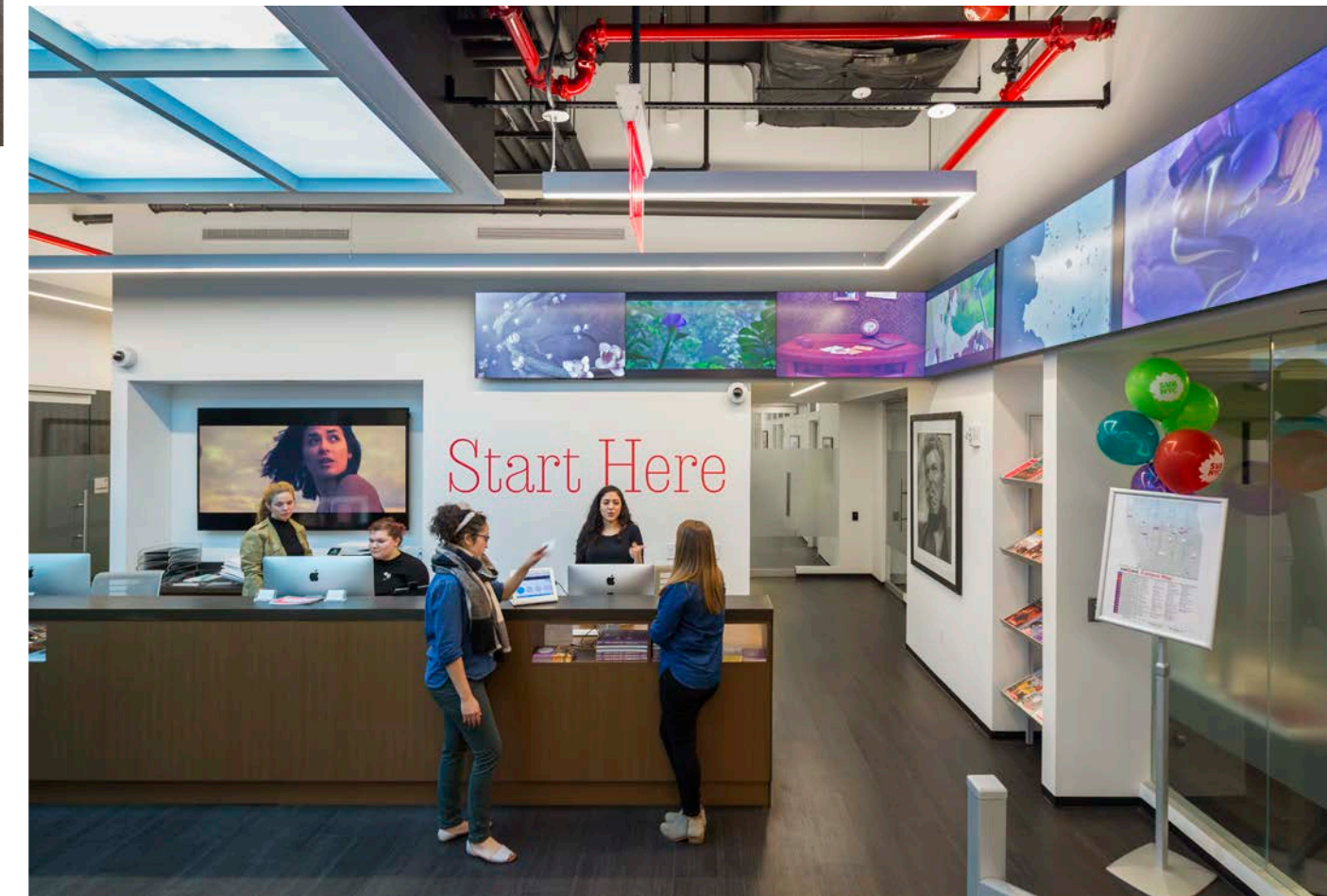
An outdoor terrace boasts a grill and tables to gather with friends and watch the sun set over Manhattan. There are free laundry facilities, a community room with foosball, pool tables and a TV lounge.

There are trains and buses available nearby 24/7—and students are provided with a free monthly MetroCard for transport to campus buildings.

Welcome to SVA

The Welcome Center, located in the lobby of the 24th Street Residence, houses the offices of Admissions, Financial Aid and Student Accounts and is close to the offices of Student Affairs and the International Student Office. The custom-designed space, opened in 2017, includes a 40-seat presentation room where prospective students

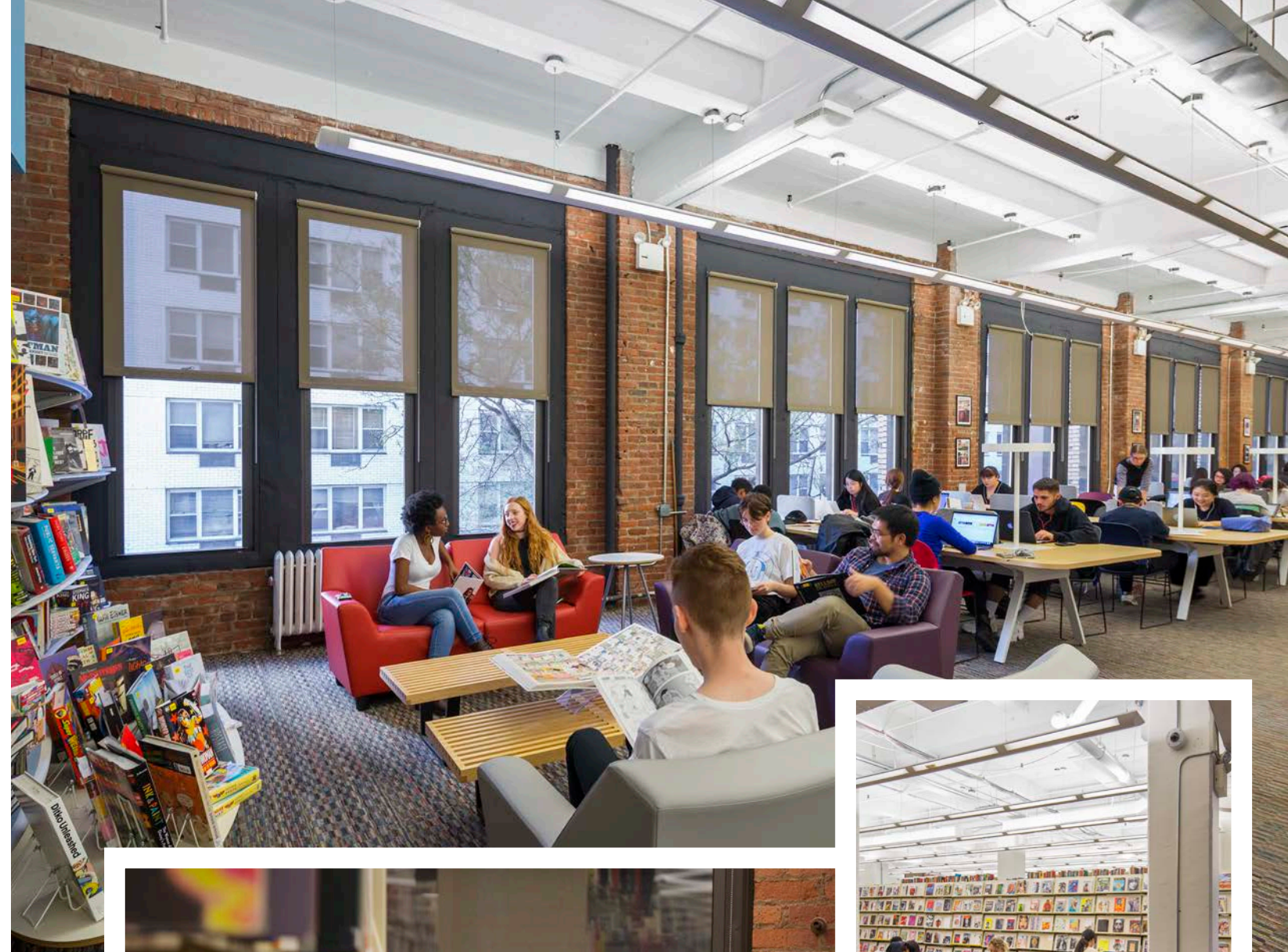
and parents can be introduced to the College, as well as glass suites for one-on-one portfolio reviews. The space highlights original work by students, alumni and faculty from across SVA's programs, including reproductions of SVA's iconic subway posters adorning the windows facing First Avenue and 24th Street, a large-scale indoor mural created by MFA Illustration graduate and faculty member Riccardo Vecchio, a custom-wallpapered vestibule by BFA Design alumnus Zipeng Zhu, and a ribbon display of rotating student work.



The Welcome Center displays a collection of artworks created by alumni of the College. Video displays continuously cycle motion and video work from students of all disciplines.

The SVA Library

is a major resource for art and design study developed over the course of 60 years to foster the College's intellectual and creative life. Its rich print and digital collections directly support SVA's undergraduate and graduate curricula. In addition, library collections provide inspiration, establish context and widen perspectives. Library instructional services have been developed to sharpen students' critical thinking and provide basic tools for lifelong learning.



The main library is located on the east side.

SVA Library West

opened in 2018 to better serve our expanding campus. It features a selection of books, DVDs, video games and magazines on display to browse or borrow, and all materials from the main library can be delivered by request.

A group study room equipped with a flat-screen monitor is available, along with other spaces for students, faculty and alumni to relax, study and collaborate. Staff is available to assist with collections and services.



The Milton Glaser Design Study Center and Archives

is dedicated to preserving and making accessible design works of significant artistic, cultural and historical value by preeminent designers, illustrators and art directors who have close ties to the School of Visual Arts. It is named after SVA's former acting chair and design legend Milton Glaser.

The School of Visual Arts Archives documents the history of the College and provides source material for those who seek to evaluate the impact of its activities within the context of the institution as well as on the art and design communities at large.

The College has three galleries, with the SVA Chelsea Gallery serving as the premier exhibition facility. It is located on the 15th floor of the landmark Starrett–Lehigh Building on West 26th Street in New York City’s Chelsea neighborhood, in the heart of the city’s most renowned gallery district. The space, which underwent a renovation in 2016, comprises four state-of-the-art galleries and has a large terrace with a commanding view of lower Manhattan and the Hudson River. The gallery is staffed by six full-time professionals, and offers select students the opportunity to

exhibit and sell their work in the same environment as some of the country’s leading artists.

Since the SVA Chelsea Gallery moved from 137 Wooster

Street in Soho (where it was known as the Visual Arts Gallery) to its present location

in 2004, it has featured works by notable SVA alumni such as Renee Cox, Inka Essenhigh, Joseph Kosuth, Robert Lazzarini, Sol LeWitt, Vera Lutter, Elizabeth Peyton, Alexis Rockman, Collier Schorr, Lorna Simpson and Sarah Sze. Works by Richard Avedon, Milton Glaser, Anish Kapoor, Stefan Sagmeister and Sebastião Salgado have also been showcased at the SVA Chelsea Gallery.

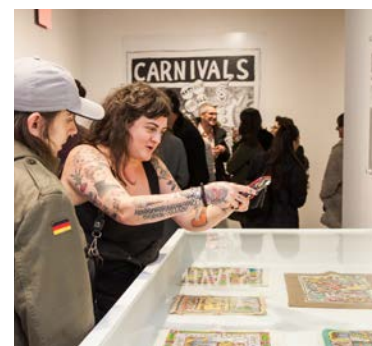
The two smaller galleries—the SVA Flatiron Gallery, located at street level of 133/141 West 21st Street, and the SVA Gramercy Gallery, located at 209 East 23rd Street—provide additional fully equipped spaces for students to exhibit their work, either as part of a department-organized show or as a juried student exhibition.

SVA students of every discipline derive great educational benefits from being able to study the work of celebrated artists, hear them speak at lectures or even get the chance to meet them in person—all right here at the College.

Galleries

AND

Exhibitions



SVA Chelsea Gallery

The flagship gallery often hosts “The Masters Series,” the College’s award and exhibition series begun in 1988 by SVA founder Silas H. Rhodes, to honor great visual communicators of our time. In fall 2018, illustrator Roz Chast (shown at left with SVA President David Rhodes) was honored.



Located on the ground floor of SVA's main campus building at 209 East 23rd Street, this two-room gallery hosts exhibitions from across the College's departments. Kevin O'Callaghan, chair of 3D Design, often curates shows here, as with 2018's "One of a Kind Luxury," shown here.

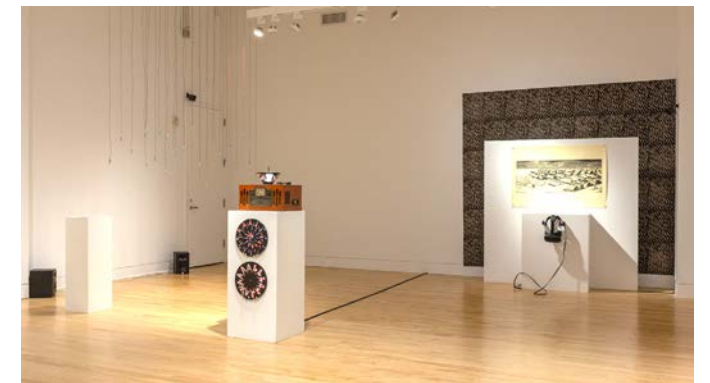
SVA Gramercy Gallery



SVA Flatiron Gallery



This gallery space serves as an exhibition venue for the west-side campus. Housed at 133/141 West 21st Street, this gallery offers matriculated students a fully equipped venue in which to exhibit their work. The MFA Computer Arts Department hosted "Left to Devices" here.







“
If you
work

hard

enough,

someone will
take notice.

”

—Brian O’Donnell, Animation

“

GETTING FEEDBACK

—good or bad—
is something you should
take advantage of,

especially from teachers
who want to help you
cultivate your

VOICE

—Nasha Hashemi, Film

”





“Having my own **personal space** to work has been amazing for my productivity. Also my **studio-mates** and I have become kind of a **family.**”

—Stephanie J. Kim, Illustration



**"Your
work
will
change."**

**And that's
kind of
the point**

**of going
to art
school."**

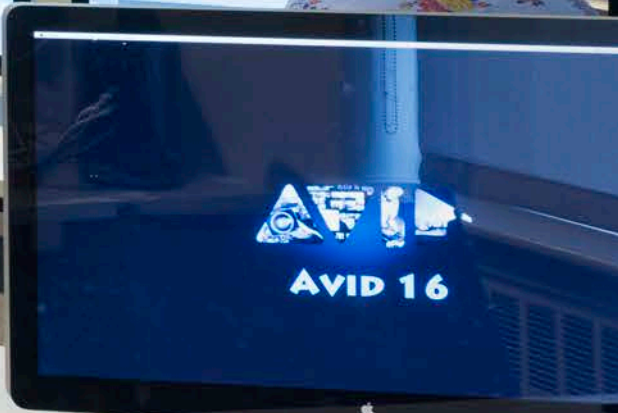
—Timothy Bair, Fine Arts



THE INTERNATIONAL FILM FESTIVAL
27.5-3.6



ENT





“I carry a sketchbook with me at all times. If I have an idea I can write it down or doodle it. Whether I’m on the train or waiting for my next class. It’s always better to be prepared.”

—Gabriel Aguirre, Computer Art, Computer Animation and Visual Effects



“The best advice I’ve gotten: Use this time to

explore
and
mess up.

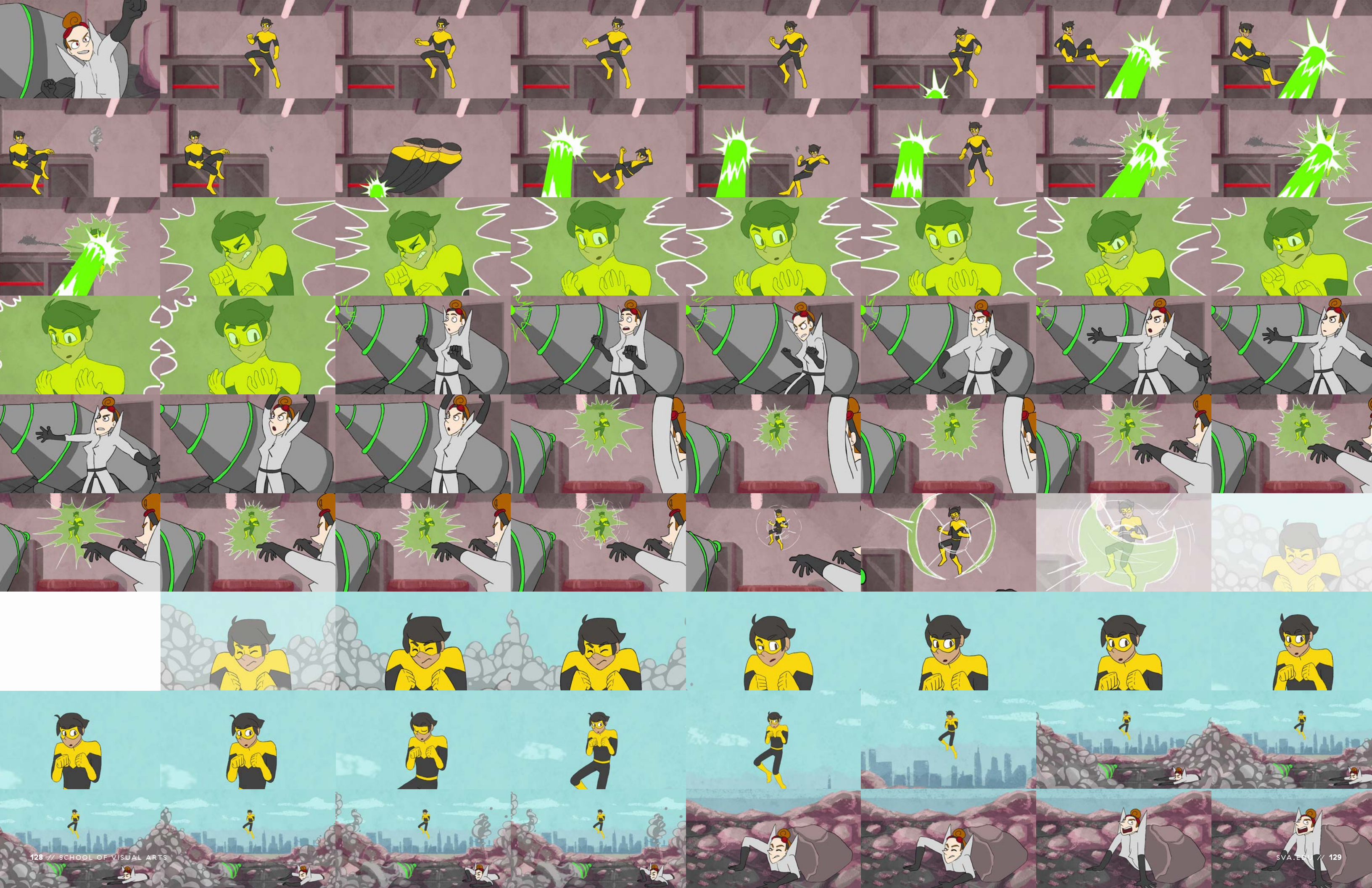
Have
fun
with your art and always
try something new!

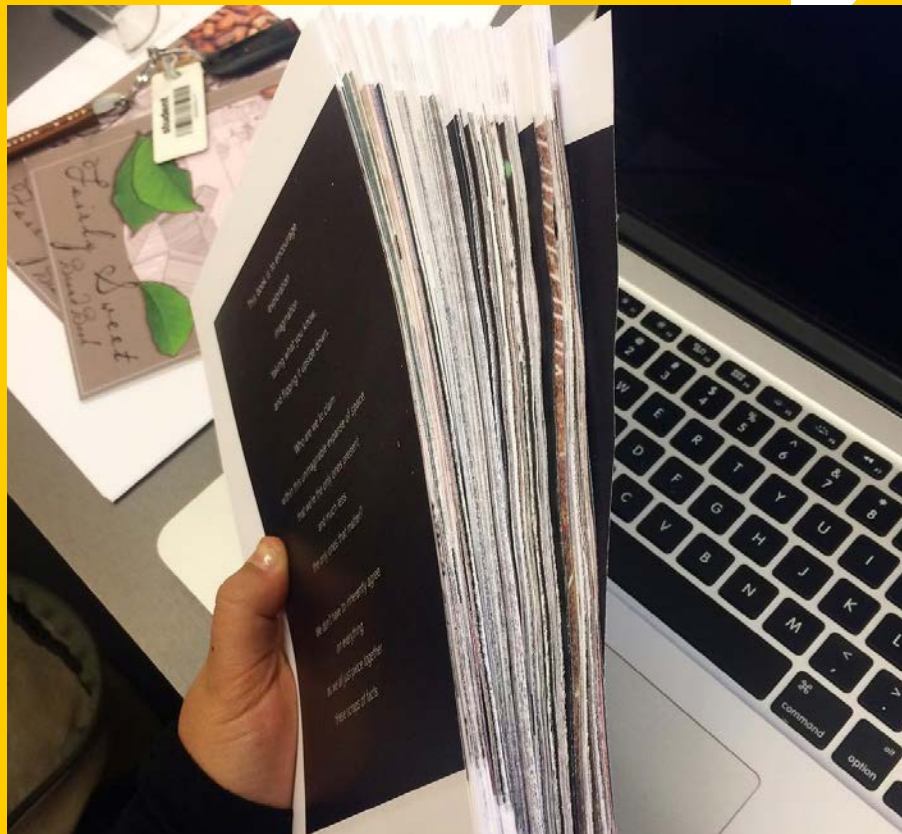
School is the time to
wander
and
discover

what works for you.”

—Cody Evan Silver, Cartooning



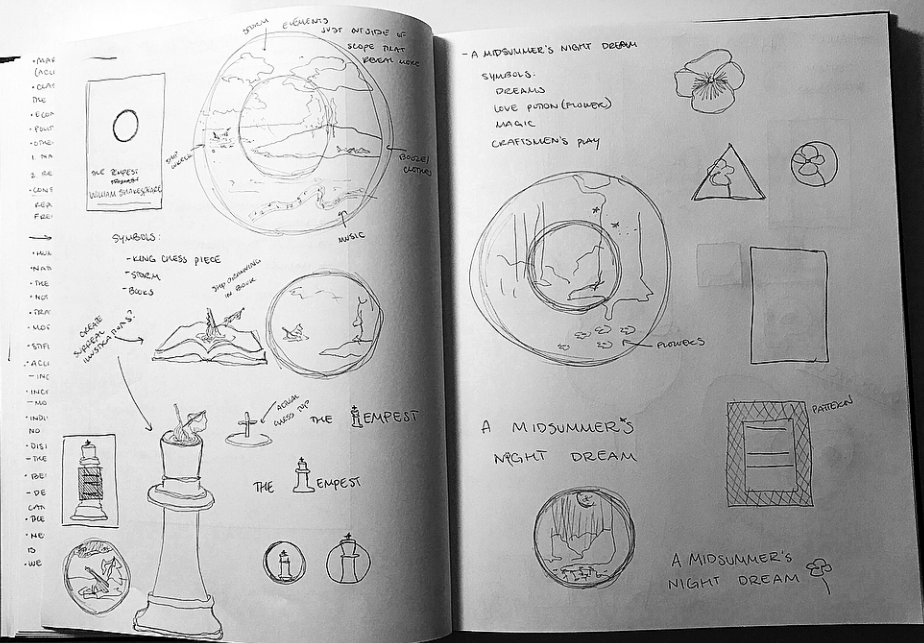




"Do you have an idea
that you think is
too
outlandish?
Do it
anyway!

You can
figure out
what it
means later."

—Stephanie J. Kim, Illustration





“Regardless

of what any one person

sees or

does not

see in

your work,

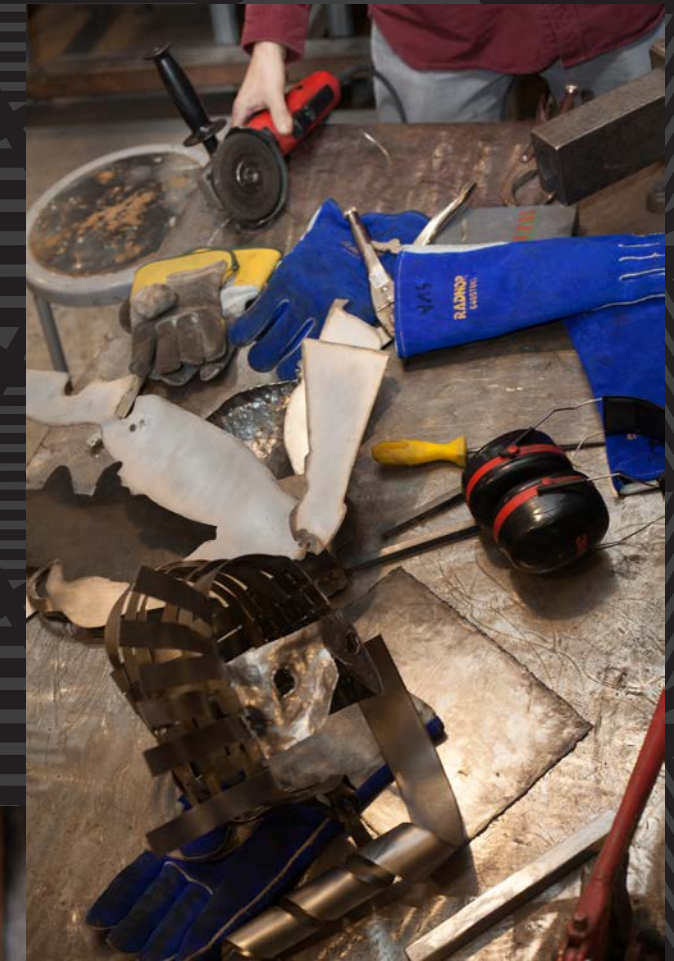
you

have to always

follow **your**

intuition.”

—Dylan Prince, Visual & Critical Studies





一聲怒氣沖牛斗

A dreadful roar from the battlefield,



SVA students represent



states



countries



“I’ve learned to
*dream
bigger*

*and I’ve
become more
ambitious.*

Since SVA gives you so much
freedom and support, you feel safe
to challenge yourself

and to

*take
risks.”*

—Anastasia Erastova, Film



How to find INSPIRATION

An ART STUDENT'S GUIDE for DIGGING DEEPER

by DAVID LEUTERT



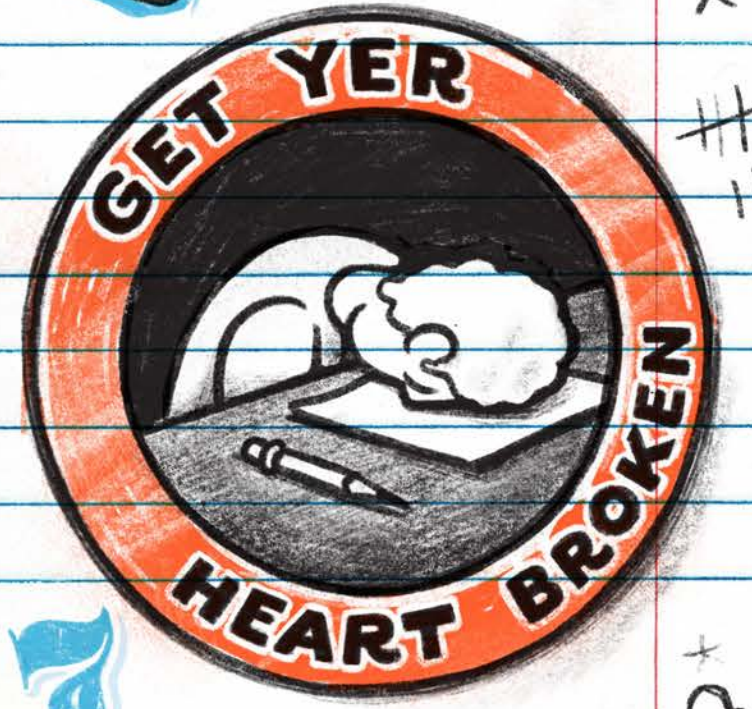
5 MOVE your BODY



6 TRY STH.



NEW



“CHALLENGE YOURSELF

just a little bit
every time you

want to
work
on
something.”

—Chenwei Lin, Illustration





Learn



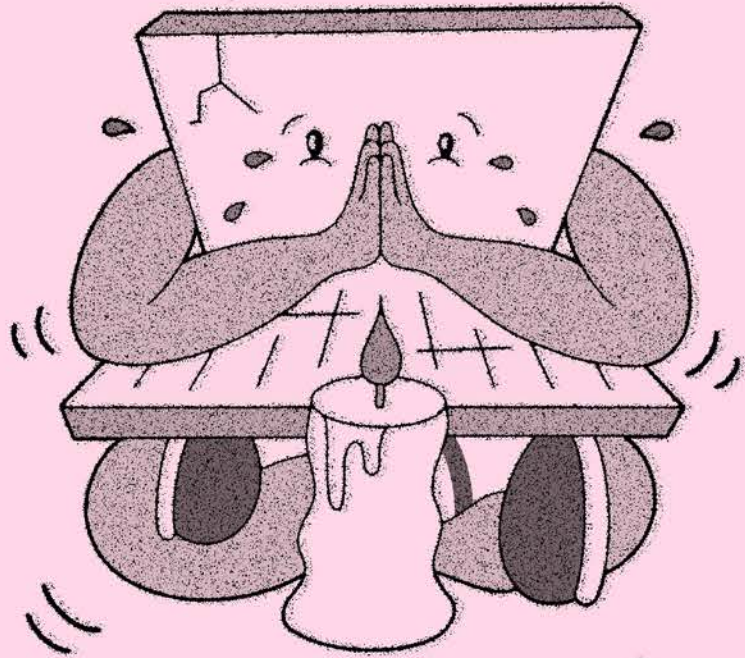
“It’s great to **meet people** in other majors because you’ll end up **collaborating** on projects and get **different perspectives** on your work.”

—Tamara Yakov, Advertising



HOW TO FIX YOUR LAPTOP

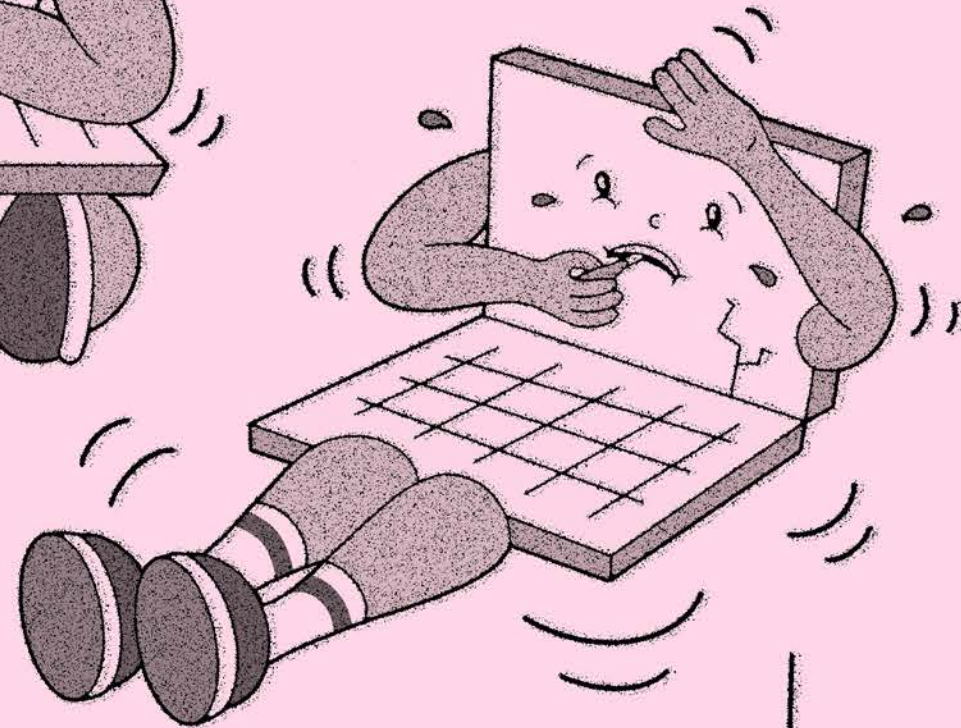
PRAY FOR IT &
LIGHT A CANDLE



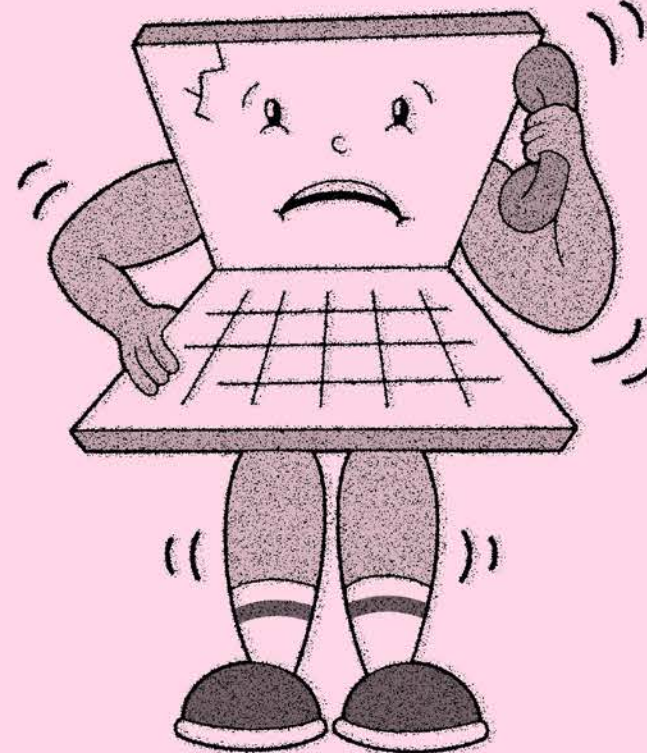
THROW SALT
OVER YOUR
SHOULDER



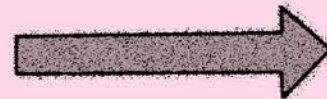
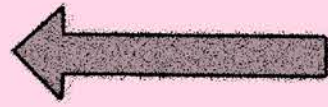
TAKE ITS
TEMPERATURE



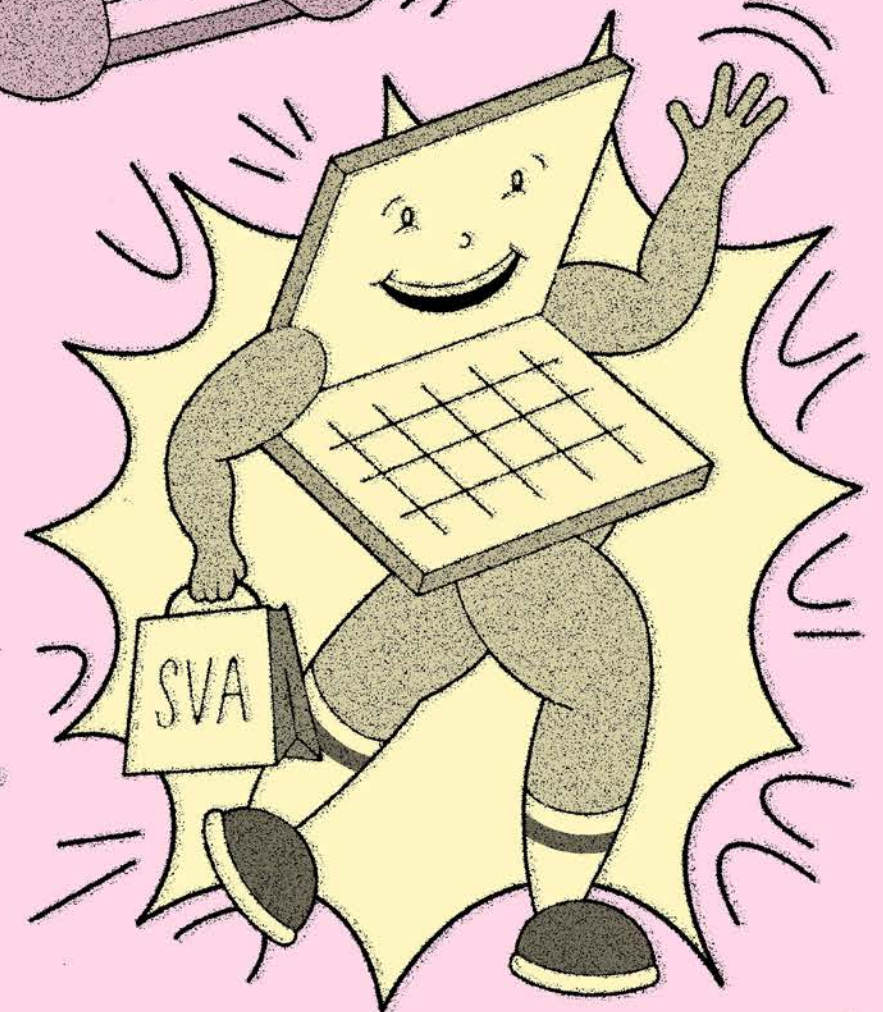
CALL YOUR MOM



TURN IT
OFF & ON



GO TO THE CAMPUS STORE!





// *You never
know how
your tastes
will change.*



Be open to learning
new things
and allow yourself
to explore.

”

—Sammy Savos, Cartooning





Our faculty number

more than



and they are

**working artists,
designers, filmmakers,
photographers
and other creative
professionals.**



HOW

DO

BAD

YOU

WANT

TO

BE

GOOD?





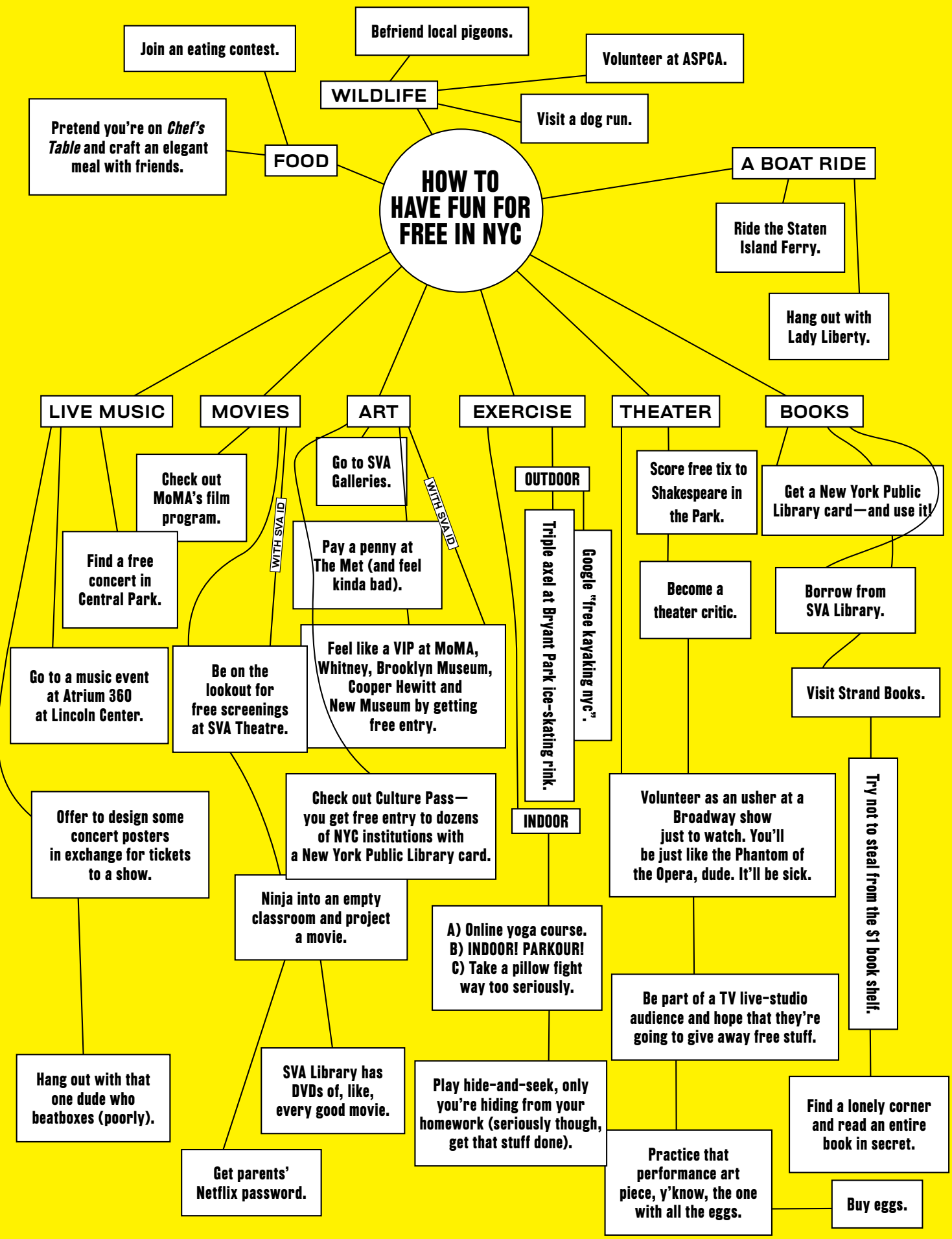
“The most interesting critique I received

was in Cartooning class during sophomore year.

The instructor told me to make my piece ‘weird.’

It felt as if he had given me permission to do something I had been wanting to do for so long, and it drastically changed the way I approached making comics.”

—Iliana Jimenez, Cartooning





There are **more** than

250

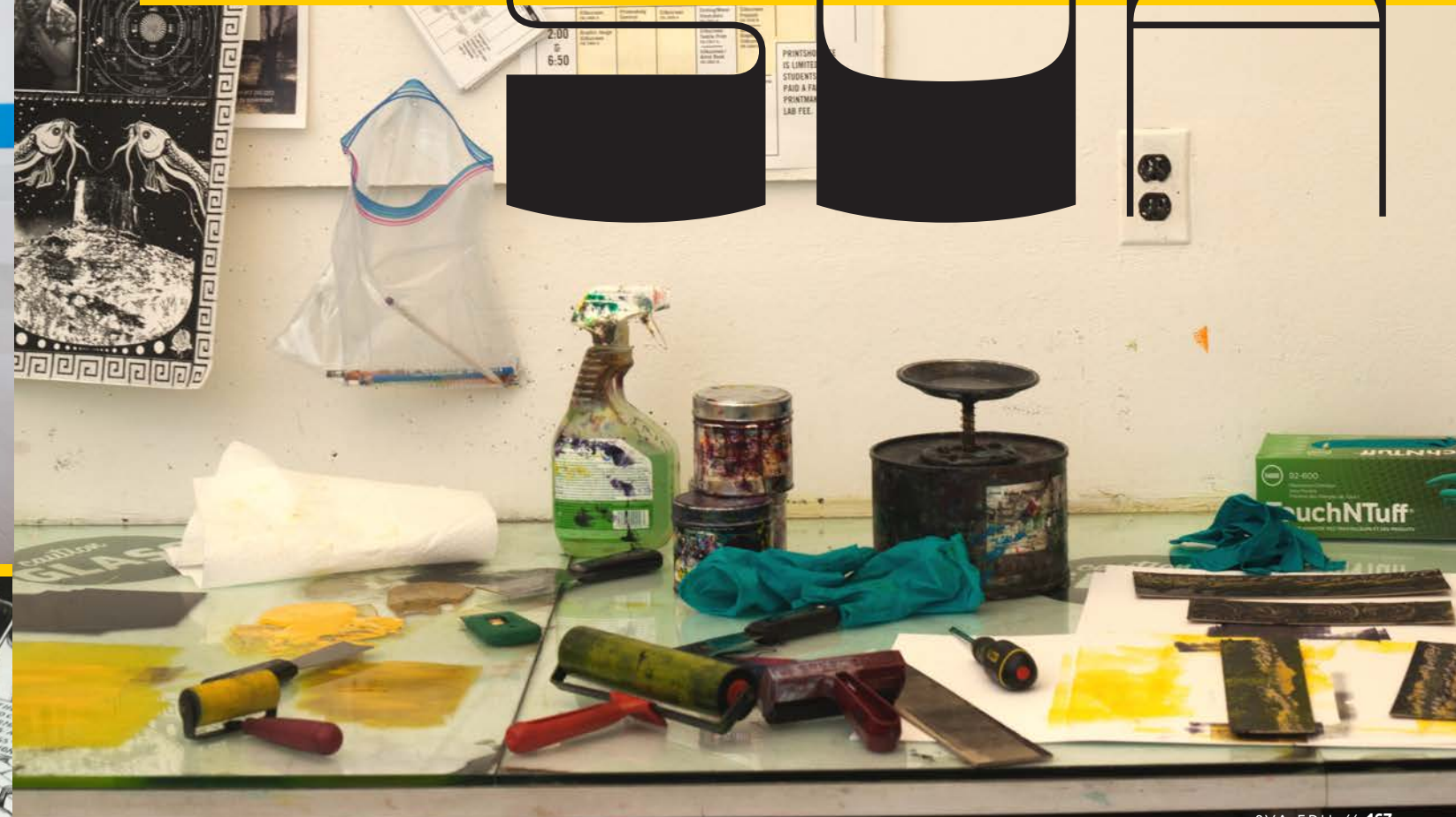
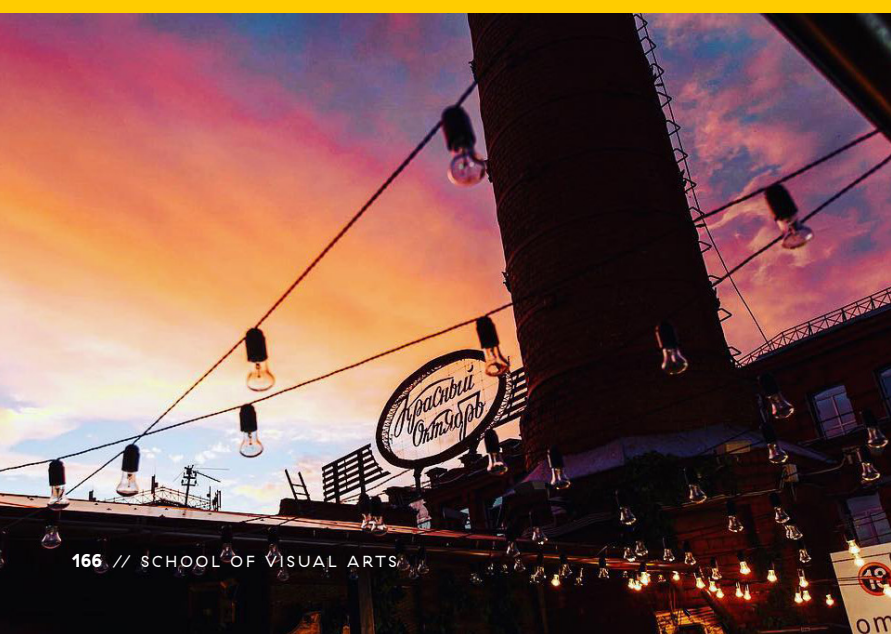
courses at

250



printshop

US
R
S



“WALK AROUND

THE

CITY



and see
the **other**

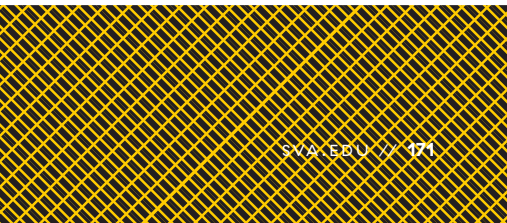
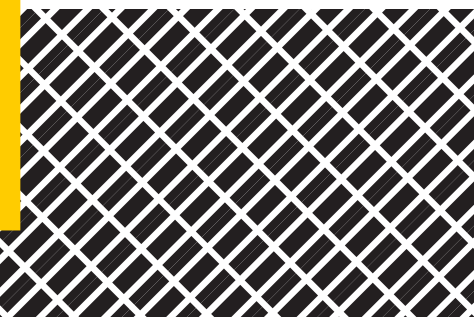
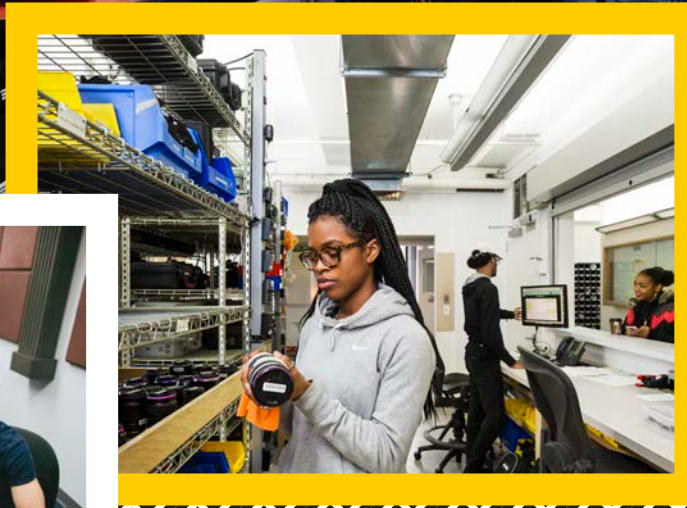


These
four
years
pass by

BOR- BOUGHS.

REALLY
FAST.

—Isabelle Ravix, Cartooning



“Working on projects
at SVA allows
you to be as

creative

as you want

without any clients
or bosses telling you
not to do something.

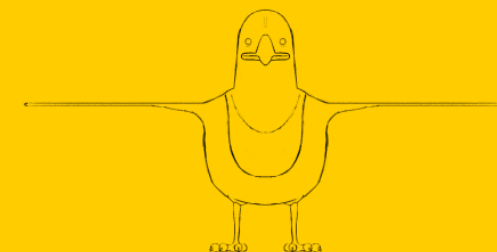
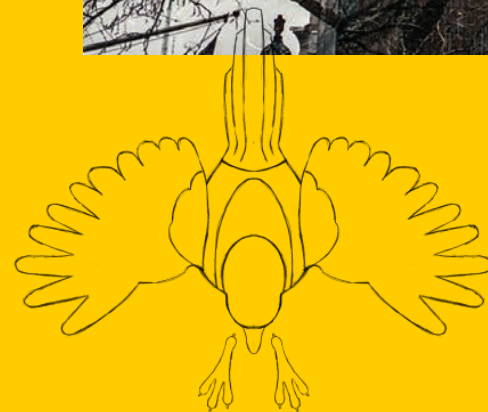
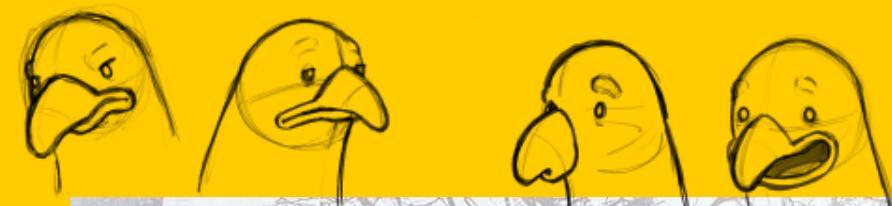
It will also make
for a greater
portfolio and show

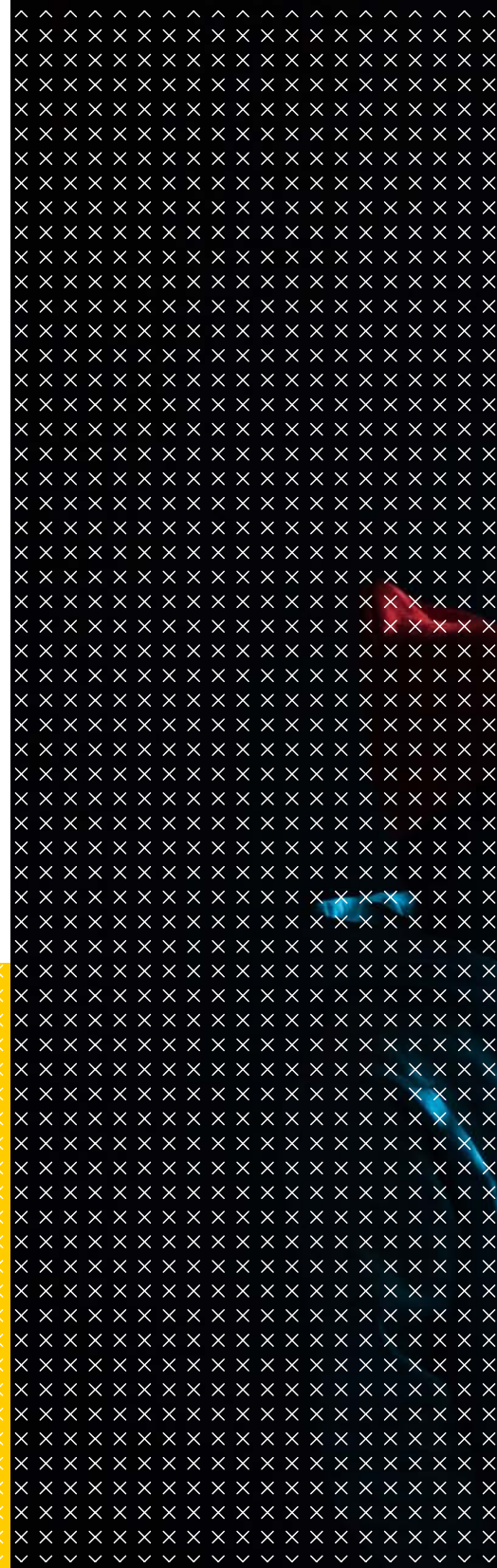
the type of

artist

you truly are.”

—Tamara Yakov, Advertising







This leads to greater self-knowledge and a hard-to-define feeling of **WELL-BEING.**"

—Steve Brodner, faculty, Illustration

"I have found that there is nothing as satisfying as being **CREATIVE.** You are in touch with deep resources and with yourself."







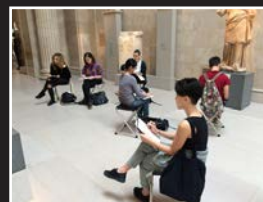
“ I love to grab my



sketchbook



and get lost

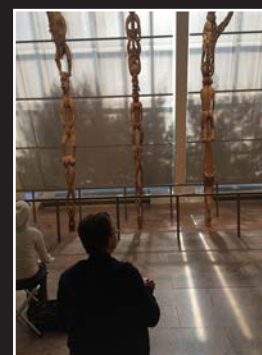
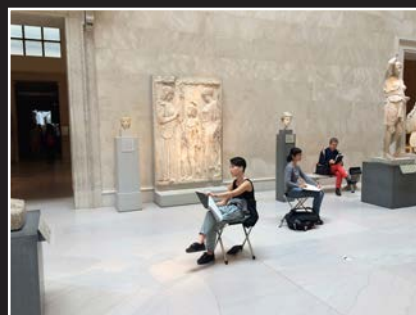


at the

MET



for a day.”



—Preston Nelson, Cartooning

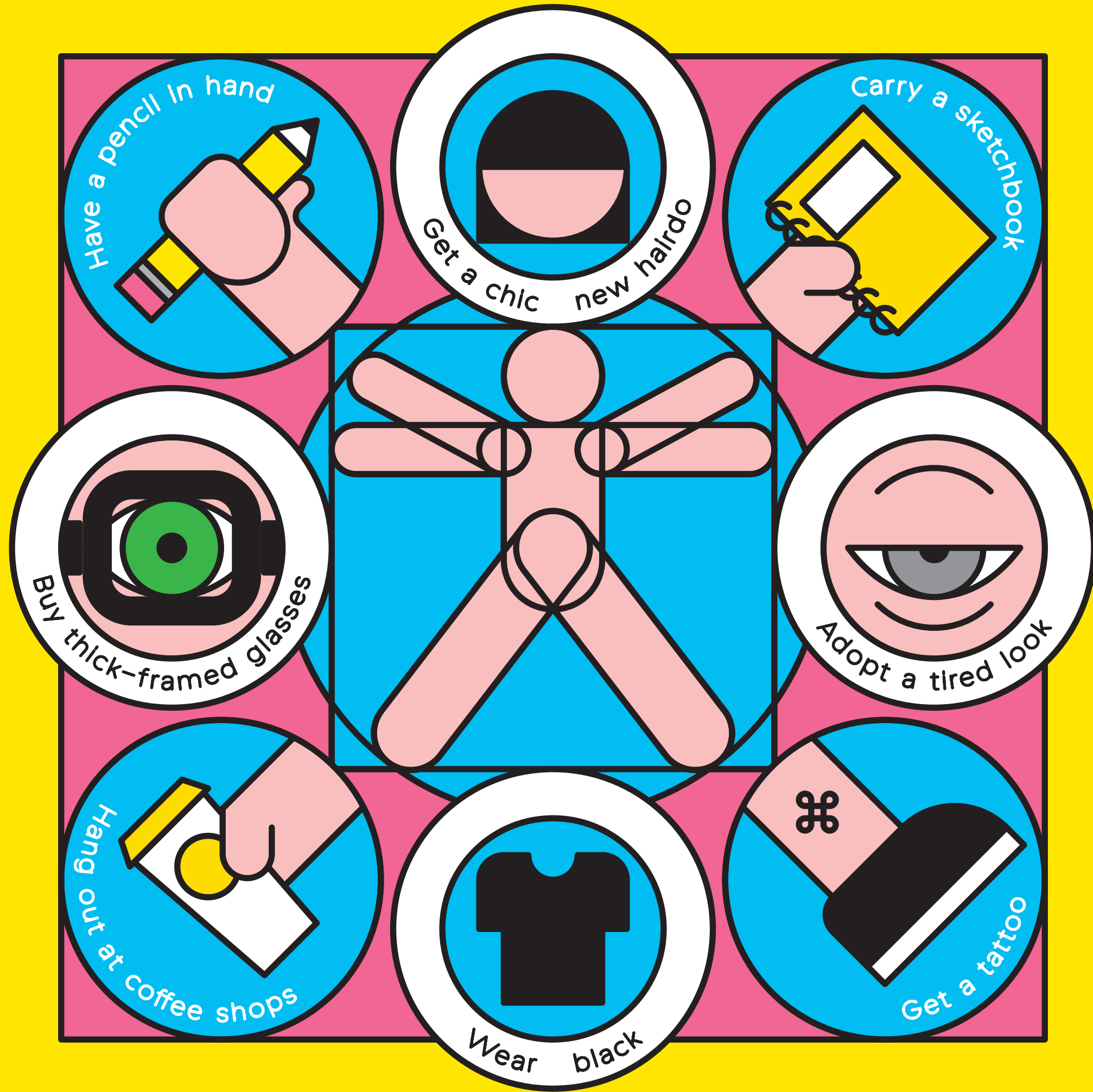




“If you want to be an artist, if it’s something you need to do in your heart, **if that’s who you are as a human being, then you have to do it.**”

—Phil Jimenez, faculty, Cartooning

HOW TO BE A STYR



STYR AN ARTIST



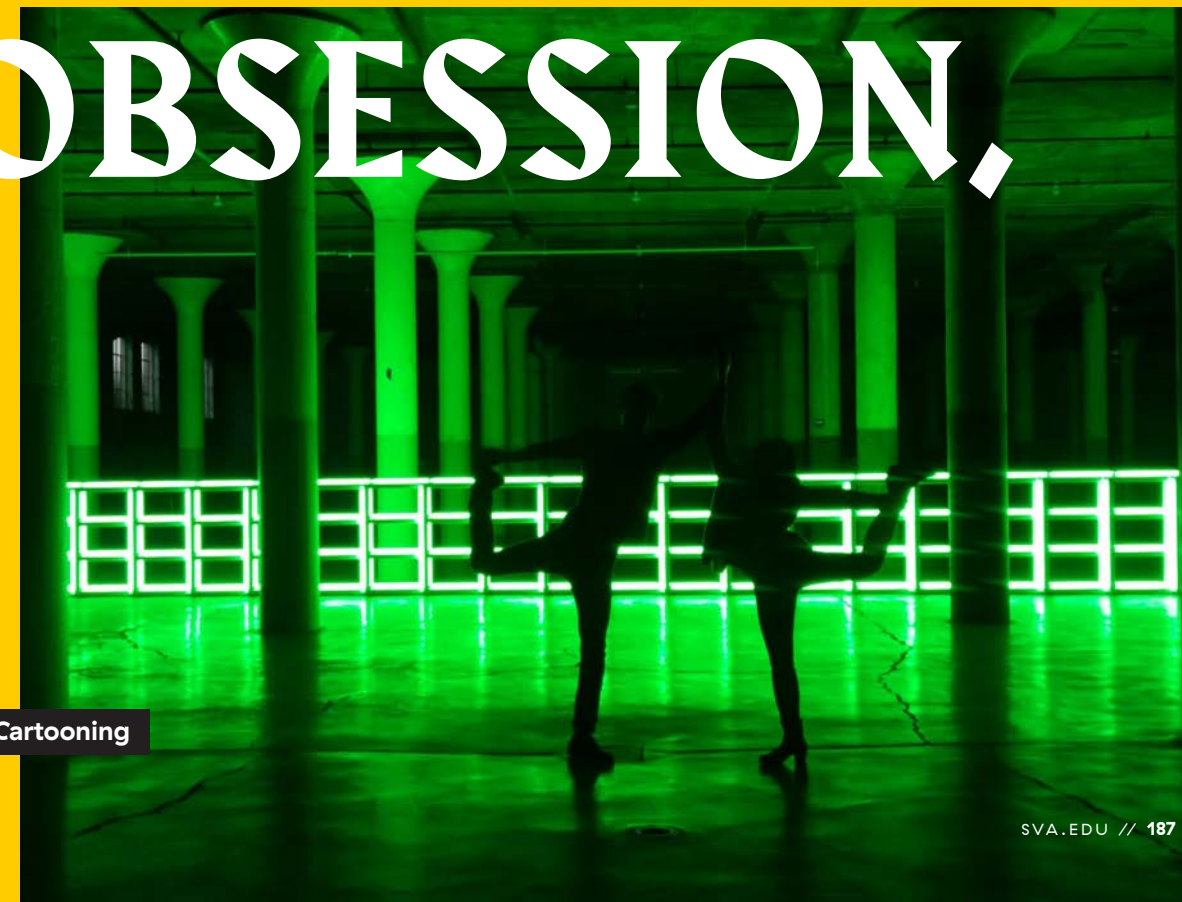
“Achieve *good*’ RATHER THAN *perfect.*”

☞ As artists we often want to create ‘perfect’ work, sometimes to the point of

OBSESSION,

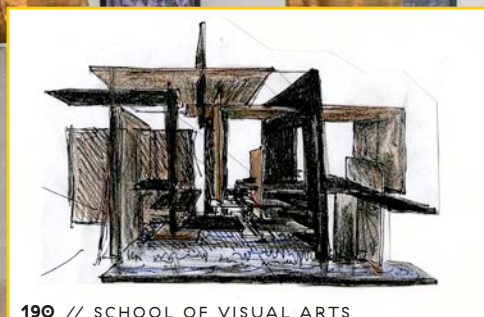
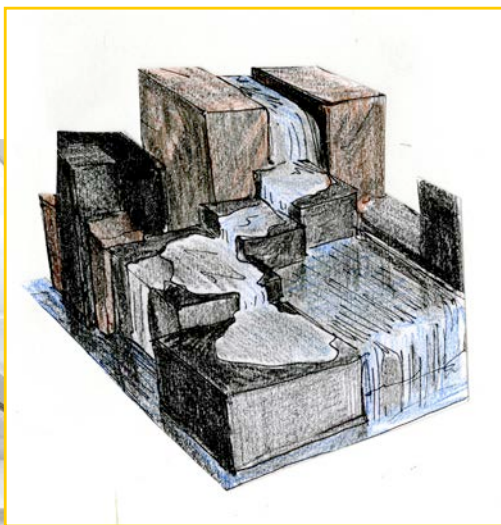
and then we hate the art we make because it isn’t good enough.”

—Isabelle Ravix, Cartooning



89%

of alumni report they had a good or great experience at SVA.



84%

of alumni would recommend SVA to other students.

* (SNAAP survey, 2015)

“People will hire you based on your personality and your ability to work well with others.

Your network is really important.



Word of mouth can really help get you a job.”

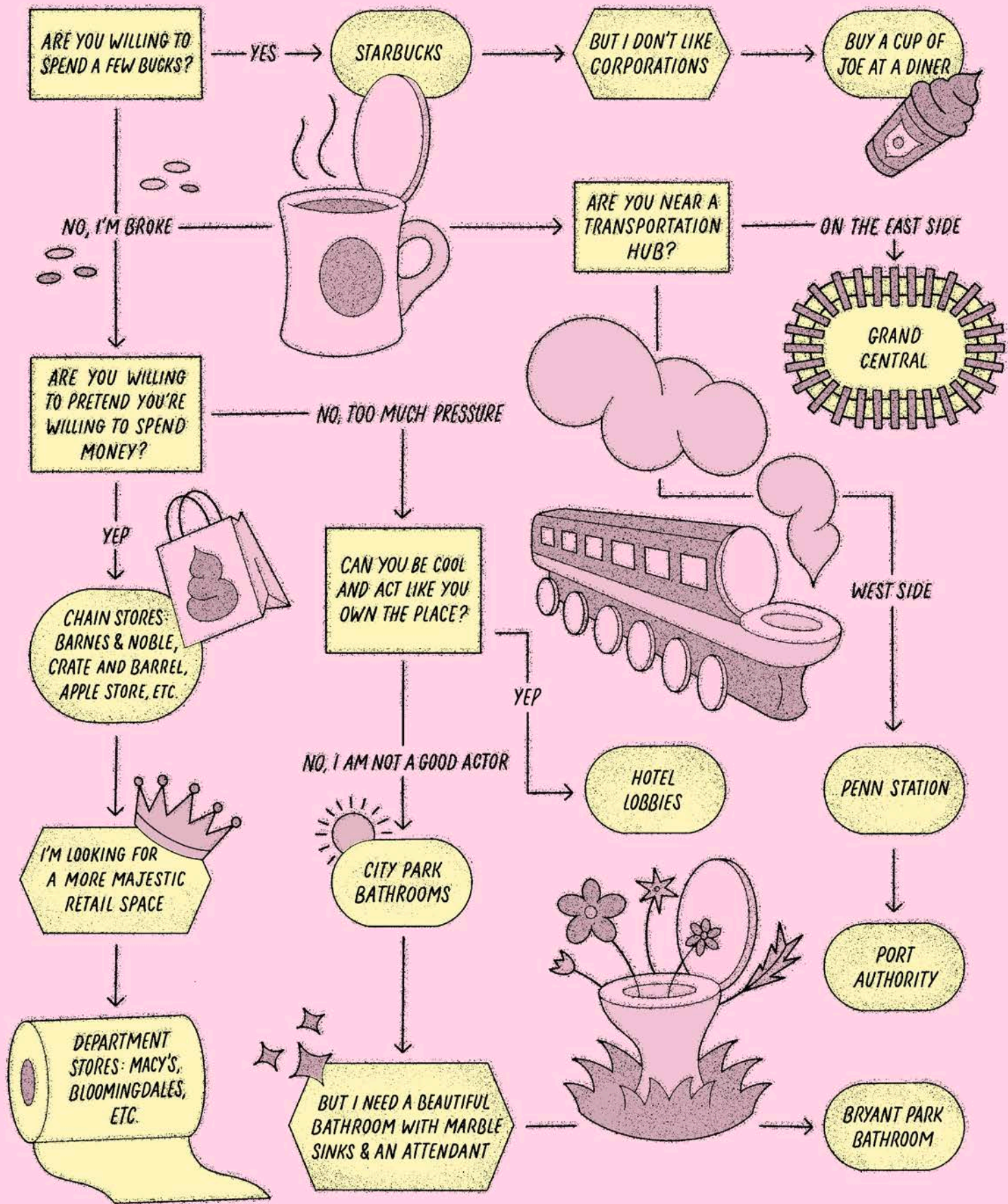
—Gabriel Aguirre, Computer Art,

Computer Animation and Visual Effects





HOW TO FIND A BATHROOM IN NEW YORK CITY



SVA has more than

alumni,

making it one of the largest creative communities in the world.

“Be true to
yourself, no
matter what.”

You bring yourself to your art,
therefore understanding what makes

you
you

is the best way to

E V O L V E

and become a

successful
artist.”

—Gabriella Lincoln, Photography and Video





“Never lose your voice
when it comes to

**creating
things.**

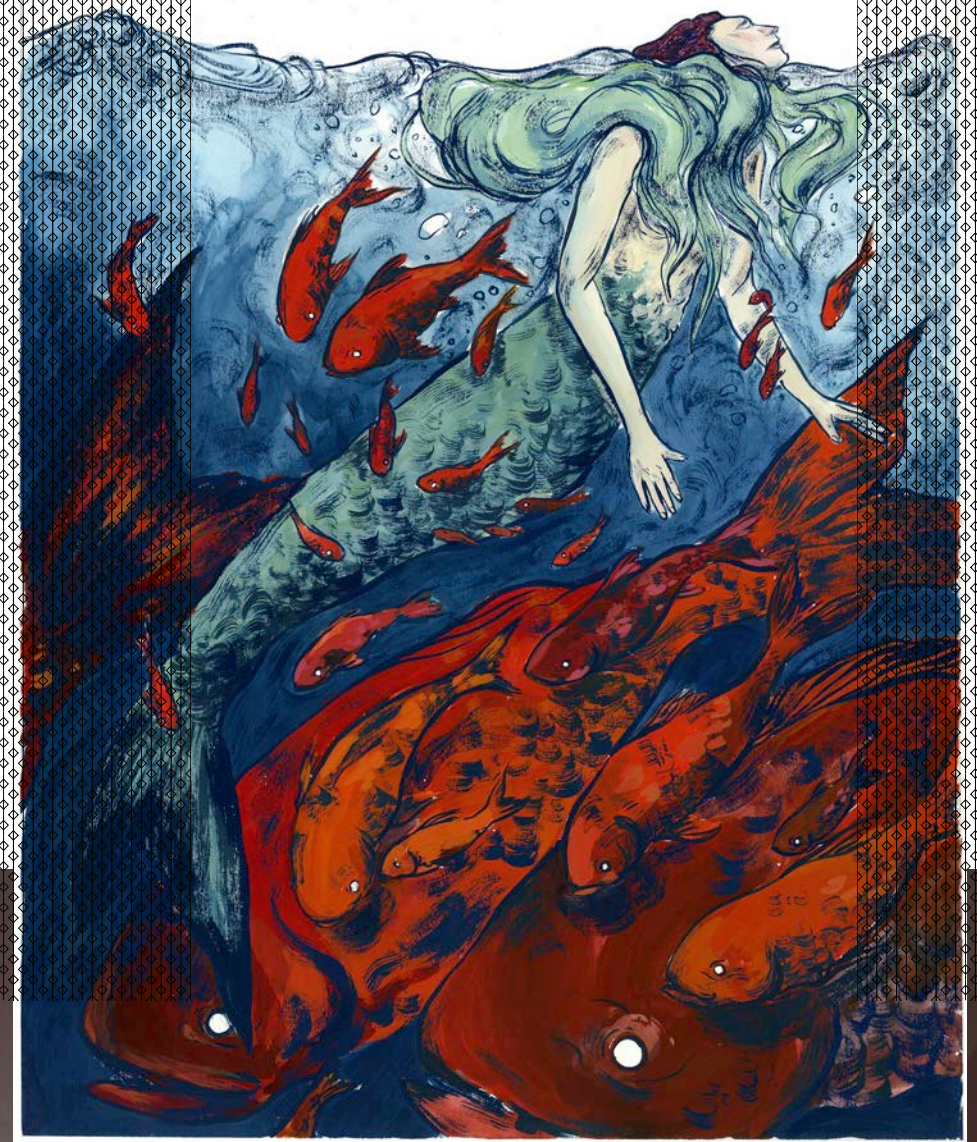
You will
always go
back to your
roots



if they've been wholly
significant to you as an

artist.”

—Erin Checkosky, Interior Design



“Just north of
New York City,

up in the Hudson Valley, there
are plenty of locations to



get away



from the busy city. There are

forests

to hike in, museums to visit, and plenty
of outdoor activities that can be an

inspiration

for anything that
you are working on.”

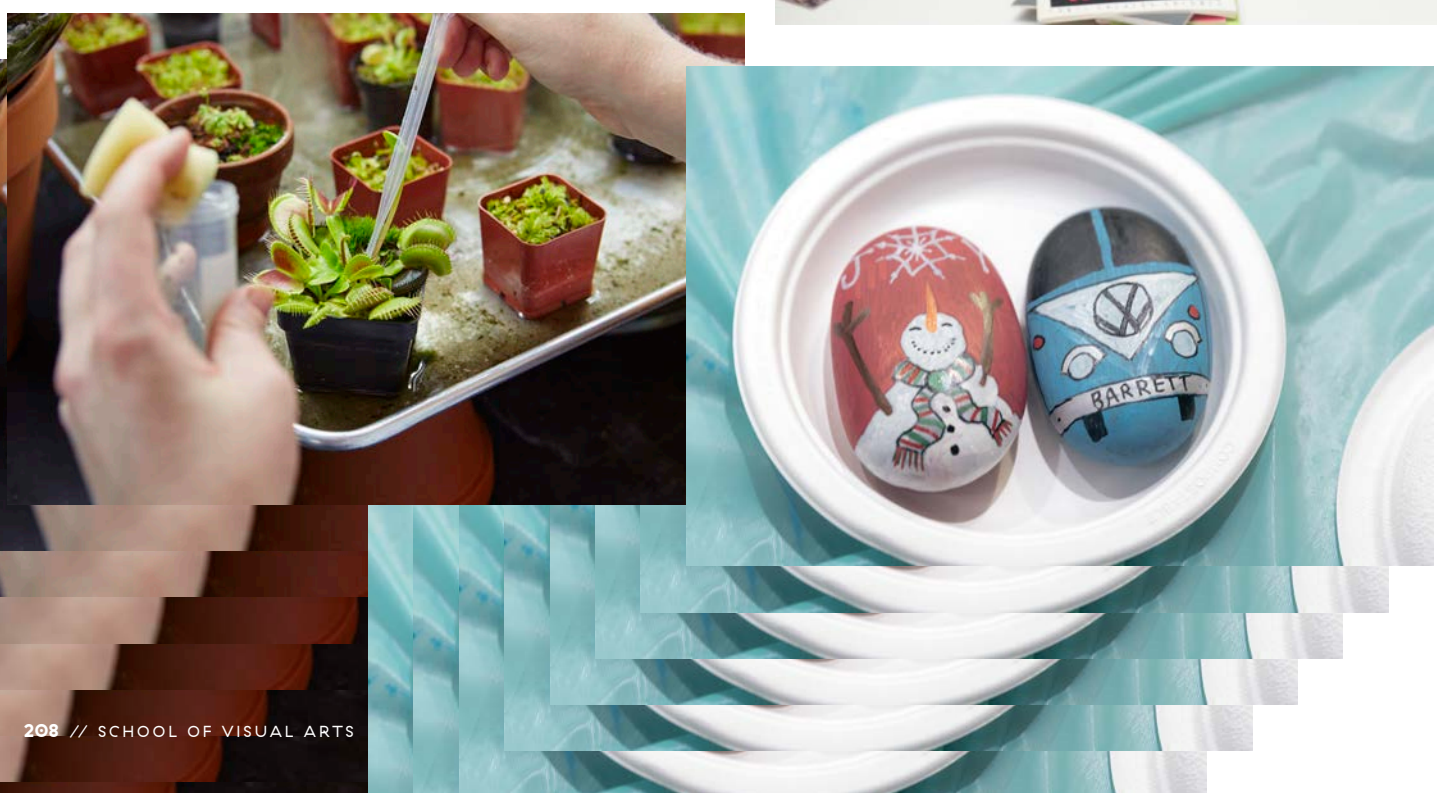
—Jake Masakayan, Design





“Don’t
edit
ideas
in your head.
Get
every-
thing
out
on paper,
no matter what
it is, and then
edit.”

—Stephanie J. Kim, Illustration





How to stop procrastinating.

A basic guide to get things done.



Glue your butt to the chair.



Stop looking at your phone.



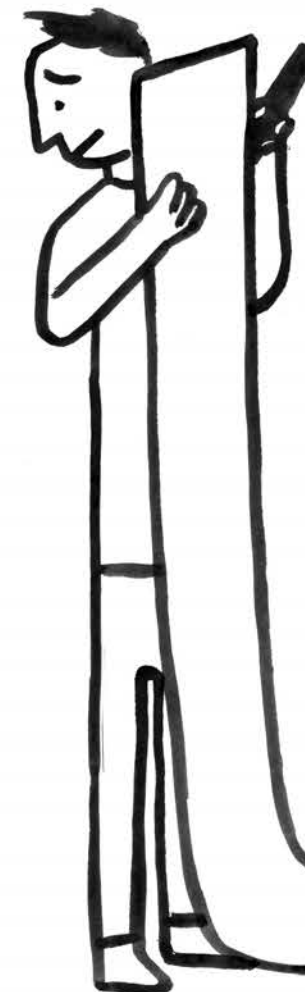
Don't let time slip away.



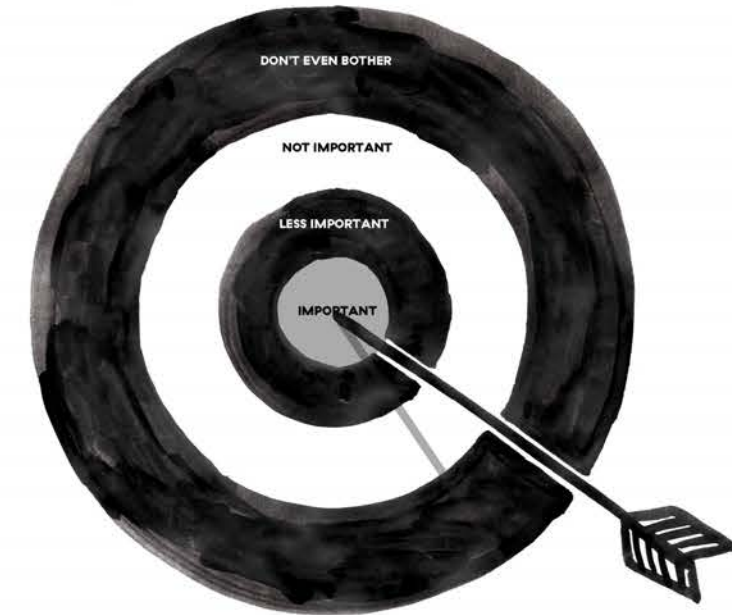
Wake up early.



Have a routine.



Make a list.



Focus on what is important.



Do it today.



Every instructor
I've met at
SVA gave me the
same advice:

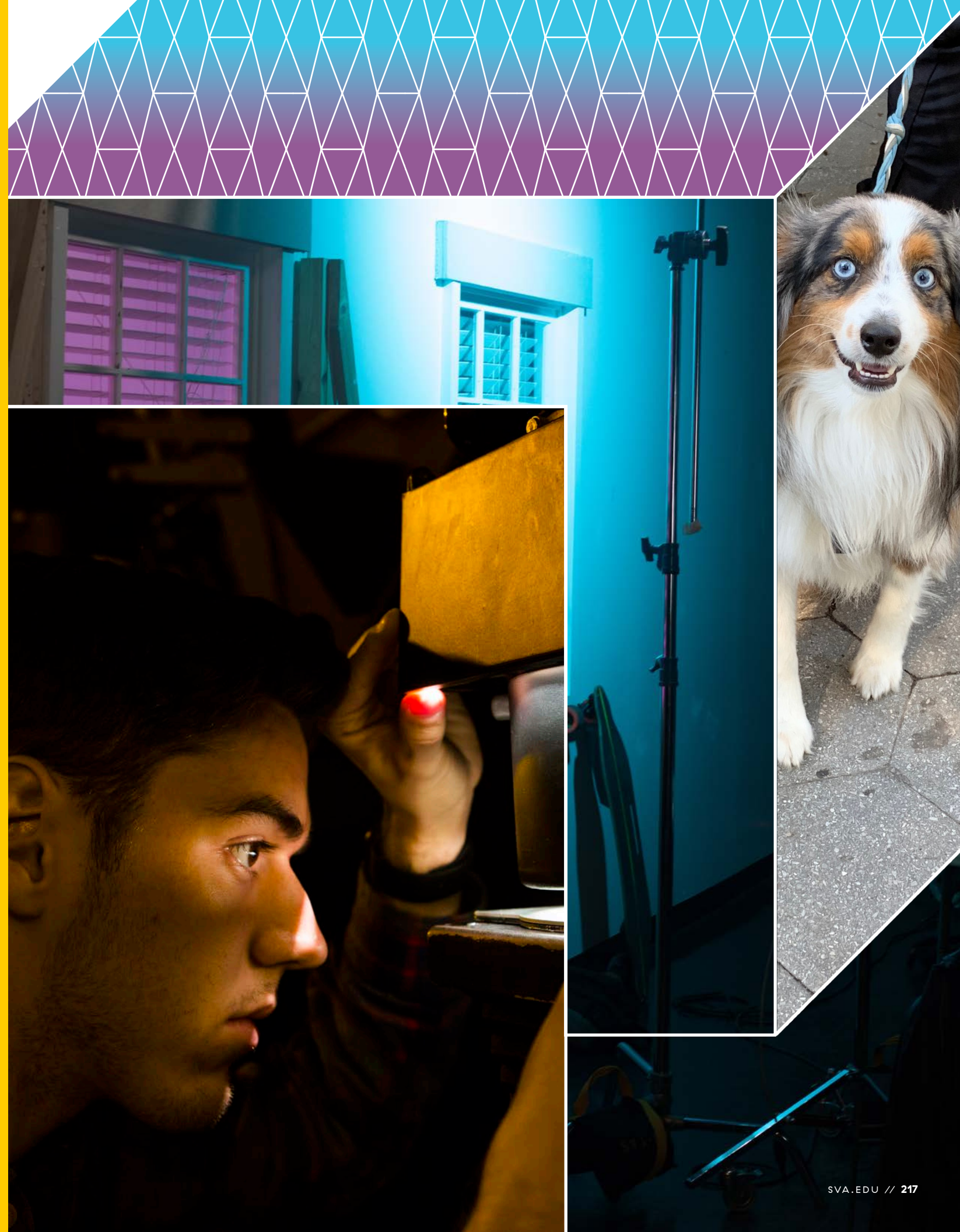
Go
out-
side,
explore
and
play.

—Ha Jung Song, Advertising

“What’s great about SVA is the focus on personal voice. I say to my students,

‘You’re different from the person sitting next to you, so let’s try and work on creating something that’s very specifically your own.’”

—Yuko Shimizu,
faculty, Illustration

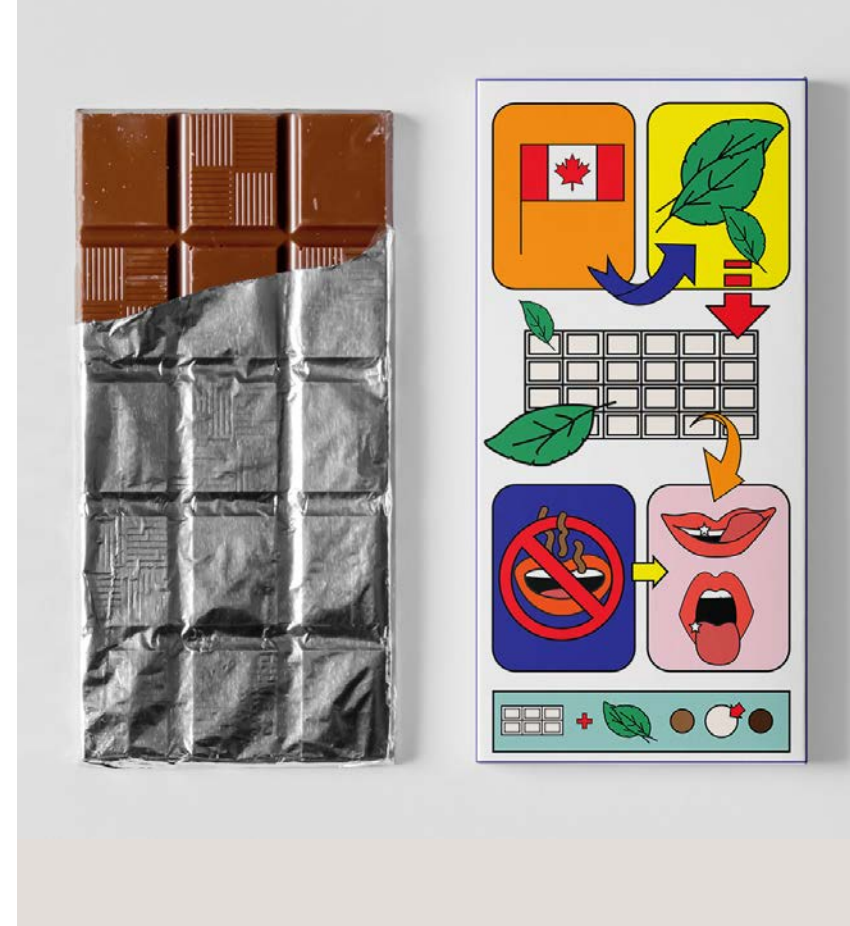




“Every instructor has such good connections,

which can be shared with you for future endeavors.”

—Razan Elbaba, Photography and Video



“I think the most •

unique
and exciting thing
about SVA is the number of

opportunities

students are provided. From

**outside scholarships,
design competitions
and professional
exhibitions,**

we are constantly
motivated to get our hands
in the art and design

world.”

—Erin Checkosky, Interior Design



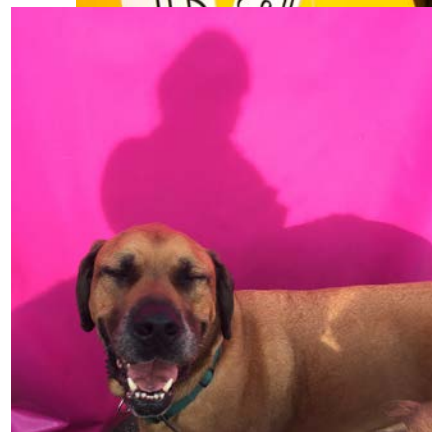
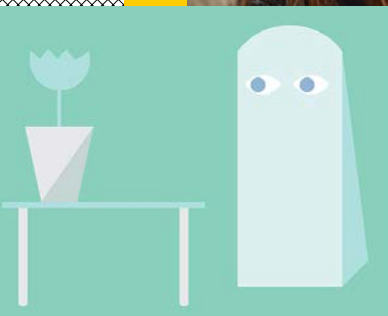
“SVA is easily one of the most colorful,

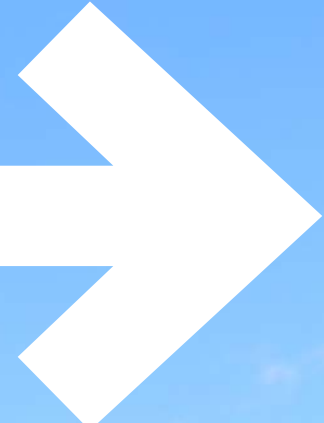
and accepting communities that exists. The campus is practically a rainbow.”

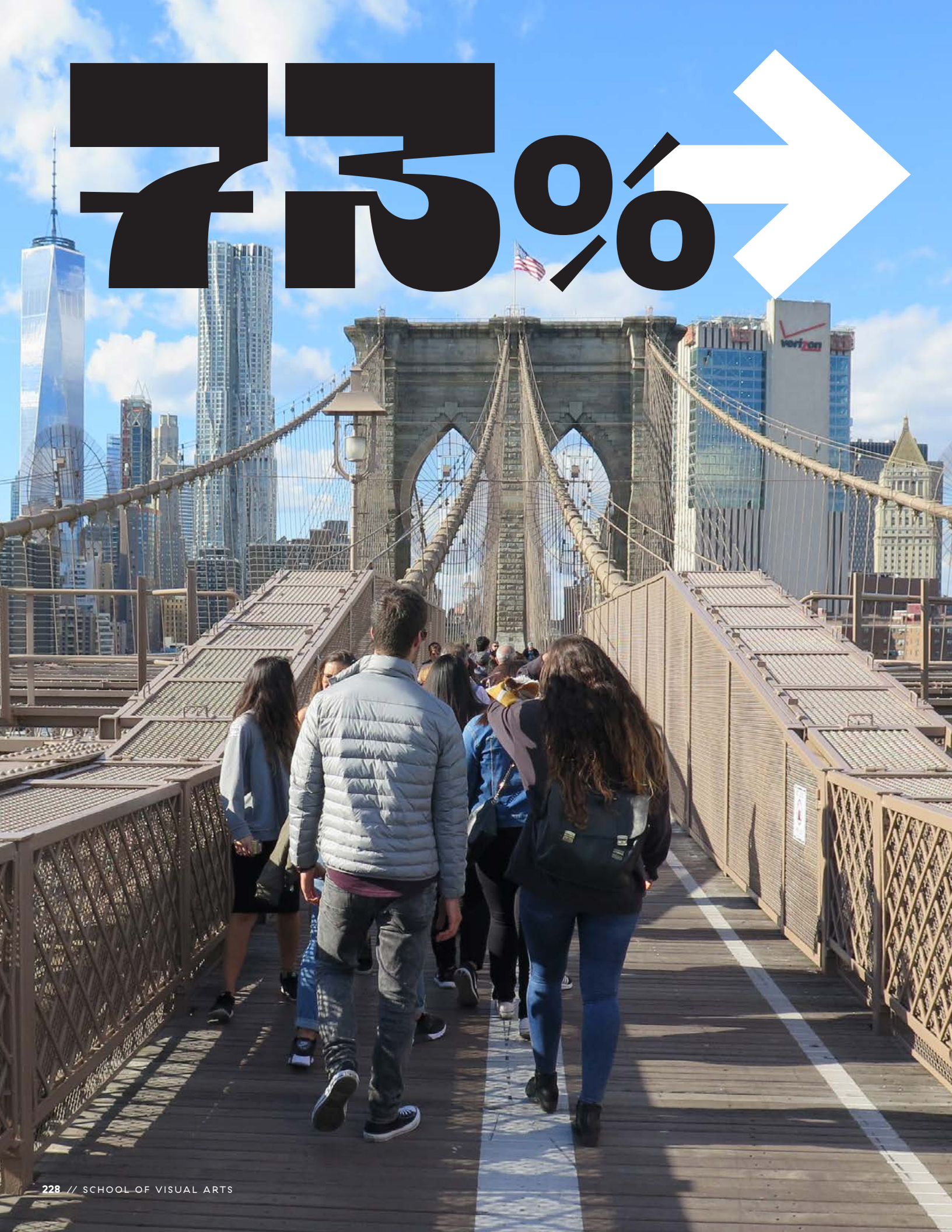
and accepting communities that exists. The campus is practically a

rainbow.”

—Daniel J. Montenegro, Illustration



73% 



**of SVA
alumni**

**report overall
satisfaction
with**

**their
current
jobs.**



“THE GREAT THING about going to school in

NYC

is that you are in the

center

of a city full of job opportunities.

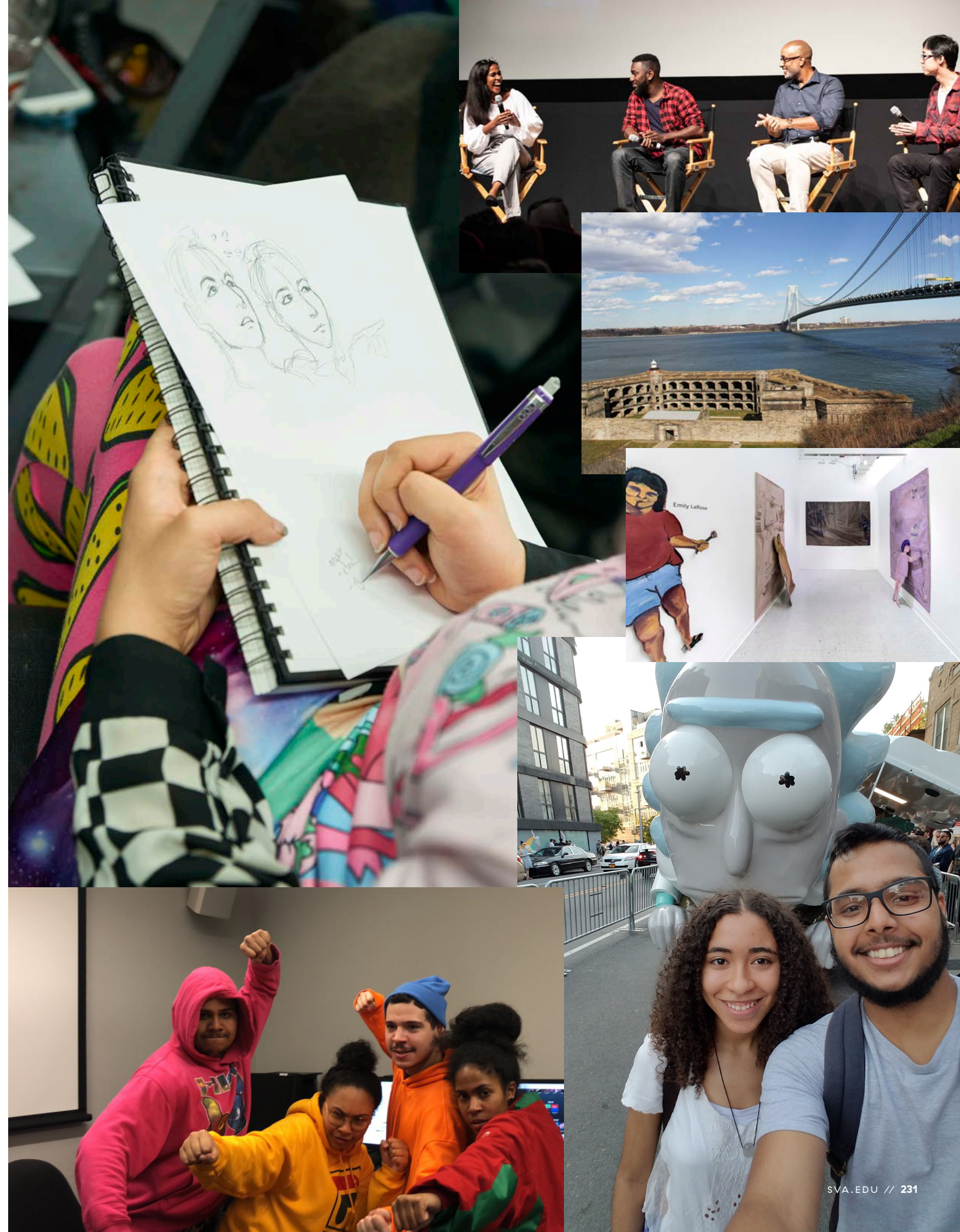
The city has plenty of studios,

big

and small, that are always looking for junior artists.”

—Jessica Kim, Computer Art,

Computer Animation and Visual Effects



THANKS!

This year's viewbook is filled with artwork, personal memories and quotes from our students listed below. We thank them for their participation—and extend our thanks to all of SVA's students, past and present.

Gabriel Aguirre, Alexander Alavi, Mert Avadya, Timothy Bair, Chengmin Bao, Maria Barquet, Saturn Brandt, Alejandro Cabezut, Yijin Cai, Julio Cesar Candelario, Tung Thanh Cao, Brian Cardona, Erin Checkosky, Chiao Ying Chen, Yuo Ning Chien, Erin Choi, Ching Yu Chou, Max Debczak, Nicholas Dimas, Branwyn Driscoll, Razan Elbaba, Anastasia Erastova, Kimberly Erquinigo, Ana Espinal, Yuan Fang, James Fitzgerald, Jamye Fontillas, Derrick Forkel, Moonwon Gang, Keith Garces, Hugo Garcia, Jay Giraldo, Chloe Giroux, Joey Gonnella, Danae Gosset, Amit Greenberg, Ori Haiblum, Seewoo Han, Nasha Hashemi, Rachel Heller, Michael Lee Houck, Christopher Hunter, Elizabeth Itzkowitz, Mitchell Jao, Iliana Jimenez, Ein Jung, Katherine Kast, Fuad Khazam, Haeun Kim, Jessica (Seulmi) Kim, Min Ha Kim, Stephanie J. Kim, Sofiya Kuzima, Emily Larosa, Gina Lee, Olivia Li, Yu Fei Liang, Morgan Light, Brian Lim, Chenwei Lin, Gabriella Lincoln, Zhilin Liu, Sage Love, Christine Marsigliano, Jake Masakayan, Katy McCaffrey, Paula Cury Melo, Maya Mendonca, Chaei Mo, Daniel J. Montenegro, Preston Nelson, William Nordlund, Lucas Northwood, Brian O'Donnell, Cheryl Okonkwo, Hao Ou, Jaewoo Park, Yearin Park, Brandon Perler, Tut Pinto, Darius Pippi, Patricia Preuss, Dylan Prince, Rianne Pyle, Georgia Raddon, Isabelle Ravix, Artemis Razzberry, Amber Ross, Sophia Santella, Flip Sarta, Sammy Savos, Brian Scagnelli, Adrian Schachter, Austin Shafkowitz, Calvin Sheely, Xiaoyu Shi, Xixian Shu, Millina Sierra, Cody Evan Silver, Kyle Smeallie, Katherine Sokolova, Ha Jung Song, Gerald Soto, Emma Hyo Jung Tak, Paul Tush, Domenica Garcia Uribe, Brian Vasquez, Mauricio Velazco, S. von Puttkammer, Isabel Waller, Chenyu Wang, Tamara Yakov, Bowook Yoon, Yifei You, Taylor Zarif, Wenxuan Zhuang Ó

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The School of Visual Arts is accredited by the Middle States Commission on Higher Education (msche.org), 3624 Market Street, Philadelphia, PA 19104, 267.284.5000. The Commission on Higher Education is an institutional accrediting agency

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The School of Visual Arts is an accredited institutional member of the National Association of Schools of Art and Design (nasad.arts-accredit.org).

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The School of Visual Arts' Department of Art Education is currently pursuing accreditation of its educator preparation programs by the Association for Advancing Quality in Educator Preparation (AAQEP). Pursuant to Section 52.21 of the Regulations of the Commissioner of Education, the educator preparation program offered by the School of Visual Arts is considered to be continuously accredited for purposes of meeting the New York State requirement that all such programs maintain continuous accreditation. The School of Visual Arts' Master of Arts in Teaching in Art Education program was previously accredited by the Council for the Accreditation of Educator Preparation (CAEP).

The Master of Professional Studies in Art Therapy degree program is approved by the American Art Therapy Association, Inc., and as such meets the Education Standards of the art therapy profession.

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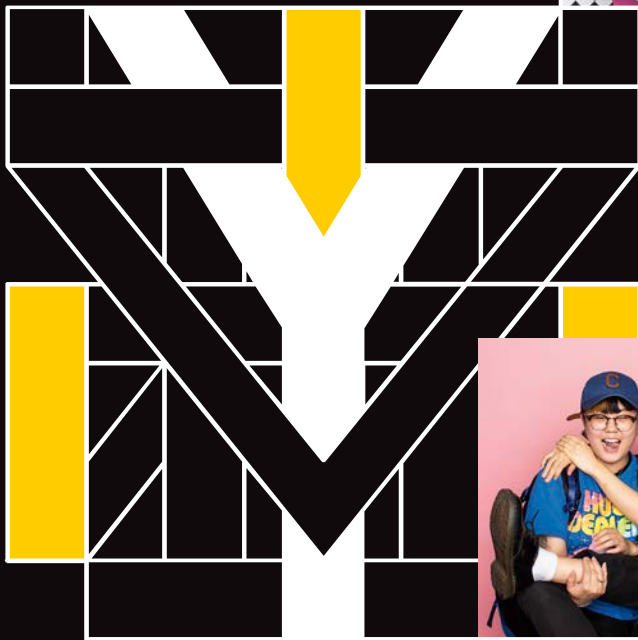
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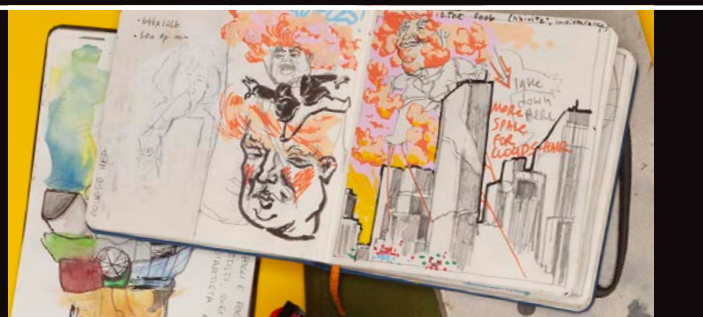
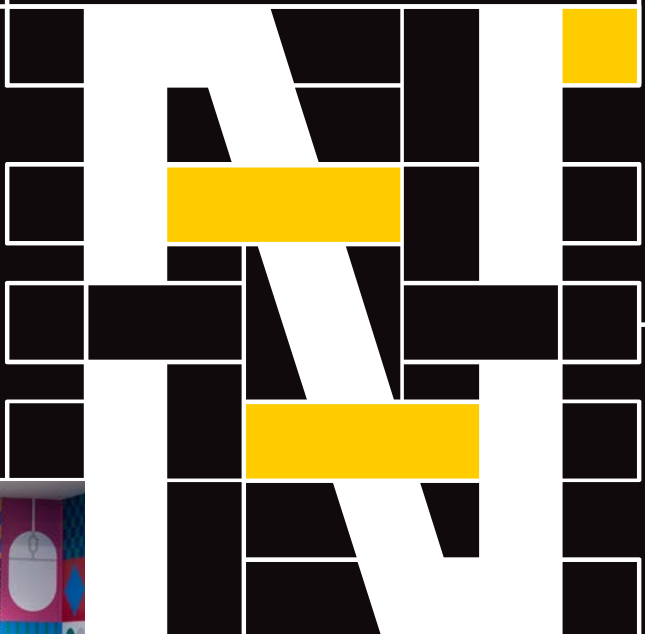
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MUNITIES IN THE WORLD.

INFLUENTIAL ARTIST

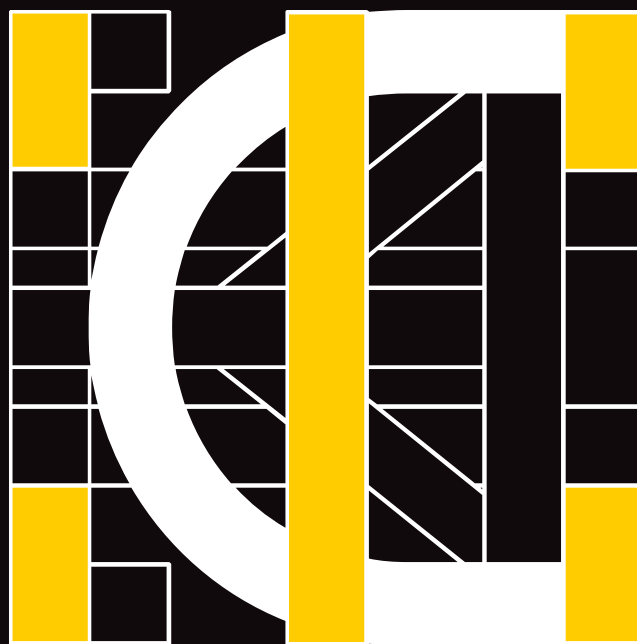
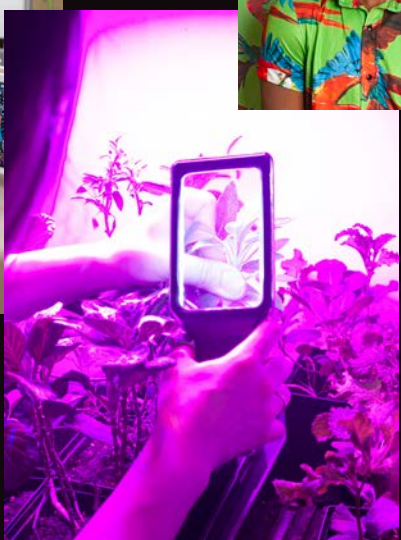


ONE OF THE LARGEST AND MOST



➔ COMPRISED OF MORE

THAN 7,000 STUDENTS AT ITS



38,000 ALUMNI ACROSS 75 COUNTRIES, SVA IS

NYC CAMPUS AND MORE THAN