

SVVA

20
22

School of
Visual Arts



NYC

sva.edu

UNDERGRADUATE PROGRAMS



With an undergraduate class representing 49 countries and more than 38,000 alumni across 75 nations, SVA is one of the most diverse and influential artistic communities in the world.

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SVA
NYC

SVA
NYC

DeVine 132

PARK

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100



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 FACULTY. 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.”

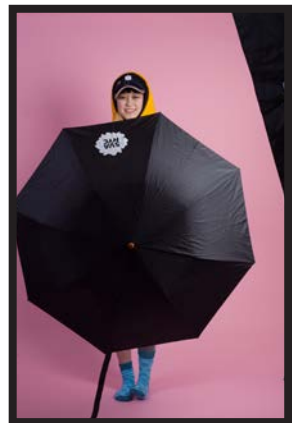
—Tut Pinto, Design





“SVA IS
EASILY ONE
OF THE MOST
COLORFUL,
LOUD
and accepting
communities
that exists.
The campus
is practically
a rainbow.”

—Daniel J. Montenegro, Illustration





11

BFA MAJORS



3,809

UNDERGRADUATE

STUDENTS



NEXT STOP **SVA** →

Programs

Advertis- tising

SVA.EDU/ADV

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 a soup-to-nuts proposition. We ground you in the basics and teach a conceptual approach toward problem-solving to broaden your design thinking. ¶ Year after year, SVA's Advertising students dominate Graphis New Talent Annual, Red Dot, Clio, 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 globe. ¶ New York City is the advertising capital of the world, so it should come as no surprise that our Advertising program at the School of Visual Arts attracts the finest students and draws faculty from the best of the city's advertising industry.

22

FACULTY

83

STUDENTS

13

COURSES

You'll master: Art Direction / Interaction Design / Digital Production / Motion Graphics / Graphic Design / Typography / 3D Design / Infographics / Branding / Critical Thinking / Systems Thinking

COURSE HIGHLIGHTS

Advanced Advertising: Buzzworthy Content • Differentiate or Die: How to Get a Job When You Graduate • Pop Thinking: ACLU • Integrated Advertising and Communication • Creative Problem Solving • Motion Graphics Workshop • Creative Computing for Interaction Experiences • Interaction Design and Communication • Foundations in 3D Graphic Design • Interdisciplinary Design • Creating Augmented Reality • 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 • History of Type: Stories, Secrets, Experiments and Accidents • Visual Storytelling: Autobiography Through Visual Language

CREDITS



72 Studio
30 Humanities and Sciences
3 Elective Courses
15 Art History

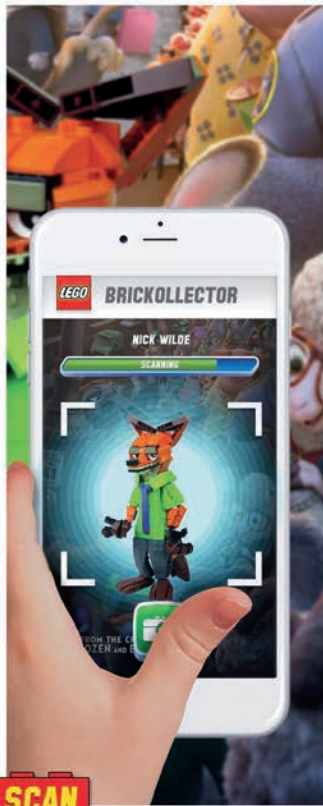
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@sva_advdesign

PLAYBOX PRESENTS
LEGO BRICKOLLECTOR



FIND



SCAN



REDEEM

SHAKE THEM OFF YOUR PHONE AND INTO THE PLAYBOX BRICKCOLLECTOR MACHINE

Salvatore Romano



Roxanne Kulynych



Ruoyue Bai

Emily Kim



Body-Bags should never be in fashion. Help protect wildlife from senseless slaughter. WWF.org



Body-Bags should never be in fashion. Help protect wildlife from senseless slaughter. WWF.org

Michael Vo



Body-Bags should never be in fashion. Help protect wildlife from senseless slaughter. WWF.org



Body-Bags should never be in fashion. Help protect wildlife from senseless slaughter. WWF.org

Animation

SVA.EDU/ANI

The goal of SVA's Animation Department is to help you, the storytellers, find your own voices with imagination to tell your stories using the art form of animation—whether through 2D animation, experimental animation or stop-motion. You are immersed in hands-on experience, and the curriculum offers a special focus on story development and pipeline. You are given a full range of techniques for completing independent and collaborative animated film projects. Special working relationships with alumni-owned Plymptoons, Titmouse and Augenblick studios—as well as with other independent animation creators throughout New York—provide extraordinary opportunities for internships and part-time employment. Having participated in SVA's recruitment initiatives with larger studios—for example, Disney TV Animation, Nickelodeon, Pixar, Hornet, Buck and Cartoon Network—SVA Animation students are considered prospective rising talents that are prepared to readily contribute to the industry. There are annual internal and external events, artist talks, portfolio reviews and studio visits as well as extracurricular activities to enrich the overall SVA experience.

54

FACULTY

369

STUDENTS

40

COURSES

COURSE HIGHLIGHTS

Animation: From Paper to Pixels · **Introduction to Animation** · **Drawing** · **Story: Theory and Structure** · **Digital Compositing** · **Animation Workshop** · **Perspective Drawing** · **Gesture Drawing** · **Sonic Storytelling** · **Straight to Series: New Media and TV Writing** · **Experimental Animation** · **Stop Motion** · **Character Construction** · **Animation with Comics** · **Background Design and Paint** · **Color Theory** · **Toon Boom** · **Adobe Animate** · **After Effects** · **Visual Development** · **Career Strategies** · **Creating Unforgettable Characters** · **Effects Animation**

CREDITS 

72 Studio
30 Humanities and Sciences
3 Elective Courses
15 Art History

Our grads have worked on: *Wolfwalkers* / *City of Ghosts* / *Arlo the Alligator Boy* / *The Mitchells vs. the Machines* / *Steven Universe* / *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*

 /svaanimationdept

 @svabfaanimation

You will train on the latest animation software and hardware:
Adobe CC / Photoshop / Illustrator / Premiere / After Effects / Animate / Toon Boom / Dragonframe / Cinema 4D / Audition / ProTools / DSLR Camera / Wacom Cintiq



Alonzo Yanes

Abigail Brunzell



Cheryl Okonkwo

Jonathan Scheibenpflug and Mac Rosenberg



Shawn Sipes



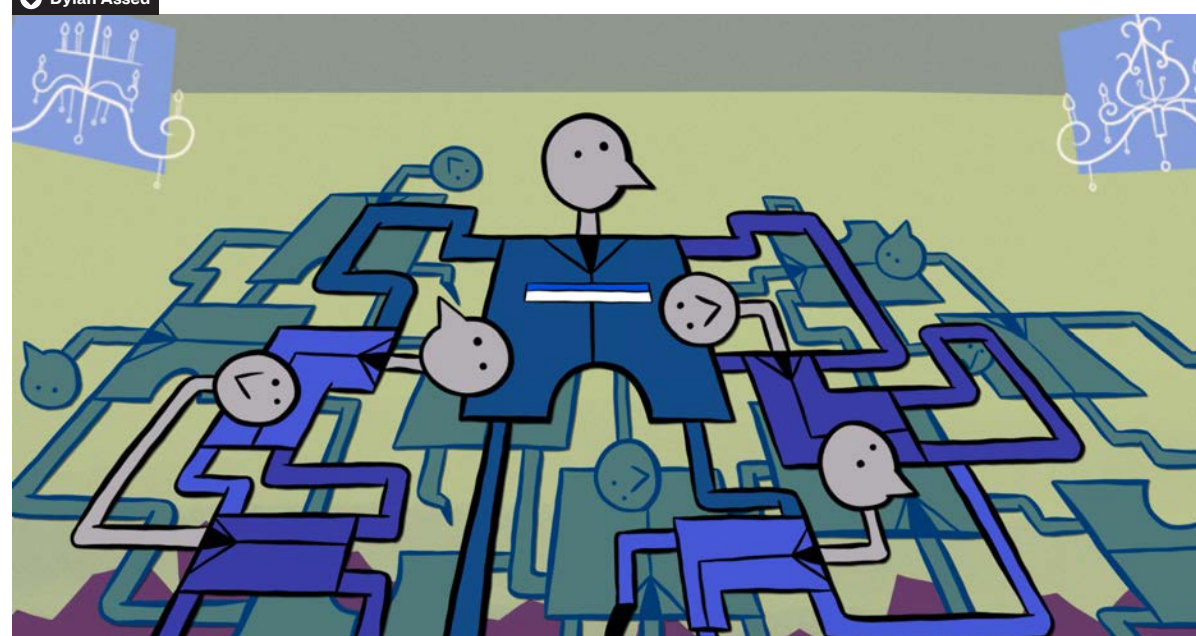
Winnie Wu



Dylan Assed



Christina Brancella



Cartooning

SVA.EDU/CAR

SVA WAS one of the first colleges to offer cartooning as a major and is now the vanguard of the discipline. We've even been called "the Harvard of Cartooning." ¶ 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 Amerimanga, young adult, adventure, fantasy or any other genre), so it will easily make its way into the fascinatingly diverse cartooning marketplace. You'll master plot development and the building of dramatic narrative tension, as cartooning is only half of the story. You'll learn to break down the sequential action of the story you're telling.

30

FACULTY

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

Scholarships: Each year, the department awards several Cartooning scholarships:

- Robert Frankenberg Scholarship
- Archie Goodwin Scholarship
- Harvey Kurtzman Scholarship
- Joe Orlando Scholarship
- Lou Stathis Scholarship
- Wally Wood Scholarship

32

COURSES

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

196

STUDENTS

COURSE HIGHLIGHTS

Cartooning Portfolio · Mixed Media Comics · Web Comics · Pictorial Problems: Cartooning · Storytelling · Character Design · Advanced Digital Coloring and Rendering · Design and Build Comics · Digital Coloring for Cartoonists · Drawing for Cartoonists · Culture Survey · Advanced Drawing for Illustrators and Cartoonists · Drawing with Ink for Cartoonists Life Underground · Self Publishing · Principles of Cartooning · History of Cartooning · The Drawn Epic · Costume, Concept and Environment · Personal Comics Cool Books · Photocopy Zines · Introduction to Puppetry · Illustration in Motion · Acrylic Painting · Realistic and Fantastical Digital Painting · Digital Cartoon Lettering · The Gouache Experience · Graphic Design Solutions for Illustrators and Cartoonists

CREDITS 

72 Studio
30 Humanities and Sciences
3 Elective Courses
15 Art History

I'D SAY I MAINLY LISTEN TO ROCK... CURRENTLY I'M ON A KING CRIMSON KICK

Cameron Gibson



Vincent DeCapua



Devaun Dowdy



Cameron Gibson

Luyao Yan



Cody Silver



Computer Art, Computer Animation AND Visual Effects

SVA.EDU/COMP

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. ¶ 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.

91

FACULTY

58

COURSES

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*

Awards Include: Student Academy Award / Student Emmy Award

360

STUDENTS

COURSE HIGHLIGHTS

Narrative Workshop • Basic Cinema 4D • VFX and Motion Graphics • Creature Creation • Procedural Art • Video Game Design • Introduction to Real-Time Rendering and Game Engine Graphics • Character FX • Three-Dimensional Digital Sculpture • Python Scripting for Maya Artists • Bits, Bytes, Megabytes: Foundations of Computer Generated Imaging • Life Drawing for Computer Animators • Sound and Vision: Producing a Soundtrack • Facial Rigging and Articulation for 3D Animation • Lighting and Rendering • Digital Matte Painting with Photoshop • The Business of Being an Artist • VFX Animation with Houdini • Character Concept and Creation • Collaboration in Computer Art

CREDITS



72 Studio
30 Humanities and Sciences
3 Elective Courses
15 Art History

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

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

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Kayleen Acosta, Joseette Ortega and Gabriel Aguirre



Xiaoli Zhang



Xueqing Hu and Flora Yu



Nicole Noel



Jessica Pon



Brandon Garcia and Jhorinson Dominguez



Ren Chiu



Daniela Dwek, Maya Christy Baek and Maya Mentocã



Design

SVA.EDU/DES

OUR MISSION is to educate designers who can think conceptually and create innovative solutions to design problems. ¶ 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 faculty work, such as Facebook, Google, Instagram, R/GA, *The New York Times*, Collins and Pentagram.

146

FACULTY

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

We specialize in: Graphic Design / Motion Graphics / 3D Design / Interaction Design / Integrated Advertising / Visual Storytelling / Branding and Systems / Critical Thinking and Infographics / Entrepreneurship / Zines

Our students and alumni garner more than half of the 500 entries to design competitions, an unparalleled achievement in design education. These include those from: Graphis New Talent Annual / Graphic Design USA / The One Club for Creativity / D&AD / The Type Directors Club / Communication Arts / Red Dot / Cannes Future Lions / *Print* magazine / Chronicle Books

109

COURSES

891

STUDENTS

COURSE HIGHLIGHTS

Interaction Design and Communication • Motion Graphics Workshop • Designing with Typography • Editorial Design • Visual Storytelling: Autobiography Through Visual Language • Package Design • Information Graphics • History of Type: Stories Secrets, Experiments and Accidents • Visual Identity and Multimedia • Brand Identity: Creating an Image • Environmental Design: Spatial Branding • MoGraph Essentials—Cinema 4D and After Effects • Experiential Design • Creative Computing for Interaction Experiences • Design for Social Change • Design Thinking • Creating Augmented Reality • Designing a Business • Differentiate or Die: How to Get a Job When You Graduate • Toys and Games • Finding Your Voice as a Graphic Designer • History of Graphic Design • The International Typographic Style • Communication Graphic Design • Presentation Skills Seminar • Poster Design

CREDITS



72 Studio
30 Humanities and Sciences
3 Elective Courses
15 Art History



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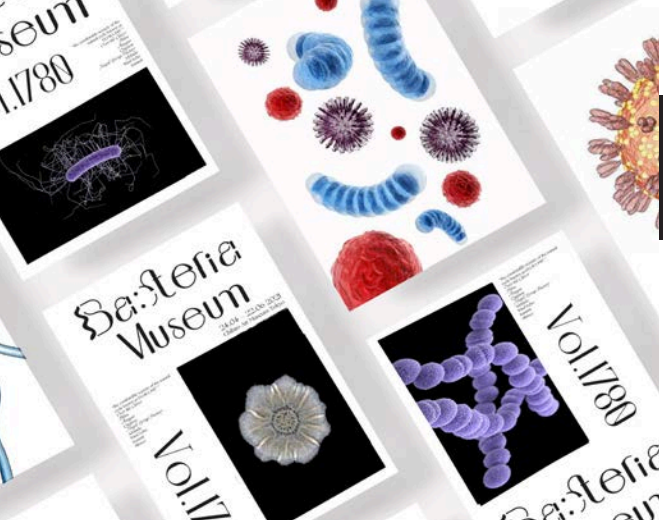
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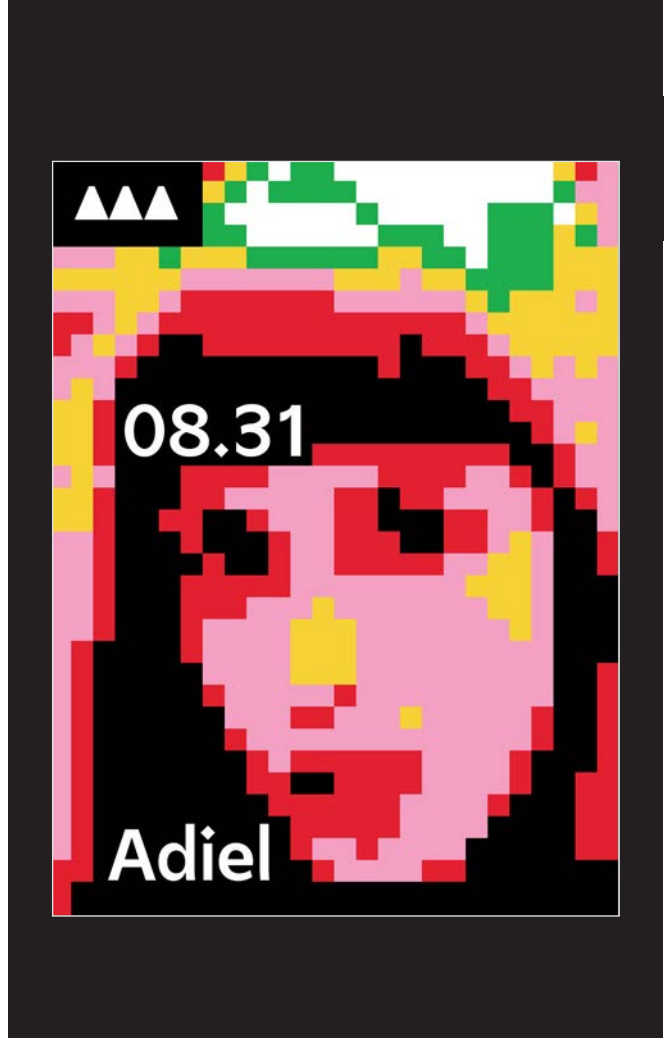
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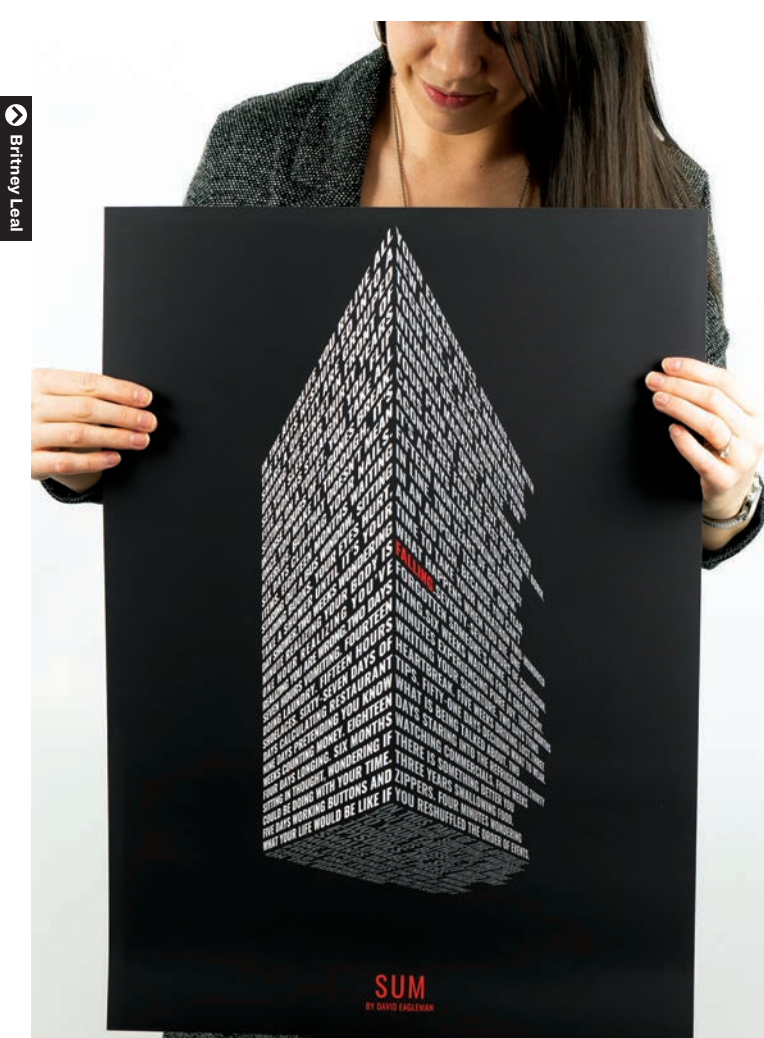
Dazhi Wang



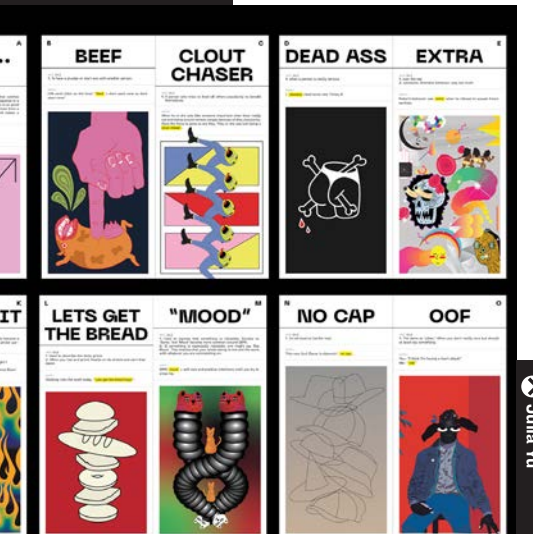
Robert Barrese



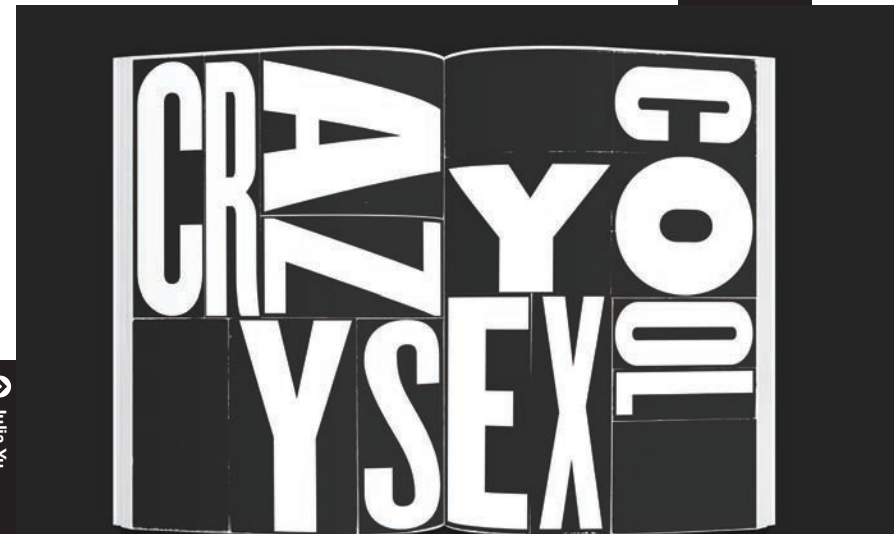
Marco Accardo



Thi Thu Thao Hoang



Julia Yu



Yiming Cai



Film

SVA.EDU/FILM

TO BE AN INDEPENDENT filmmaker today is to master the art of change. To predict your future, you have to be confident in all your filmmaking skills and understand media as business and your role in a global culture. Then there's streaming and the kaleidoscope of distribution. ¶ Our faculty are professionals working at the top of their field—including producing and marketing, as well as all the creative crafts. ¶ Our equipment and technology are what professionals demand: students are given access to top-of-the-line tools, including a brand-new finishing suite that supports 5.1 mixing, color grading and 8K editing. ¶ Our faculty see to it that you meet their contacts and get to know the people who will open doors for you. You'll work on active sets and talk to the innovators and decision makers who keep our industry ahead of the curve. Our grads get jobs because professionals know who they can rely on. SVA Film alumni are proud to be recognized in every area of on-screen story-making.

350

STUDENTS

49

FACULTY

65

COURSES

COURSE HIGHLIGHTS

Writing the Short Film • Directing for Film • The Art of Editing • Mixing • Avid • VR Documentary Workshop • Introduction to Mixing • Da Vinci Resolve: Color Correcting Your Film • Film and Literature • International Cinema • Master Class in Cinematography • Production Design • Makeup for Film and Television • Writing the Feature-Length Script • Directing Actors • Pitching and Development • Creative Producing • Experimental Cinematography • Recording Foley and Effects • Music and Sound Techniques • Post Production: Structures in Storytelling • Sound Production • After Effects • Advanced Final Cut Pro • Advanced Writing and Directing • Writing for Television

CREDITS 

54 Studio
18 Studio Electives
30 Humanities and Sciences
3 Elective Courses
15 Art History

Specialize in: Screenwriting / Directing / Cinematography / Editing / Sound

Recent alumni credits: Randall Emmett, producer, *The Irishman* / Gillian Robespierre, writer/director, *Obvious Child* / Michael Giacchino, composer, *Up* / Ti West, writer/director, *House of the Devil* / Morten Tyldum, director, *The Imitation Game* / Bennett Elliott, producer, *Bisbee '17* / Mark Ulano, sound mixer, *Once Upon a Time in Hollywood* / Crystal Moselle, documentarian, *The Wolfpack* / Dan Minahan, director, *Game of Thrones*, *Halston* / Yaron Orbach, cinematographer, *Orange Is the New Black* / Spencer Cook, visual effects, *Spider-Man* / Paul Fox, director, *Schitt's Creek*

 @svafilmnyc

 /svafilm

 @svafilmnyc



Sage Love



Yija Zou



Bouquet Napussorn



Domenica Garcia

Tianyu Liu



Hanaan Louis



Allen Jiang



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.

106

FACULTY

238

STUDENTS

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

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COURSES

COURSE HIGHLIGHTS

Painting and Photographic Sources · Soft Sculpture · Video Installation: When Light Becomes Form · Electronics and Interactivity · Wearable Art · The Abstract Image · 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 · Constructed Painting · Sculpture Without Limits · Figure Drawing · Urban Botanicals · Body Casting · Transmedia Workshop · From the Lab to the Studio: An introduction to BioArt · Silkscreen: Build Your Own Business · Ceramic and Mixed Media Installation

CREDITS 

72 Studio
30 Humanities and Sciences
18 Art History



Brigitta Bengyel



Xinyu Han

Veronica Fernandez



Bio Lab



Maria Semnenko



Carol Cao

Ji Hyun Jeon



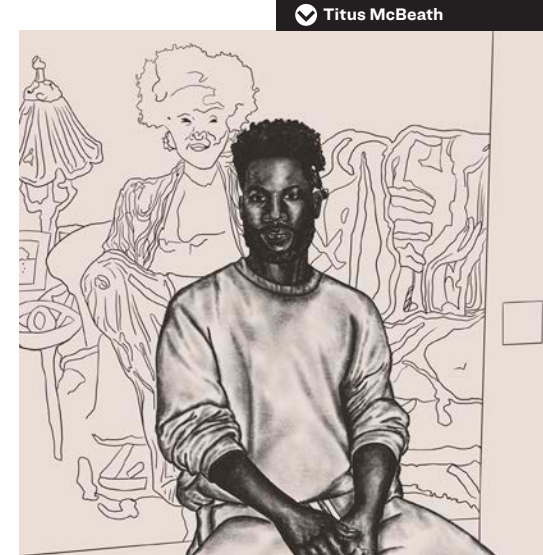
Maria Semnenko



Titus McBeath



Tiffany Alfonso



Titus McBeath

Illustration

SVA.EDU/ILL

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.

79

FACULTY

774

STUDENTS

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

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

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COURSES

COURSE HIGHLIGHTS

Children's Book Illustration · Experiments in Narrative · Laboratory for Moving Pictures—Adventures in Limited Animation · The Poster · Classical Portrait Painting in Oil · Two Eyes, a Nose and a Mouth · Acrylic Painting · Pop Up: 3D Paper Engineering · Illustration Portfolio I: Figurative Painting and Drawing · Surface Design · Designer Toys · Watercolor Techniques · Collage Illustration · The Painting of Light · Drawing on Location · Type and Image · Bookmaking and Linocut Inventions · Realistic and Fantastical Digital Painting · Drawing: From Fantasy to Reality: Production · Concept Design · Between the Lines · Fashion Illustration and Beyond

CREDITS



72 Studio
30 Humanities and Sciences
3 Elective Courses
15 Art History

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*.

2021 Society of Illustrators Student Scholarship Competition 44 Pieces / \$11,500 in Scholarships Awarded

In Memory of Ed Renfro: \$150 (Joules Grey) / In Memory of Christopher Darling: \$500 (Gongyu Hu) / The Nick Meglin Drawing from Within Scholarship Award: \$350 (Maithili Joshi) / In Memory of Effie Bowie: \$1,000 (Sofiya Kuzmina) / Nancy Lee Rhodes Roberts Scholarship Award: \$5,000 (Yue Li) / The Warby Parker Visionary Scholarship: \$1,500 (Fan Pu) / In Memory of Les Kanturek: \$1,500 (G. Grace Yang) / The Alan Peckolick Scholarship Award for Excellence in Illustration: \$1,500 (Tianyi Zhou)

@svaillustrationcartooning

@svailluscart

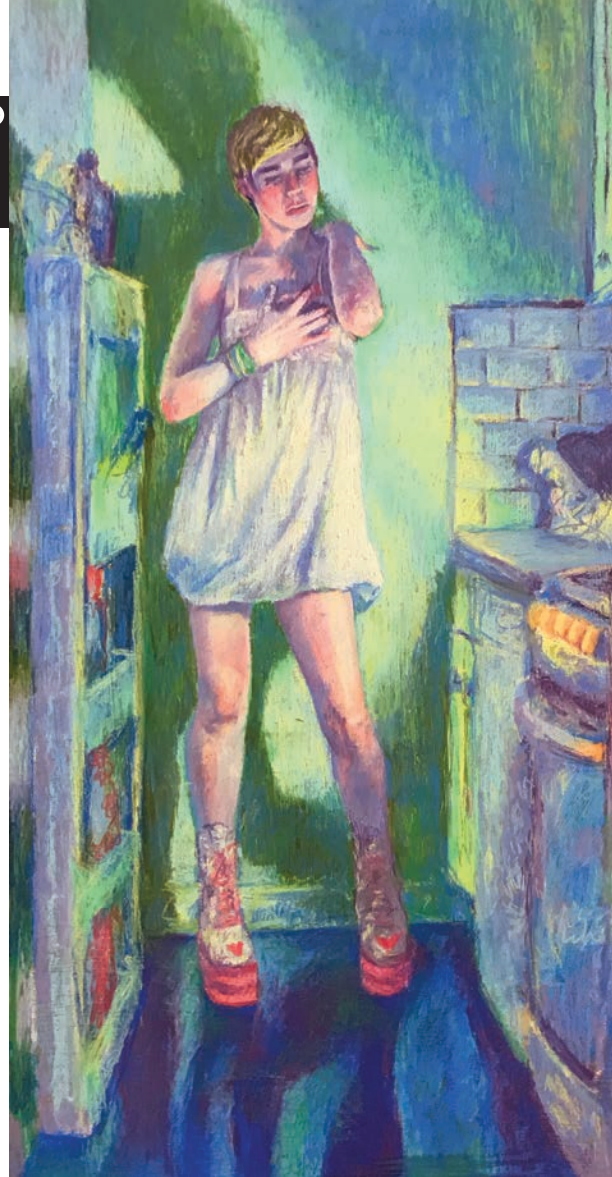
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Zihao Zhang



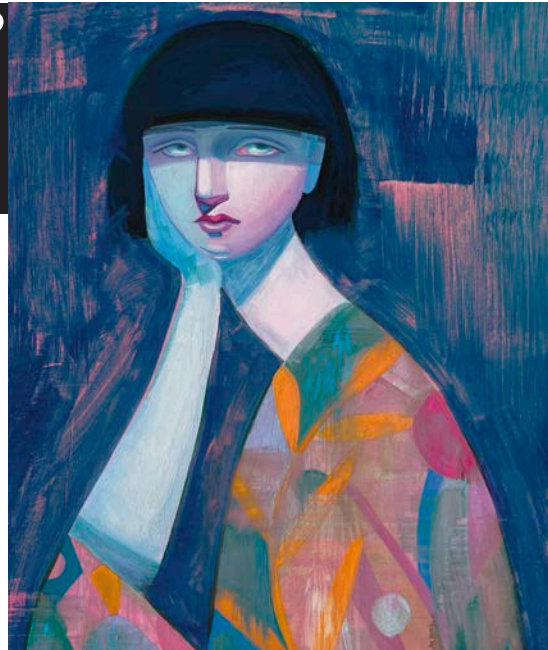
Ali Tavlan



Gongyu Hu



Parthena Kyriakides



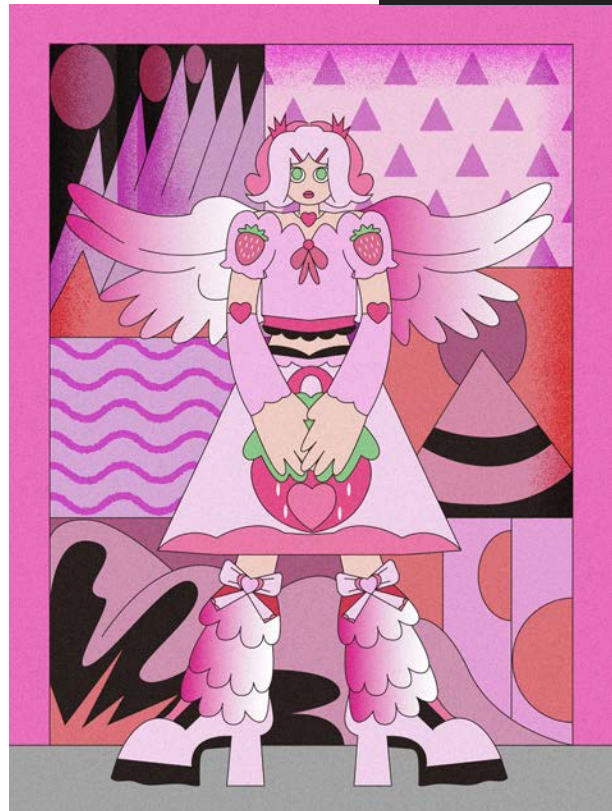
Jaea Hong



Maria Tinoco



Hayden Goodman



Ziyun Zhao

Ming Wang

Interior Design: Built Environments

SVA.EDU/IDBE

STUDENTS CREATE in a studio environment with their own workspaces starting their first 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 the curriculum. Our graduates have been employed within the interior design and architecture industry as designers, product specialists (furniture, lighting and finishes), project managers, sustainability specialists, interior 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.

25

FACULTY

74

STUDENTS

41

COURSES

COURSE HIGHLIGHTS

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 • Influences in Contemporary Interiors • Drafting: Basic Building Systems • Interior Materials and Finishes • Color Theory and Rendering

CREDITS



75 Studio
30 Humanities and Sciences
15 Art History

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. The faculty assists students with portfolio and CV preparation and connects them to interior design and architecture firms for internships. ¶ 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. ¶ 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.

@sva_idbe

/svaidbe

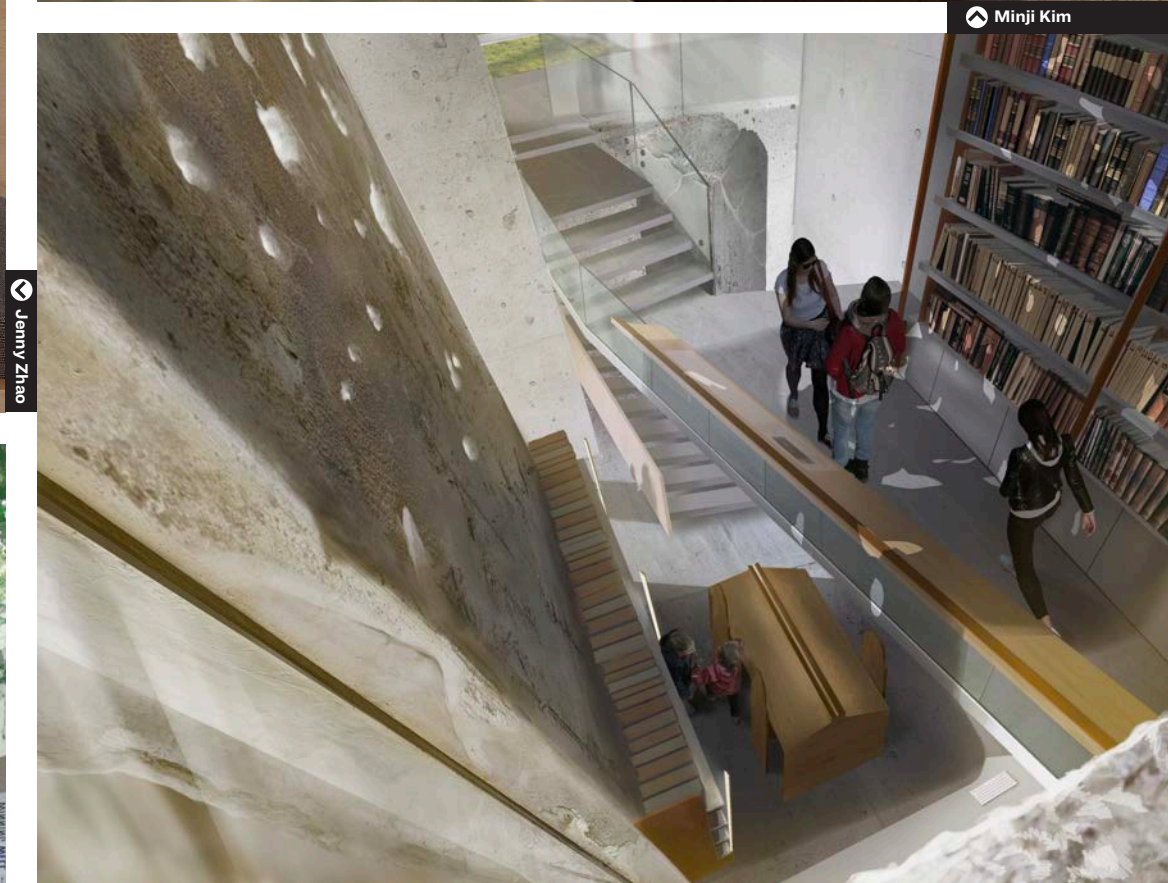
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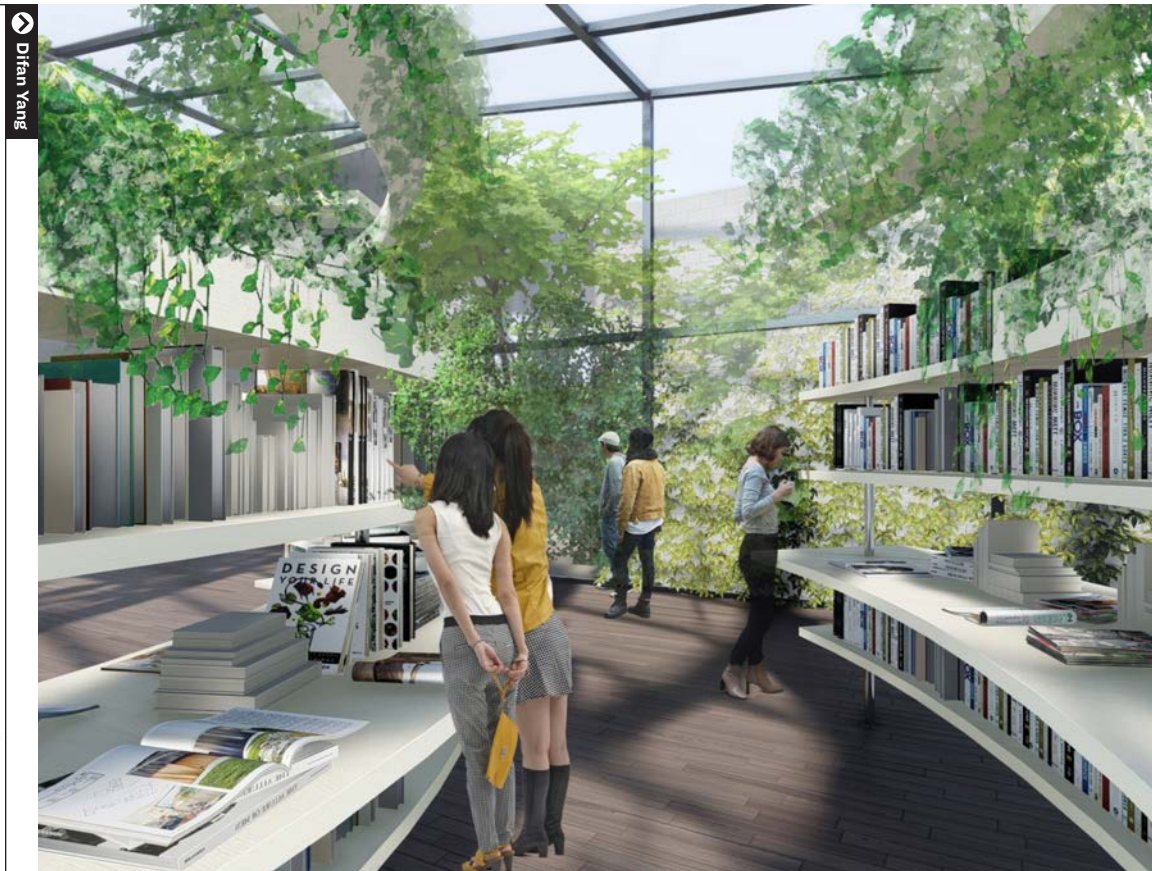
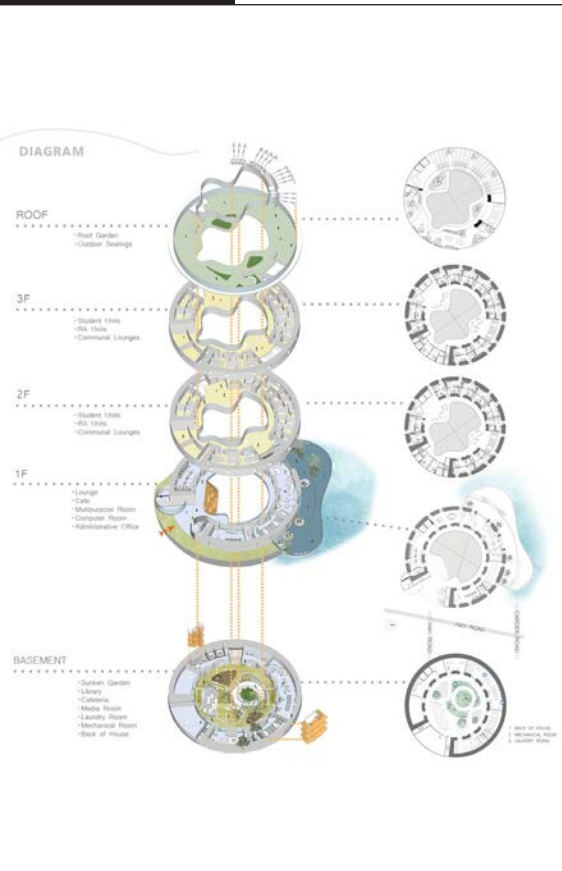
Junhong Lin



Minji Kim



Fuad Khazam



Hao Ou



PHOTOGRAPHY AND VIDEO

BFAPHOTOVIDEO.SVA.EDU

Our program grounds you in the creative and technological skills in 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.

71

FACULTY

400

STUDENTS

53

COURSES

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

Art / Fashion / Portraiture / Documentary / Landscape / Still Life / Experimental / Narrative

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

COURSE HIGHLIGHTS

Analog Color Darkroom and Printing • **A Survey of Portraiture** • **How to Make It as a Working Photographer** • **Advanced Black-and-White Darkroom Printing** • **Performance, The Body: Photography and Video** • **Compositing with Adobe After Effects** • **The New Hegemonic: Explorations of Class, Gender, Race, Ethnicity and Sexuality** • **Visual Literacy Survey** • **Volumes: Photography and Art Books** • **Location Photography** • **Exploring the Idea of Abstraction in Photography** • **Still Life 4 Real Life** • **Introduction to Alternative Process** • **Digital Studio: Advanced Lighting Techniques** • **Photographing the Past** • **Production and Logistics** • **Advanced Video: Music Videos** • **Making Images, Making Change** • **3D Portraiture** • **Teaching Photography** • **Installation** • **Fashion Photography and Video: On Assignment**

CREDITS 

72 Studio
30 Humanities and Sciences
3 Elective Courses
15 Art History

The work of our alumni can be found in major publications, including:

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

 @svabfaphotovideo



Jack Beeks



Kat Kuo

Hoyt Gyuricsek



Dantu Zhao

Jonathan Owuor



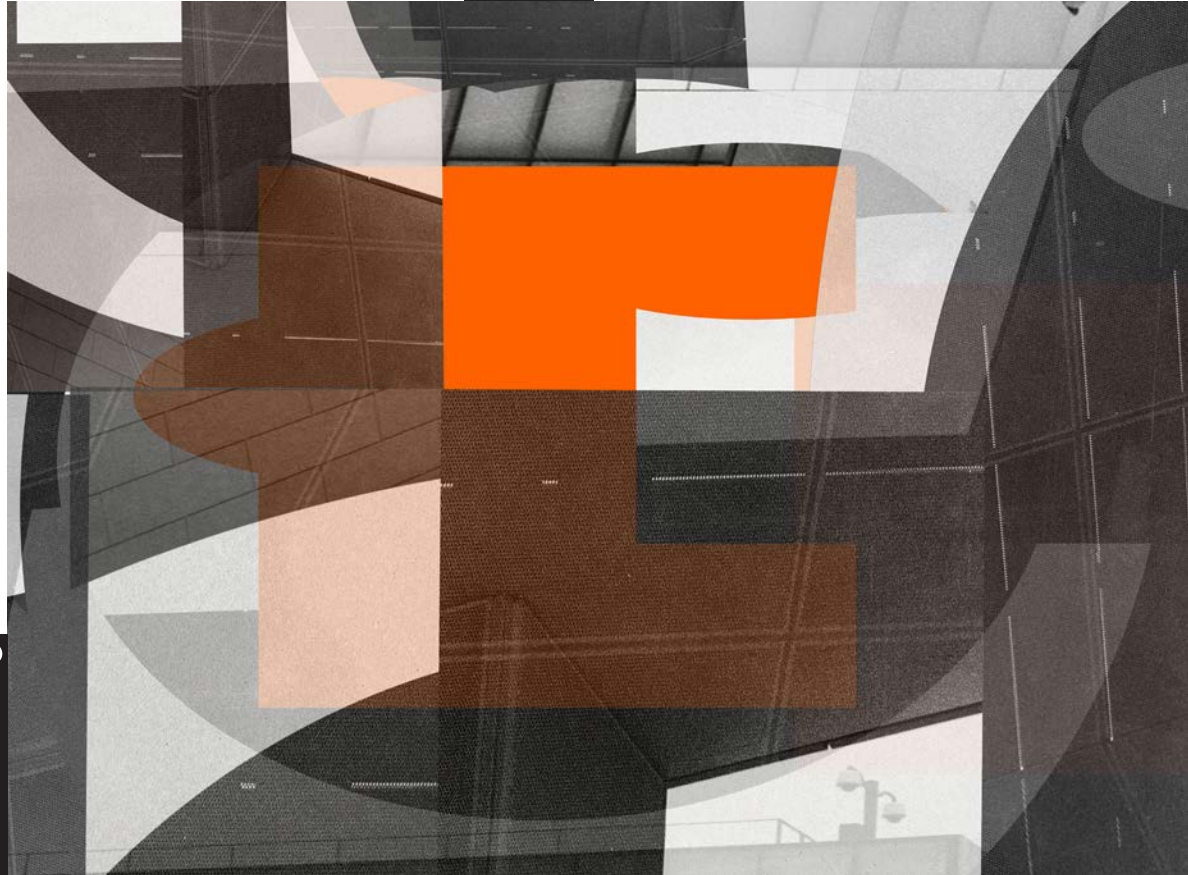
Grace Kim



Shuxin Niu



Wonyoung Ki



Visual & Critical Studies

SVA.EDU/BFA-VCS

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 art 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.

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 · Film and Video · Sound Art · Performance Arts · Printmaking · Programming and Web Design

VCS students enjoy a personalized learning experience with facilities that include our own digital lab, library and a department-run gallery space: the Flatiron Project Space, in the heart of Chelsea.

COURSE HIGHLIGHTS

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 · 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

CREDITS



60 Studio
60 Visual and Critical Studies, Art History, Humanities and Science



Minna Al-Hugail



Juliet Nelson



Naomi Treistman



Jay Longworth Park



Julia Colletes

HUMANITIES AND SCIENCES

Offering more than 200 courses in 10 liberal arts disciplines, H&S provides the knowledge and tools to help you think independently, communicate effectively and imagine perspectives other than your own. Our wide range of courses will allow you to gain a better understanding of yourself, the world we live in today and how we got here. Studying H&S is an integral part of your education as a future artist and designer. You'll discover that the deeper your knowledge, the more impact your work will have on the world.

HUMANITIES AND
SCIENCES COURSES



The Female Gaze • The Philosophy of Mind • Short Fiction • Modern Japanese Literature in Translation • Modern Revolutions • The New York Museum Language Experience •

COURSES CONTINUED

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 • Life Span Development: Adult • The Mythology of War • Art and the Psyche • Paradigm Shift: Scientific Revolutions • TOEFL Strategies • Introduction to Poetry • Rights to Pleasure: Representations of Female Sexuality and Social Taboos in Philosophy and Cinema • Modern Art and Psychology: The Secrets of the Soul • The Psychology of Women • Medieval English Literature • Writing Beat • Programming with Java • Contemporary Afrodiasporic (African Diaspora) Literature in America • Latin American Literature • Interpersonal Behavior • Art Theory: From Modernism to Postmodernism

FOR A COMPLETE COURSE LISTING, VISIT SVA.EDU/HUM

102

FACULTY

H&S

Offers

THE WRITING PROGRAM: A 15-credit non-degree concentration fosters artistry with language through critical and creative writing courses.

THE WRITING RESOURCE CENTER: Where students can access computers and meet with H&S faculty for writing consultation.

A VARIETY OF ENGLISH LANGUAGE course offerings for international undergraduate and graduate students; workshops to improve language proficiencies and academic skills; and the English and Visual Arts (EVA) Program, a three-semester pathway program.

225

COURSES

BFA

Art History

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

COURSES Wandering in the Boneyard: The Horror Film Genre • Video Art as Avant-Garde Practice • Counternarratives: The Art and Visual Culture of Racial Justice • Religion and Visual Arts • The Diasporas Emerge: Filling in the Gaps • The Experimental, Electronic Moving Image: 1965 to the Present • Sound Art: Theory and Practice • Art and the Colonial Experience • Gender, Sexuality and Visual Culture • History of Video Art I: 1965–1985 • Chinese, Japanese and Korean Art • Altered States: Ritual, Magic and Meditation • Experimental Movies: 1918–1980 • The Arts of Egypt and the Near East • Cinema and Revolution • The Chinese Avant-Gardes • Transgender Visual Culture • A Survey of Styles from the Late 19th Century to the Present • Feminist Approaches to Media • Art and Machine • Issues in Contemporary Art: Globalism—New Patterns of Practice, Shifting Grounds of Discourse • The Origins of Art • Public Art and Social Activism • History of Video Art II: Flourishing • The Interdisciplinary Black Arts • History of Contemporary Photography • Beyond Genre: The Structure of Comics and Graphic Novels • Women in Animation • Contemporary Latin American Art • The Cinema of David Lynch • The Art of Telling a Lie • History of Graphic Design • Women Make Movies

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.

Stats:

107

FACULTY

95

COURSES



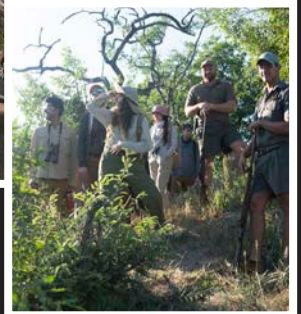
SVA HONORS



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

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 literature, modern philosophy, political science and art history.



Stats:

5:1

STUDENTS-TO-FACULTY RATIO

AVERAGE CLASS AND STUDIO SIZE

17



Honors Program

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

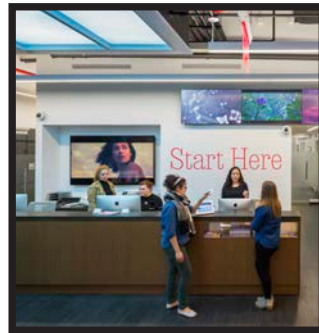
CLOCKWISE FROM TOP: Overlooking Cusco, Peru; on safari in the Kruger National Park, South Africa; celebrating Holi in Mumbai, India; Hanging out in Oaxaca, Mexico.

CONNECTING

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 and a custom-wallpapered vestibule by BFA Design alumnus Zipeng Zhu.



From top: The Welcome Center resides at the corner of First Avenue and 24th Street. The reception area at the Welcome Center.

Student Engagement and Leadership

The office of Student Engagement and Leadership is devoted to enhancing the overall college experience, from orientation through graduation. The office oversees a number of student-run organizations, including student government (VASA, see below), the student radio station (WSVA), student clubs and *Visual Opinion*—the student magazine (VO, see sidebar at right).



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.

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

—Devin Araujo
Resident Assistant



Above: Facilities also include the Student Center, on the ground level of the 23rd Street Residence, where events such as SVA club registrations are held.

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 chair 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.

Neighborhood tours and open-house events at various SVA facilities are also offered.

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 vaccinations and providing short-term, confidential, free-of-charge counseling services for students in need. We like to say around here: “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 yoga classes, dog-therapy visits, aromatherapy workshops, and more.



VASA: Be a Leader and Gain Great Experience

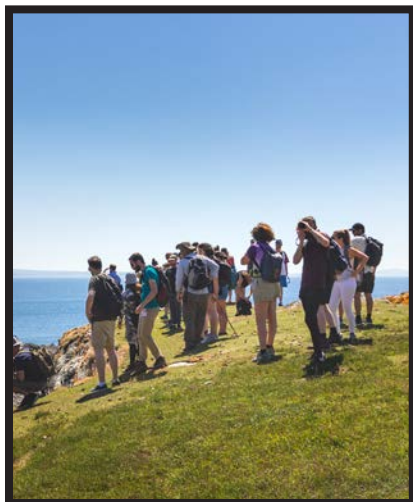
VASA (Visual Arts Student Association) was formed in the 1960s to represent the interests of SVA students, acting as a liaison with faculty and staff. Elected VASA officers work with Student Engagement and Leadership to develop and manage events and programs based on students' needs. VASA has regular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

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.



Get a New Perspective

Students who would like to spend some time studying art while traveling or residing outside of New York City have a number of opportunities, either for fully immersive semester-long living or for shorter weeks-long courses.



“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

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 a 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 in the U.S.; and in England, France, Cuba, Mexico, Italy, Ireland, Japan and Spain abroad.



CLUBS AT SVA



LGBTQ+ SVA

Provides students with a community space and a platform for them to be activists.

Music Club

Presents an opportunity for members to share and discuss music and attend music events.

SVA COS

We'll discuss cosplans, prop making, sewing, styling wigs, makeup, cosplay conventions, and more.

SVA Waffle Club

Where Astute Food Friends Laugh at Entertainment. We gather together to watch a carefully curated movie selection and have a great time, no matter where we are.

Veterans Coalition of Arts

A collective of veteran-artists whose work reflects their personal experiences, which have shaped their artistic practices.

Women in Animation

We aim to inspire and motivate young female students in the community as well as create opportunities to learn about the industry.

Asian American Student Union

Promoting Asian American awareness and education, encouraging our culture within the SVA community.

Black Student Union

Empowers, unites and shares knowledge among those who identify with the African Diaspora.

Cartoon Allies

Its mission is to foster a spirit of camaraderie among cartoonists of all majors.

Chinese Student Organization

This club provides a place for students to come together to develop and promote Chinese culture.

Fiber Arts Club

This is a space for students to share and work on their fiber arts projects with fellow fiber artists.

Figure Drawing Club

All majors are invited who are interested in getting together to improve their drawing ability.

Gamer Guild

We focus on building stronger connections throughout all the departments with fellow gamers.

La Bodega

Provides an opportunity to learn and appreciate Latino/Hispanic culture through games, music and food.



“I got a family out of this club, and I feel that any student who joins one will say the same.”

—Lewis DeRogene, Black Student Union



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 peers across all disciplines at the College.*



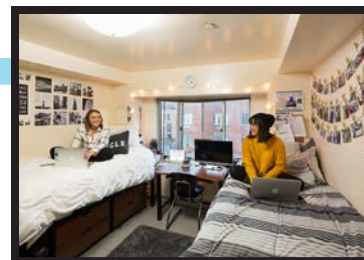
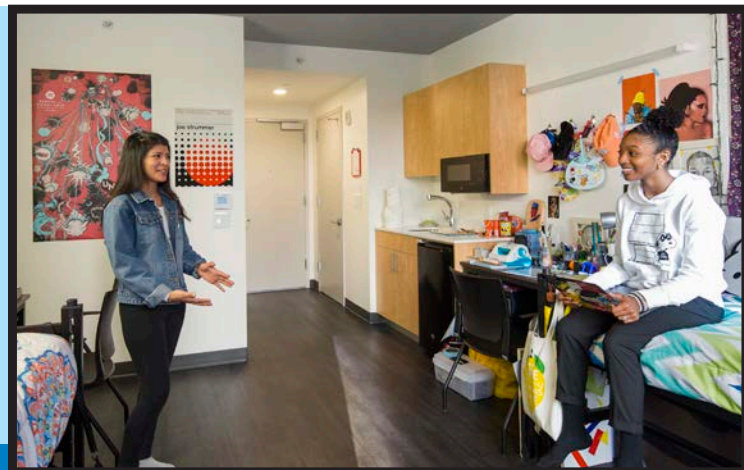
24th Street Residence

The Newest Living Space

This hall hosts double and triple rooms in a micro-apartment format. All rooms have climate control and an HDTV with cable TV included.

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.

Additional communal spaces include a fully equipped fitness center, a student lounge and an expansive terrace with lounge chairs, grills and grilling equipment and a screening area.



23rd Street Residence

Prime Spot for First-Year Students

This 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.

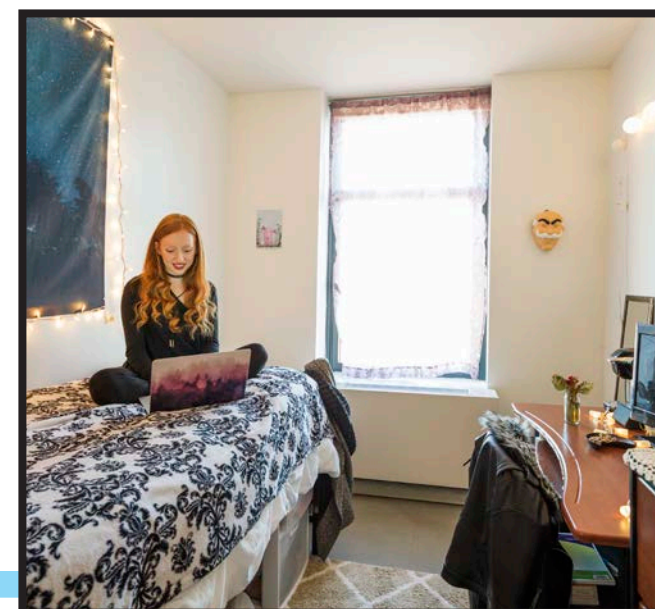
Each apartment has a full kitchen with a gas stove, a microwave, a refrigerator and a dishwasher, as well as a full bathroom with a shower and tub. A community room features a TV lounge and ping-pong and foosball tables, in addition to drafting tables and easels. There are also laundry facilities and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

Gramercy Women's Residence

Pre-war Charm on the Park

This residence, located on the south side of beautiful and historic Gramercy Park, 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, along with free Wi-Fi, Ethernet and cable television. A roof deck is also available for respite and gorgeous views of the city skyline.



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 where you can gather with friends and watch the sun set over Manhattan. And there are free laundry facilities and a community room with foosball and pool tables and a TV lounge.

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

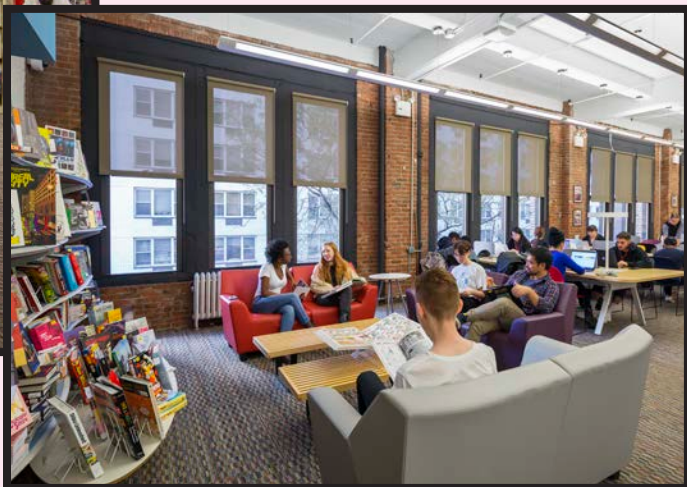
SVA LIBRARY



A major resource for art and design study developed over the course of 60 years, SVA Library fosters the College's intellectual and creative life. Its rich print and digital collections directly support SVA's undergraduate and graduate curricula, providing inspiration, establishing context and widening perspectives.



The main library is located at the corner of Second Avenue and East 22nd Street, making it easily accessible to all buildings near the main campus.



The Milton Glaser Design Study Center and Archives

This archive 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.



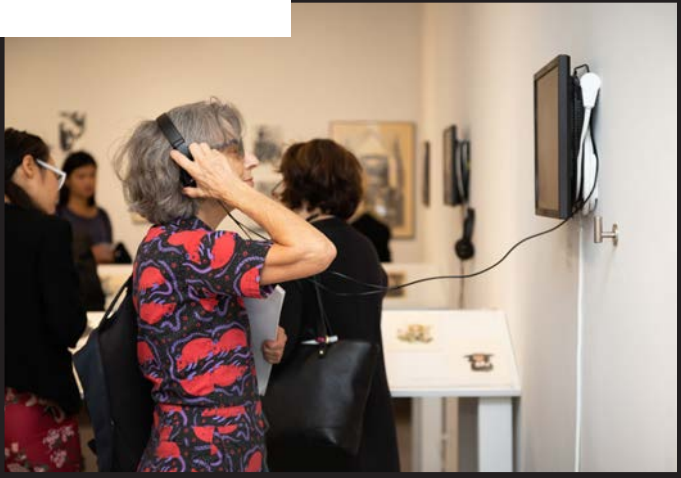
Library West

Opened in 2018 to better serve our expanding campus, this annex 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 on hand to assist with collections and services.

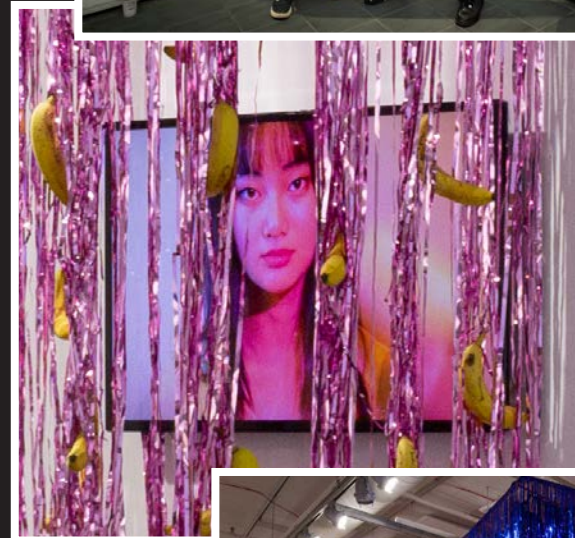


Any title from the main library can be requested to be delivered to Library West.

Galleries AND Exhibitions



The College has three galleries, with 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 one of the city's most renowned gallery districts. 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 has a full-time staff 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 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 pieces 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 SVA Chelsea Gallery.



Students at SVA have multiple opportunities to exhibit their work at each of SVA's galleries, either solo or as part of a show.



OPPOSITE PAGE: An exhibition honoring SVA faculty member and renowned political illustrator Steve Brodner at SVA Chelsea Gallery.

Two smaller galleries—Flatiron and Gramercy—provide additional 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—right at the College.

Flatiron Gallery

This space serves as an exhibition venue for the west-side campus. It offers matriculated students a fully equipped setting in which to exhibit their work.

Gramercy Gallery

This gallery, housed in SVA's main campus building on East 23rd Street, 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.



FINDING INSPIRATION

ART SCHOOL 101

EXPERIMENT
WITH
DIFFERENT
MEDIA

Collect weird little toys

LOOK
AROUND
THE
CITY

FIND
FRUIT
STICKERS

RECORD
YOUR
DREAM

LOOK INTO
OTHER
FIELD



**“Your
work
will
change.”**

AND that’s kind of **THE**
point of going
TO art school.”

—Timothy Bair, Fine Arts



AWESOME ALUMNI

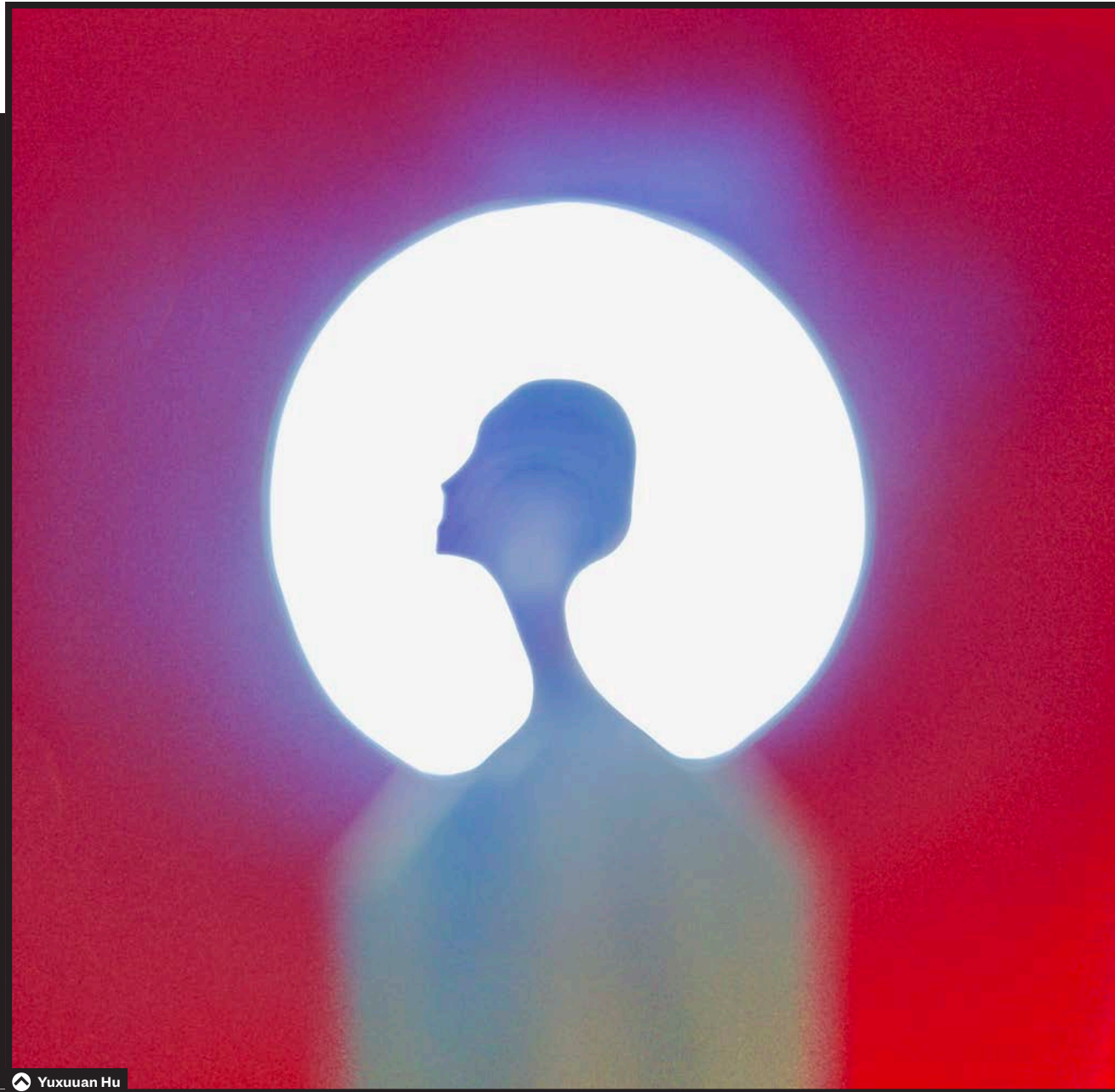
BFA COMPUTER ART,
COMPUTER ANIMATION AND
VISUAL EFFECTS, 2016

CHRISTINA FARAJ



whose thesis
film was

nominated for an Emmy,
started working at Pixar
Animation Studios two
weeks after graduation.
She serves as a set modeller/
set dresser and technical
director, and recently lent
her talents to *Coco* and
Incredibles 2.



Yuxuan Hu



Veronica Fernandez



AWESOME ALUMNI



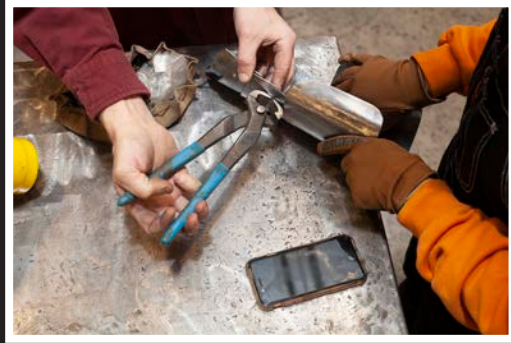
BFA ADVERTISING, 2012

Anna Fine

design director, spoke at the Harvard x
Design conference, and her essay
“Get Good at Getting It Wrong” was an
editor’s pick at medium.com.



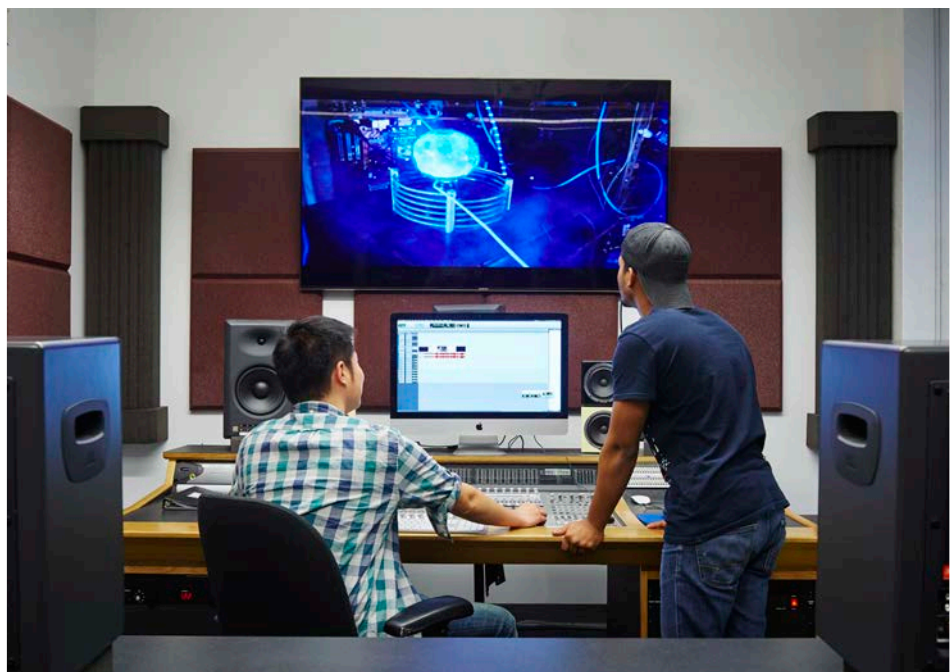
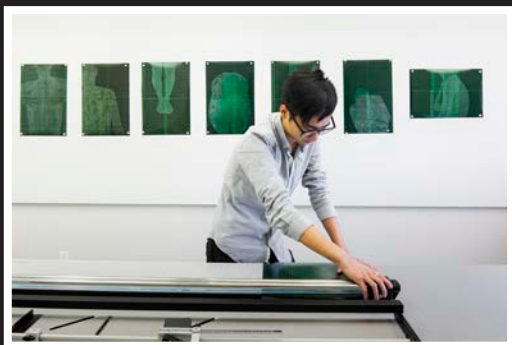
Cheryl Hsuan Jou Chuang





“CHALLENGE
YOURSELF
JUST A LITTLE BIT
*every time you
want to work
on something.*”

—Chenwai Lin, Illustration





“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



BFA ILLUSTRATION, 2016

MICKEY DUZYJ

This Emmy-nominated artist and director created and directed the Netflix documentary series *Losers*.

AWESOME ALUMNI



Student Gallery



Talya Alsberg



Matthew Bustamonte



BFA INTERIOR DESIGN:
BUILT ENVIRONMENTS, 2009



Ambar Margarida

This principal at Spacesmith was featured in "40 Under 40" by *Building Design + Construction*.



Isabella Cuda



BFA ANIMATION, 2009

Rebecca Sugar



is the creator, writer and director of *Steven Universe*; the first female cartoon creator for Cartoon Network; and an Emmy Award winner for *Adventure Time*.

AWESOME ALUMNI



BFA DESIGN, 2009

TIMOTHY GOODMAN



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

WHEN IN ART SCHOOL,

COLLABORATE

Stepping out of your own world and working with others can bring about great things. You can make new friends and work on awesome projects, discover new perspectives and different points of view.

And if the result is, well ... not quite what you expected, if anything you'll have grown and learned.

A few things to keep in mind:



Know the purpose.



Stay open to change.

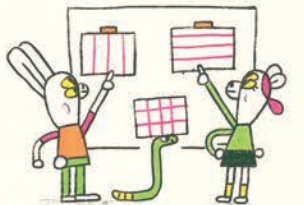


Trust your collaborators.



Decompress.

Be assertive with your opinions, but don't take it personally if someone disagrees—



—meet half way.

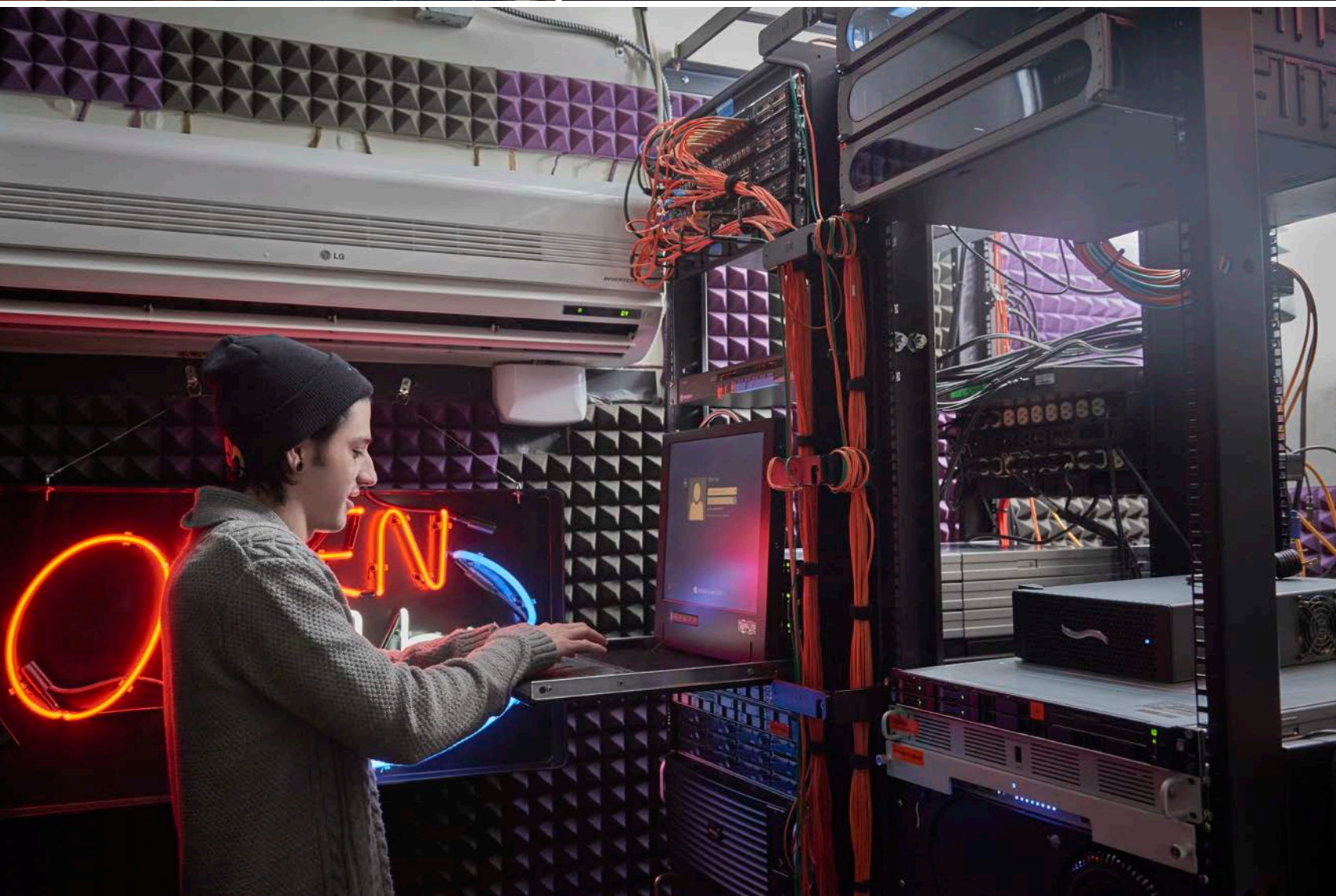
Have fun.

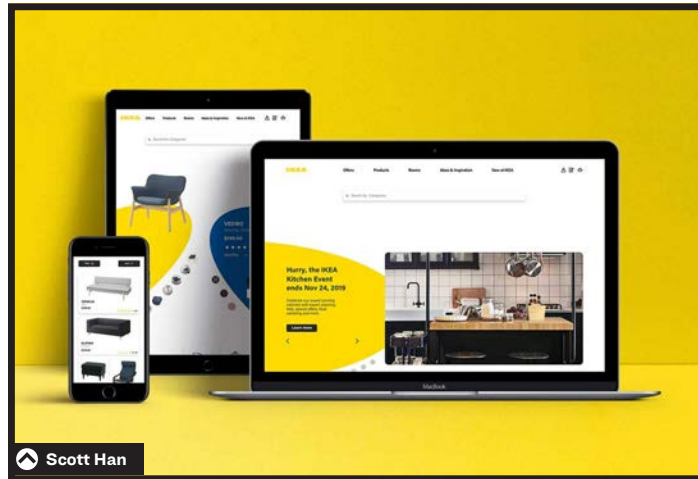
Take risks.

Learn to say no. It's ok if you'd rather do your own thing.



Illustration by Alfonso de Anda (MFA 2018 Illustration as Visual Essay) - @aldeanda

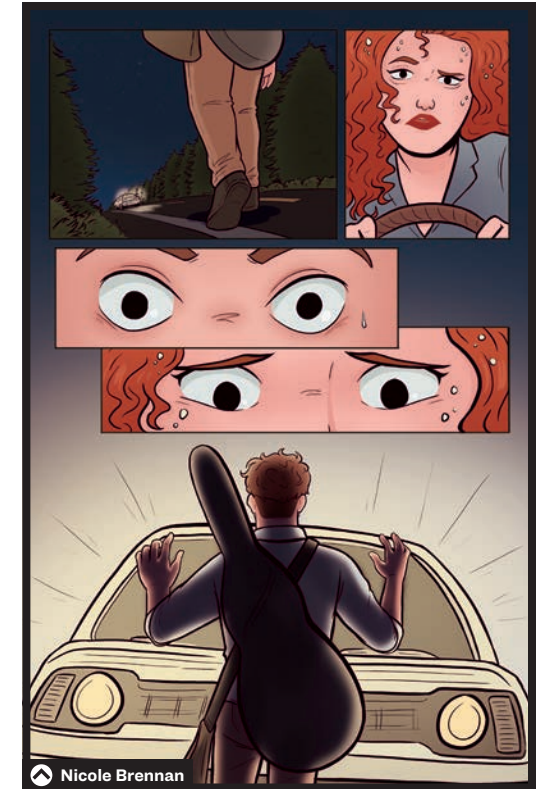




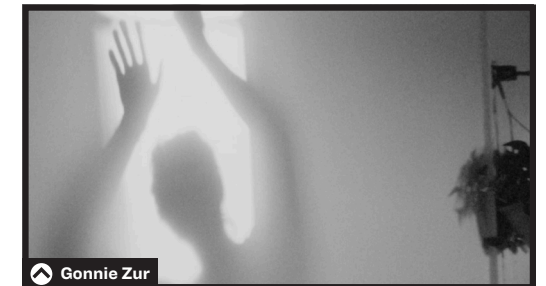
Scott Han



Hao Chun Chang



Nicole Brennan



Gonnie Zur

AWESOME ALUMNI



BFA FINE ARTS, 1988

Gary Simmons

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.

AWESOME ALUMNI



BFA PHOTOGRAPHY AND VIDEO, 2005

ZACKARY DRUCKER

has exhibited her work around the globe, including at the Whitney Biennial 2014, and is a producer on the television series *Transparent*.



“The best advice I’ve gotten:

Use this time to explore and mess up.

Have fun with your art, and always try something new!

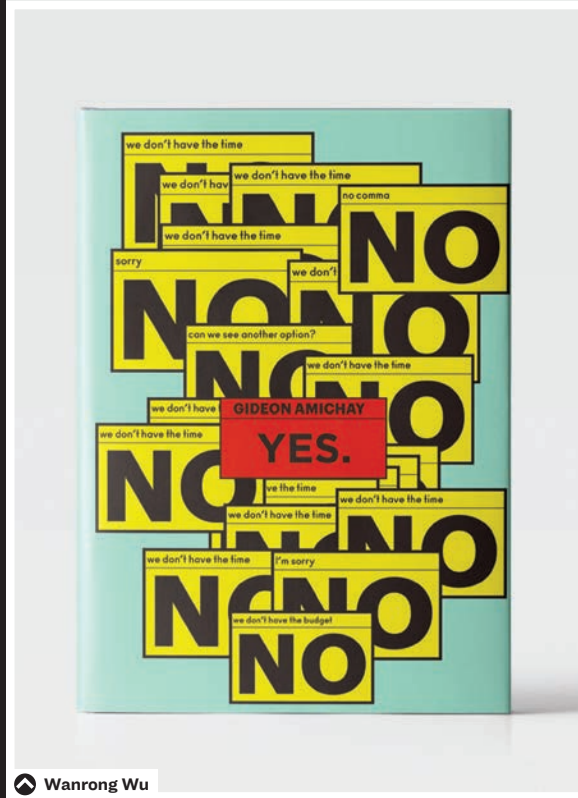
School is the time to wander and discover what works for you.”

—Cody Evan Silver, Cartooning

Student Gallery



Titus McBeath



Wanrong Wu



Amina Akhmadeeva



BFA VISUAL & CRITICAL STUDIES, 2014

OONA TEMPEST

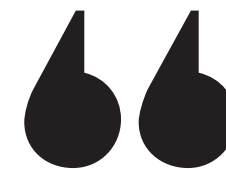
“Visual, critical and multidisciplinary studies can carry someone into a diverse world, where creative jobs demand so much variety in knowledge and skill.”

AWESOME ALUMNI!



BFA FILM, 2015

Jared Simon



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.”

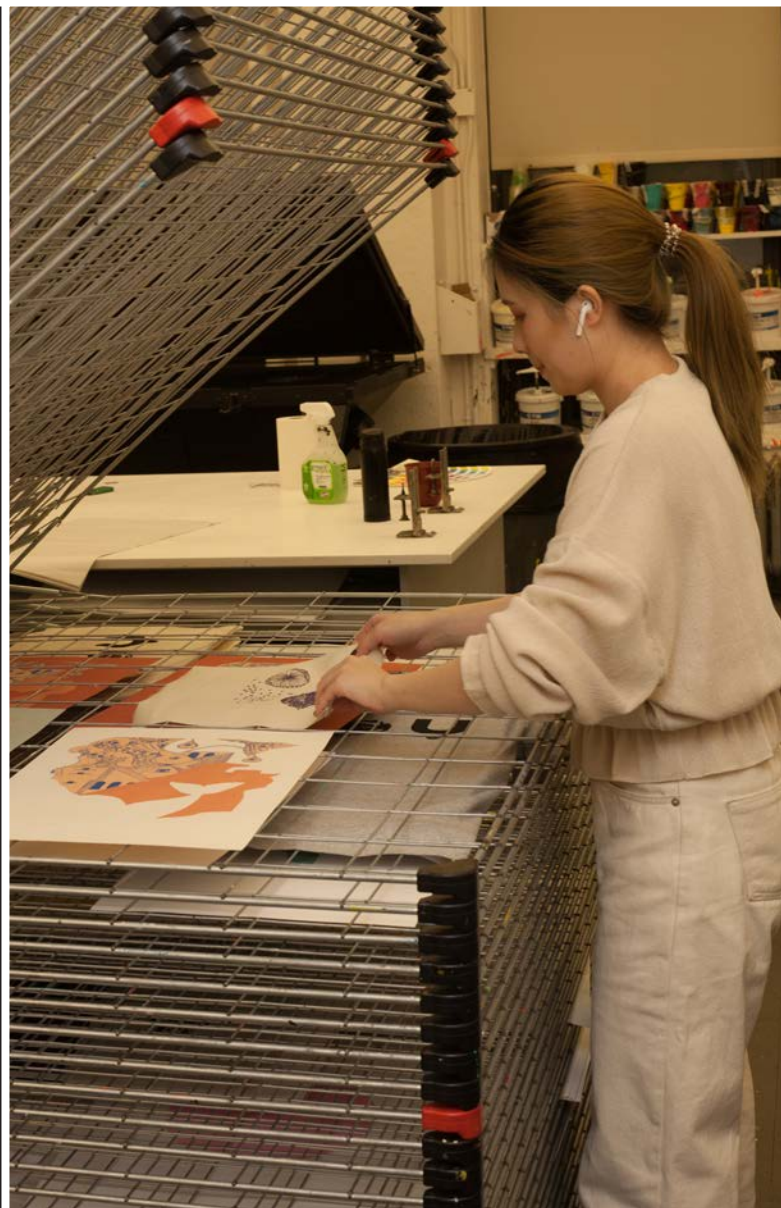
“Every faculty member I’ve met at SVA gave me the same advice:

*Go outside,
explore
and play.”*



—Ha Jung Song, Advertising







“**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

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



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



—Sammy Savos, Cartooning



Illustration by Yuke Li (MFA 2020 Illustration
as Visual Essay) @yukehart



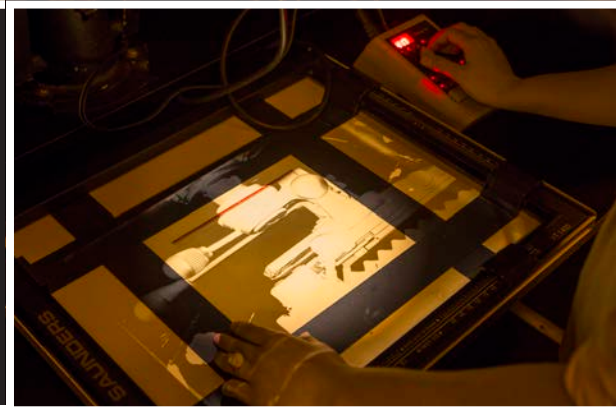
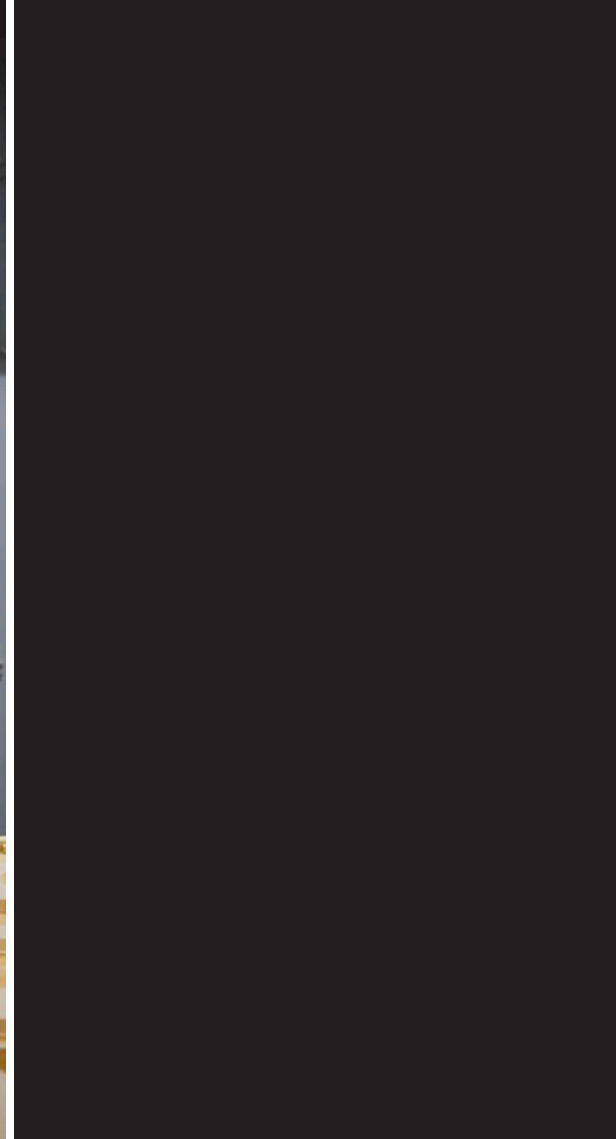
“BE TRUE TO YOURSELF NO MATTER WHAT.”

—Gabriella Lincoln,
Photography and Video



You bring yourself to your art, therefore understanding what makes you **'YOU'** is the best way to evolve and become a successful artist.”





4
YEARS
LATER

CLASS OF 2021

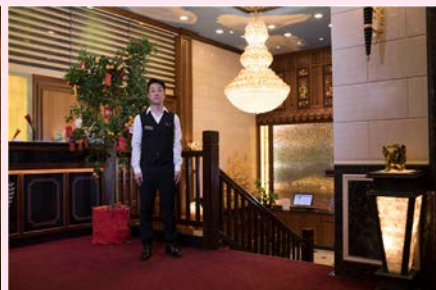
Calvin Sheely

Photography and Video Graduate Changes His Focus

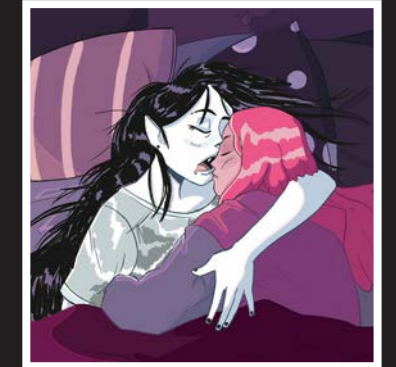


“When I first came to SVA, I wanted to be a food photographer. I didn’t enjoy fine art photography or conceptual work at all,” Calvin Sheely says. “But, after so many classes, I learned, ‘Whoa, I can tell a story through my images.’ Now I’m more interested in the fine art realm.”

He applied for and was accepted into a master’s program for curating. “I want to do a lot of things,” Calvin says. “I want to have the ability to teach and to work in galleries.” One thing he learned from the pandemic: “I wouldn’t want to have a remote job after this. I want to get out of the house!”



Calvin Sheely on his thesis project: “I’ve always been interested in using public spaces and architecture to talk about something else. I felt with there being no people in these spaces during the pandemic revealed the stage of it all.”



Cheryl Okonkwo

Animation Graduate Is Optimistic for the Future



After final thesis projects were turned in, Cheryl Okonkwo’s teacher started doing lectures on what to expect down the road, how to market yourself and perfect your skills, and how to improve your website, demo reel and portfolio. “I feel lucky,” she says. “Since I finished up the thesis, I’ve been job searching and reaching out to contacts to see what positions are available. I want to focus on storyboarding or background design; I’ve been tailoring my portfolio to those.”

Cheryl wants to stay in the New York area. “L.A. is more narrative and storytelling; New York is more commercial,” she notes. “With commercial, there’s a great deal of exploration with different styles, really bold and eye-catching.” Despite the pandemic, Cheryl says, “there’s a lot of work.”



“Outside of the image with protesters [left], which was done for a collaborative Black Lives Matter zine, most of the other images are fan art inspired by some of my favorite shows and movies. The portrait of the girl with pink braids [bottom left] was done as an exploration of alternative black girl fashion styles.”




4
YEARS
LATER

STUDENT PROFILE

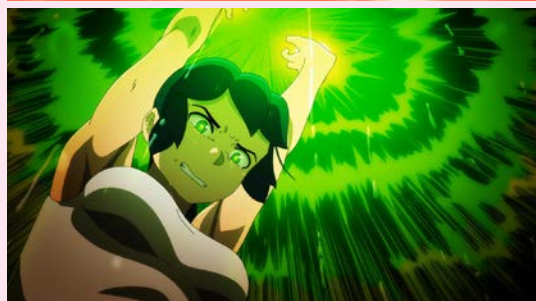
Mauricio Velazco

Computer Art, Computer Animation and Visual Effects Graduate Ready to Launch a New Series

 In his first year, Mauricio Velazco said of his hopes for the future: “I could be a computer animator, or I could even take everything I know and start my own company.” Now, four years later, despite a pandemic, Mauricio is well on his way to doing the latter. While immersed in his studies, he developed a successful YouTube channel, Browntable. It is filled with movie essays, skits, commentaries and animations. “I want to build Browntable into a company,” Mauricio says. “I already have two people helping me with content. I’m trying to push the animation side, create more original animated content [see sidebar, below]. I want Browntable to be a hub of entertainment.”



“I’ve been working toward a goal, and I struggled a lot. The sacrifice was worth it. I’ve been able to grow an audience and finish my studies.”



Stills from *Interstellar Ranger Commence*, a sci-fi animé web series created, written and animated by Mauricio Velazco. It follows Hope Griffin on her journey to an elite school in space to train to be a ranger. You can see the trailer now at youtube.com/browntable. Mauricio hopes to officially launch the series in spring 2022.



ABOVE: Stills from *Disillusionment*, the thesis film by Mauricio Velazco and Sungkyung (Annie) Yoon.



4
YEARS
LATER

STUDENT PROFILE

Sofiya Kuzmina

Illustration Graduate Has Realistic Art and Goals



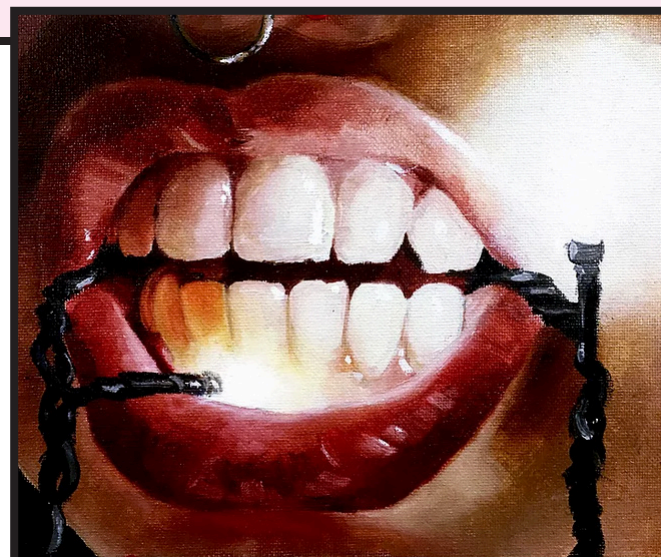
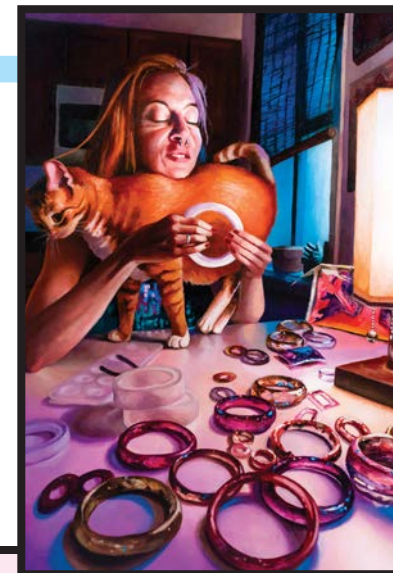
While still an undergrad, Sofiya Kuzmina had found success with her bold, realistic oil paintings, showing her work in galleries around New York City and getting commissions. “I feel like I have realistic expectations about what it is to be an artist because my parents are professional

artists. I understand that it’s possible but that it’s not easy,” she says. “You have to manage; you have to photograph your work; you have to know how to talk to clients. There’s a professional side—it’s not just sitting in the studio.”

Sofiya plans to devote a couple more years to her craft, heading to the New York Academy of Art for her master’s. “Right now, it makes sense to stay in school a little bit longer,” she says.



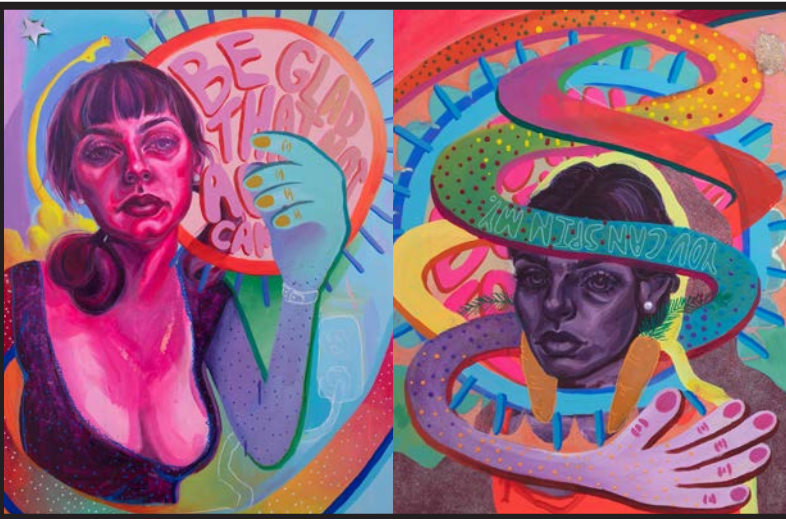
Sofiya’s senior work focused on burlesque performers, many of whom she had befriended in New York City before the pandemic hit. “A lot of them were out of work. I wanted to show the backstage process of their transformation, going from real-life people to their stage character and show their more vulnerable side,” she says.



“I never really painted before I came to SVA. It’s now completely become my thing. I’m more confident now, and I’m not afraid to ask for a fair price on commissions.”

Sophia Santella

Fine Arts Graduate Wants to Share What She's Learned



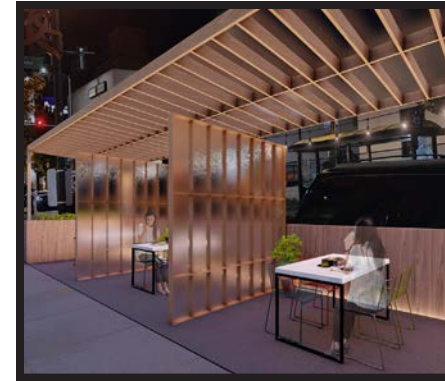
➔ Sophia Santella worked a few jobs while earning her BFA. One position involved teaching elementary and high school students drawing and painting. “It’s interesting for me to explain things that feel automatic to a younger student. You learn how to articulate,” she says.

Following graduation, Sophia is working at an art camp. “We’re doing the curriculum now. I have realized I do like teaching,” she says. This awareness brought her to apply to SVA’s Art Education master’s program to continue teaching art as a career. “I like being around people who are interested in art and helping them,” Sophia adds. “And it would give me time to work on my personal projects, too.”

Sophia’s Thesis Work
“The first semester I worked on five paintings. I was thinking about how to install them in my studio. I got into rug making. I made an 8-foot area rug in a similar style to the paintings. When I installed them in the studio, it became a space.”

Yearin Park

Interior Design Graduate Grows During the Pandemic



➔ COVID-19 quarantine brought awareness of the huge impact and importance of interior design. “A lot of people didn’t think about the spaces in their home until they were forced to work there,” Yearin Park says. “The location of their bed, windows, greenery, sunlight—are you physically okay with the temperature?”

Yearin also noticed an interior change within herself during this time. “Emotionally and mentally, I’ve matured a lot. Being alone, I’ve learned to take time mentally with my career.” She’s thinking of taking a gap year before deciding on either grad school or entering the workforce.



“I like to promote ideas to help other people.”



Yearin Park [top right] designed a Queer community center [left] as her final thesis project. In response to the COVID-19 lockdown, she envisioned an outdoor dining space [top left]. Below are images from an inter-departmental initiative between BFA Design and BFA Interior Design. Yearin was chosen to participate in the 3D art exhibit *Chairousel*, which appeared in Times Square in 2019.



STUDENT PROFILE

Rianne Pyle

Film Major Finds Her Calling in Documentary

After taking her first class on documentary filmmaking, Rianne Pyle realized that's where her niche was. "I think I am much better at doing stories in post-production [rather than a script]," she says. "Being able to tell stories this way is so enthralling—to have to figure out all the puzzle pieces."

Rianne's first documentary was about an environmental activist. "When I moved into doc, it became more about being a director that's a voice for social causes and marginalized groups," she says.

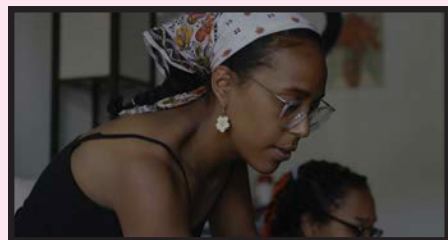
"I also knew I wanted to tell stories about people of color and about people who were being great role models in their communities."

Her most recent documentary had to be directed virtually due to the pandemic. "Zoom was my best friend," Rianne says. But dealing with the pandemic and directing a documentary is similar. "You just have to adapt. [COVID-19] upended everything you knew about school and your life. Documentary reflects that. You have to be open-minded that some things you thought were going to happen aren't going to work."

Freedom Day is a 23-minute documentary following three young activists as they organize their first protest in Washington, D.C., for Juneteenth. The film expanded to shadow them on a July 4 protest and a sing-along on Black Lives Matter Plaza as well.



"My stories are a reflection of the community I come from. I'm really proud to leave SVA with a documentary like this."



HOW TO Apply

SVA.EDU/HOWTOAPPLY

Find detailed instructions and online help at sva.edu/howtoapply. Updates and reminders will be sent via the email you use to apply. Stay in touch and access the SVA Applicant Portal using the same email address.

- 1 Application: sva.edu/apply
- 2 \$50 Application Fee: nonrefundable
- 3 Portfolio: sva.slideroom.com (See portfolio guidelines, following.)
- 4 Statement of Intent: 500 words
- 5 Official Transcripts: For all high schools and colleges attended

INTERNATIONAL APPLICANTS

English Proficiency (if your primary language is not English). To demonstrate your proficiency in English, please submit test results from the TOEFL, IELTS, Pearson PTE or Duolingo English Test. For more information, visit sva.edu/intl.

>>> Optional for All Applicants: SAT/ACT test scores and letters of recommendation

Portfolio Guidelines

15–20 images, which may include drawings, paintings, printmaking, collage or 3D work. Portfolio should have a minimum of 3 pieces created from direct observation.

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).

Visit sva.edu/howtoapply for more detailed portfolio requirements. Upload portfolio to sva.slideroom.com.

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 the Visual Arts Program: Advertising; Cartooning; Computer Art, Computer Animation and Visual Effects; Design; Fine Arts; Illustration; Interior Design; Built Environments; and 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.



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.

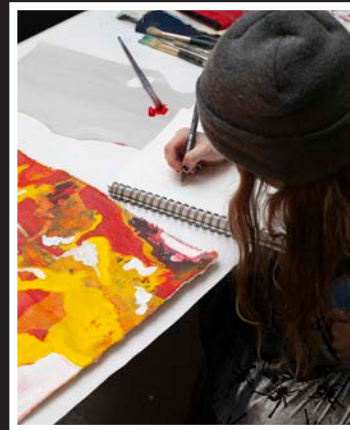
BE BRAVE. Experiment. Try new materials. Take risks!

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.

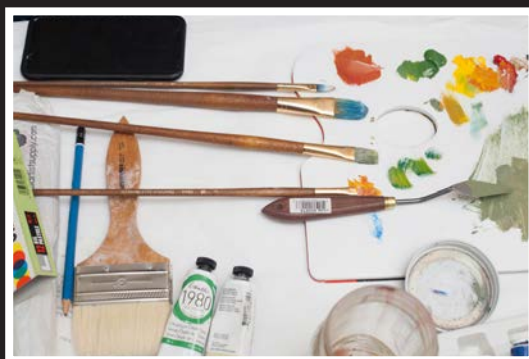
NEW to filmmaking? Close your eyes and imagine scenes from a film you want to create. Use your phone and capture a few moments. String them together into a 2- to 3-minute film reel using iMovie or another editing program. Don't forget music!

RECYCLE! Hate that piece you did last week? Cut it up and make a collage.



Pull It All Together

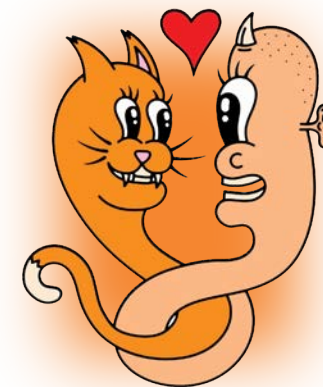
- When photographing your work, use neutral backdrops and even lighting. A tripod is your friend—unless blurring is part of your process!
- Place 3D objects on a sheet of paper that completely isolates the object—your messy desk in the background takes away from the impact!
- Don't ignore your sketchbook—spreads 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 faculty, artists and/or admissions reps for input. Their perspective can improve your portfolio.



AT SVA, we are looking for potential, creativity AND ingenuity IN YOUR portfolio. HERE ARE SOME TIPS:



➤ 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.



➤ 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?



➤ 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!



➤ 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!



➤ Change your perspective. Draw upside down (the scene, not you—you'll get too light-headed).

Illustrations by Zak Tebbal (BFA 2015 Design) - @zaktebbal

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
(nonbinding)
DECEMBER 1**

Application materials can be emailed to admissions@sva.edu or mailed to:
School of Visual Arts
Undergraduate Admissions
209 East 23rd Street
New York, NY 10010

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

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 here. For more information about merit scholarships, visit sva.edu/scholarship.

Fall Entry Freshmen
February 1

Fall Entry Transfers
March 1

Spring Entry
November 1

**Freshmen Honors
Program Deadline**
February 15

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:

- Campus Tours
- SVA Admissions Events
- Fall Open Houses
- Class Visits
- Portfolio Interviews
- National Portfolio Day
- Virtual Events
- Accepted Students Day

OPEN House

Want to learn more about SVA's undergraduate departments, facilities and curriculum? We encourage prospective students to attend our Fall Open House events for the chance to interact directly with the SVA community. Attendees will meet their department's chair, take tours of our state-of-the-art facilities, watch demonstrations and participate in Q&A sessions with current students.

Admissions will conduct presentations on how best to prepare your application and portfolio, and Financial Aid will discuss methods to finance your education. Student Affairs and Residence Life will also highlight living on campus and student engagement opportunities.



Accepted Students Day

[SVA.EDU/ASD](http://sva.edu/asd)


Each year, we invite accepted students and their families to Accepted Students Day. This full-day event is designed for students who have applied and been accepted to the College to explore our urban campus and revel in the vibrancy of SVA's community! ✖ Attendees get the chance to hear from current SVA chairs, students and alumni of 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. ✖ Learn more at sva.edu/asd.


Learn
more at



[SVA.EDU/OPENHOUSE](http://sva.edu/openhouse)

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ACCREDITATION

The School of Visual Arts has been authorized by the New York State Board of Regents (www.highered.nysed.gov) to confer the degree of Bachelor of Fine Arts on graduates of programs in Advertising; Animation; Cartooning; Computer Art, Computer Animation and Visual Effects; Design; Film; Fine Arts; Illustration; Interior Design; Photography and Video; Visual and Critical Studies; and to confer the degree of Master of Arts on graduates of programs in Art Education; Curatorial Practice; Design Research, Writing and Criticism; and to confer the degree of Master of Arts in Teaching on graduates of the program in Art Education; and to confer the degree of Master of Fine Arts on graduates of programs in Art Practice; Computer Arts; Design; Design for Social Innovation; Fine Arts; Illustration as Visual Essay; Interaction Design; Photography, Video and Related Media; Products of Design; Social Documentary Film; Visual Narrative; and to confer the degree of Master of Professional Studies on graduates of programs in Art Therapy; Branding; Digital Photography; Directing; Fashion Photography.

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 recognized by the U.S. Secretary of Education and the Council on Higher Education Accreditation.

The Interior Design program leading to the Bachelor of Fine Arts in Interior Design is accredited by the Council for Interior Design Accreditation (accredit-id.org), 206 Grandville Avenue, Suite 305, Grand Rapids, MI 49503-4014.

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.

CREDITS

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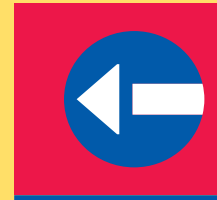
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The School of Visual Arts does not discriminate on the basis of gender, race, color, creed, disability, age, sexual orientation, marital status, national origin or any other legally protected status.



For more than 70 years, SVA has been fulfilling its mission to educate future generations of artists, designers and creative professionals. SVA aims to be a catalyst for innovation and social responsibility.



MAKE

ART

HERE

