

ART + DESIGN : NEWS + NOTES

COLLEGE OF ARCHITECTURE AND DESIGN – NEW JERSEY INSTITUTE OF TECHNOLOGY – NEWARK, NEW JERSEY – OCTOBER 2016

Industrial Design Students and Alumni Exhibit in Growth Competition for NYCxDesign 2016



Sponsored by the *American Design Club* in New York City, and curated by its director **Kiel Mead**, the “*Growth*” competition, featured approximately 50

products and included work by both current and past students from NJIT’s Industrial Design program. The competition invited designers to create functional objects for the gift market that served as instruments for growth of natural plants in the constructed environment.

The exhibit, held May 7-11 as part of Design Week and concurrent with the International Furniture Fair (ICFF) in New York, was located in the Design Pavilion at Astor Place Plaza, and sponsored by Fab, The Sill, and the Molecule Water Store. Among those selected to exhibit were continuing students **Henry Drago** and **Nahin Shah** along with new 2016 graduates **Ryan Heinz** (project shown above), **Juan Trapp**, and **Malorie Pangilinan**, and 2015 graduate **Chien Hua Huang**.

Gervits and Wendell Win Teaching Awards



Director of the Littman Library, **Maya Gervits**, and Coordinator of the Digital Design program, **Augustus**

Wendell, were both honored at the 2016 Convocation for their contributions to the educational programs at NJIT. Gervits was honored for her “outstanding contribution to teaching by non-instructional staff” and Wendell received the award for “excellence in instruction by a university lecturer and/or program director.” Affirming the commitment to teaching, seven different individuals associated with the School of Art + Design have now received competitive awards for quality of instruction.

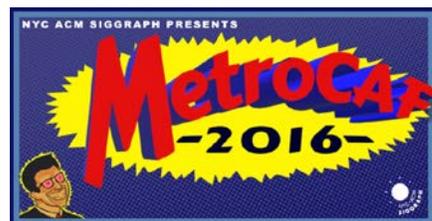
Design Intelligence Ranks Interior Design in Top 7% of Undergraduate CIDA-Accredited Programs



The School of Art + Design’s **Interior Design** program has been ranked

thirteenth by *Design Intelligence* magazine for 2017 based on a survey of firms employing designers. This places NJIT in the top 7% of the 186 CIDA-accredited undergraduate professional programs offering degrees that satisfy the educational requirements for NCIDQ certification. Moreover, the NJIT program is among the top 10 programs located in research universities, in the top 5 located in a public university in the United States, and the *only* ranked program in a comprehensive research university in the Northern New Jersey/New York City metropolitan market area.

Digital Design Student Work Accepted and Screened at MetroCAF 2016 in New York City



“Butterfly Effect,” a fourth-year project created by recent Digital Design graduate **Marta**

Brulinski ’16 in the studio taught by Professor Andrzej Zarzycki, was selected and screened at *MetroCAF 2016* on Friday, September 23. The fourteenth episode of the annual NYC Metropolitan Area College Computer Animation Festival is organized by the New York City Chapter of ACM SIGGRAPH and is open to all students within a 160-mile radius of Times Square. This marks the third consecutive year work produced in the Digital Design program has been selected for the premier regional student festival.

Jon Ferrer's Brew Watches Launches Second Successful Kickstarter Campaign for HP-1 Series



After a successful launch of his first line of watches one year ago, Industrial Design alumnus **Jonathan Ferrer '14** followed with a new line of products –

the HP-1 automatic series of watches that raised more than \$40,000 in five days on Kickstarter. Water resistant to a depth of 100 meters, the engine of Ferrer's new watch is the Seiko NH35A assembled in Japan with sapphire crystal and stainless steel bracelet. Reviewed on *The Wrist Watch Review* and *Worn & Wound*, the watch is described by Ilya Ryvin as one that “wears great, comfortably towing the line between a modern sports watch and dressy minimalism.”

New Digital Design Motion Capture Studio Opens



A 12-camera “Vicon” motion capture studio has been installed in renovated space as a general resource and for use in animation classes as well as by

all A+D students in the Human Factors/Ergonomics course. Prospective uses span the range from performance capture for entertainment to research in biomedical products and prosthetics.

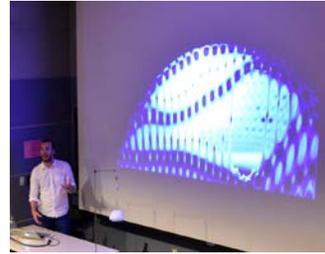
Zarzycki Publishes Article About Video Games in IJAC



The research article “Epic Video Games: Narrative Spaces and Engaged Lives,” authored by Prof. **Andrzej Zarzycki** was published in the September 2016 issue of the *International Journal of Architectural Computing*. The author investigates the role of narratives in contemporary

video games like *Mass Effect*, *World of Warcraft*, and *Assassin's Creed* and how they relate to the design, understanding, and use of space. Combining values of architecture, interior design, story-telling, and entertainment/environment design, Zarzycki looks at the reasons (beyond goal-oriented problem-solving gameplay) why video games may be creating virtual spaces that are more engaging to the general public than the physical spaces being built.

Industrial Design Lecture Series Opens with Presentations by a Pair of Brooklyn-Based Designers



Clouds and paper: unique product lines that formed the basis of two start-up companies based in Brooklyn, New York.

A pair of entrepreneurial Brooklyn-based industrial designers – **Richard Clarkson** (above left) and **Simon Arizpe** (above right), presented their work and shared their stories of starting commercial design companies in a pair of talks on October 13 sponsored by the School of Art + Design's student chapter of the Industrial Designers Society of America (IDSA). Each designer started his independent company with a unique product brought to market through persistence and social media.

Clarkson, a transplanted New Zealander and principal of Richard Clarkson Studio, developed decorative lighting products that react to and visualize sound. Through the use of blogs and the creation of a web retail outlet, he has been able to expand his product line and reach. Among his early projects is “The Cloud” – an Arduino-controlled, motion-triggered luminaire and visualizing speaker that is Bluetooth-enabled to stream music and includes embedded motion sensors.

Arizpe, originally from Arizona, is an award-winning paper engineer and illustrator who specializes in a variety of pop-up books. His a recent independent endeavor, “The Wild,” that was initially and successfully funded through Kickstarter. Among his other projects are the working pop-up book based on the book in the film, “*The Babadook*” and a pop-up book created with a team of cartoonists for DC Comics.

The presentations included advice and examples of how product designers in an entrepreneurial environment can effectively start their own new companies, and concluded with a joint question and answer session.

Photographs Win International Recognition from IPA and Photographer's Forum



Eight photos taken by **Glenn Goldman**, Founding Director of the School of Art + Design, received nine separate citations in the 2016

International Photography Awards (IPA) program for 2016 announced October 4. Selected from more than 17,000 submissions representing 162 countries, Goldman's photos received Honorable Mention across five different categories, with one architectural photograph receiving an award in two categories.

"*Bruges Church*," a photo of the interior of the 12th century Basilica of the Holy Blood (above) received Honorable Mention in both "Architecture – Buildings" and "Architecture – Historic" categories. Also cited in the "Architecture – Building" category was "*Ecclesiastic Space*," an interior photo of the Church of Saint Walburga in Bruges. "*Royal Interior in Blue*" taken in the Royal Palace of Amsterdam received an Honorable Mention in the "Architecture – Historic" category.

The remaining architectural photo awarded was "*Paterson*," a photograph in the "Architecture – Industrial" category that was previously awarded in the 2015 AIA West Jersey Photo Competition and the 2016 TZIPAC Zebra Awards program celebrating black and white photography.

"*Garden Stairs at Vizcaya*" from Coral Gables, Florida, was awarded in the "Nature – Landscape" group. Three photographs, two taken at the Miami Zoo, "*Friendly Zebras*" and "*Lazy Day*," along with "*Living in the Trees*," a photograph of the Tadashi Kawamata installation in The Béguinage, a monastic community in Bruges, were cited as Honorable Mention in the "Travel – Tourism" section.



"WAM" (left) taken in Minneapolis, Minnesota was selected by *Photographer's Forum* magazine to be published in *Best of Photography 2016* in December.

SIGGRAPH Student Work Exhibit Includes Efforts by 43 Art + Design Students



2016 marks the fifth consecutive year that NJIT's School of Art + Design was represented in the Education Committee-

sponsored curated Student Work Exhibit at SIGGRAPH, the Association of Computing Machinery's (ACM) conference on computer graphics and interactive techniques. The 43rd annual conference, held this year in Anaheim, CA, July 23-28, accepted work from 17 schools including international institutions such as National Taiwan University of the Arts, Paderborn University (Germany), Thammasat University (Thailand), and Tongji University (China) as well as U.S.-based universities like NJIT.

Work from 43 different students in all three disciplines of the School of Art + Design were represented in the exhibit that included work from both the Foundation Year and fourth-year Collaborative Design Studio.

Foundation year work was created by **Rebecca Cestaro**, **Samantha Dimaano**, **Giovanni Gagliano**, and **Kathleen Nguyendon**. Industrial Design students who had work shown were **Raschelle Almonte**, **Luz Cabrera**, **Michael Feldman**, **Qiushi Jin**, **John Radil**, **Natalia Szabla**, and **Juan Trapp**. Interior Design students included **Alexandra Adam**, **Tess Albyn**, **Marina Attalla**, **Kevin Chen**, **Sara Ebrahim**, **Jessica Galati**, **Emily Gutierrez**, **Stephanie Jen**, **Viktoryia Kiruschanka**, **Angelica McKenzie**, **Stephanie Marczak**, **Arianna Milla**, **Pamela Ospina**, **Jihad Peoples**, **Florencia Pozo**, **Isabella Rizzo**, and **Maria Romo**. Digital Design was represented by **Danielle Archibold**, **Hideyoshi Azami**, **Will Busarello**, **Stephen Chiang**, **Maisah Conover**, **Nathalie Carrasco**, **Amos Dudley**, **Adriana Etson**, **Brenda Loja**, **Monica Nelson**, **Carl Ravensbergen**, **Mark Sanna**, **Harry She**, **Ryan Sokoloski**, and **James Stochel**.

The work ranged in type from character design and algorithmically-derived geometric animation to examples of physical computing applied to games and interactive displays as well as a variety of interior design projects that included a nightclub and culinary school. Busarello's bio-mechanical character (above) was selected by the exhibit curator as the "cover" image for the announcement.

Four A+D Presentations at eCAADe in Finland



NJIT's School of Art + Design was well represented at the 2016 eCAADe (Education and research in Computer Aided Architectural Design in Europe) conference last August hosted by the world's northernmost school of architecture at the University of Oulu in Finland participating in the global dissemination of research and/or new knowledge developed and prototyped in the College of Architecture and Design.

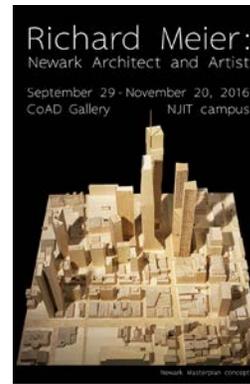
Martina Decker co-authored (with George Hahn and NJIT alumna Libertad Harris) *Bio-Enabled Façade Systems – Managing Complexity of Life through Emergent Technologies* dealing with vertical gardens and urban farming by discussing, in part, how smart materials and novel sensing and actuation systems linked to the Internet can facilitate the creation of a stable environment along architectural facades for the creation of new ecosystems.

Andrzej Zarzycki presented *Adaptive Designs with Distributed Intelligent Systems – Building Design Applications* discussing “an integration of embedded electronic systems utilizing distributed sensors and localized actuators to increase the adaptability and environmental performance of a building envelope.”

In an interdisciplinary effort, **Augustus Wendell** and **Burcak Ozludil Altin** (along with Information Technology student Ulysee Thompson) authored *Prototyping a Temporospatial Simulation Framework: Case of an Ottoman Insane Asylum* in which digital design was combined with the history of art and architecture to utilize interactive 3D models and a game engine (Unity) to communicate the history of a complex building site. The project by the same authors was also the subject of “*Digging the Aboveground: Visual Archaeology of an Asylum*” presented at the Digital Humanities 2016 Conference in Krakow, Poland, in July.

Mathew Schwartz, along with Andrzej Zarzycki and Jaehwan Kim (Advanced Institutes of Convergence Technology) presented “*The Wave of Autonomous Mobility: Architecture Facilitating Indoor Autonomous Navigation*” in another multi-disciplinary endeavor.

College Hosts Richard Meier Exhibit



The College of Architecture and Design is presenting an exhibit celebrating the work of Newark-born architect and artist, Richard Meier as part of the 350th anniversary of the founding of Newark, New Jersey's largest city. “**Richard Meier – Newark Architect and Artist**” coincides with Newark's annual Open Doors Art Festival which features more than 40 venues showcasing visual, performing, and literary art.

The exhibit, curated by **Matthew Gosser**, includes work representing the disciplines of architecture, painting, collage, sculpture, and product design and features his current project – Teachers Village, a mixed-use development for downtown Newark south of Market Street and west of Broad Street. The project is expected to include residential units, three charter schools, a day care center, and street level retail spaces. The exhibit runs from September 29 through November 20, with an alumni reception and lecture by Meier on November 7.

Internships Abound for Interior Design Students

The summer of 2016 was filled with professional opportunities for Interior Design students in the School of Art + Design. Between the third and fourth years, every continuing student was busy either traveling and/or working for designers or in a design-related position. Four different students had internships at three different offices of *Gensler*: **Viktoryia Kiruschanka** and **Pamela Jablonski** worked in the New York City office, **Alma Villalba** in the Morristown, New Jersey office; and **Randa Aji** interned in Houston, Texas. Elsewhere in New Jersey, **Dakshita Supawala** worked at *Tricarico Architecture and Design* in Wayne; **Leighann Laurencelle** at *Dancker, Sellew & Douglas* in Branchburg; **Kristen Sweeney** at *HDR Architects & Engineers* in Lawrenceville; **Tesneem Elabed** at *Rinehardt Miller Interiors* in Edgewater; **Christina Sanchez-Abreu** at *Gerts House of Style Interiors* in Holmdel; and **Elouie Gaspar**, as well as second-year student **Pamela Ospina**, had internships with *Mack-Cali*. In New York City, **Hagar Kandil** and **Taylor Kline** had internships with *Fawn Galli Interiors*, **Kevin Chen** was at *J. Jones Design*, and **Cathrine Fahmy** worked in lighting design at *WSP Parsons Brinckerhoff*.

New Faculty in the School of Art + Design



Industrial Design alumna and Ohio native **Gretchen Von Koenig** has returned to NJIT to teach *Ethnographic and Marketing Research*. Von Koenig, currently working for *Metropolis* magazine, is completing a master's degree in the History of

Design and Curatorial Studies at Parsons/The New School, having participated as an Educational Fellow at the Cooper Hewitt, Smithsonian Design Museum in New York City immediately after graduating from NJIT. She previously worked at Kiel Mead Studio and POD Media and Design in Brooklyn. Her work was selected at ICFF 2014 as one of the "best in show" and she was the recipient of the NJIT Art + Design medal, awarded to the top graduate from the School in 2015.



Alyssa Kuhns has joined the Industrial Design program as an adjunct faculty member teaching *Materials & Processes*. She is completing a master's degree in Industrial Design at Pratt Institute and has a Bachelor in Architecture degree from

Carnegie Mellon University. She currently works at TZ Design in Brooklyn and previously was a project manager at Massaro Corporation in Pittsburgh.



Adam Modesitt has been appointed as Assistant Professor in Architecture with responsibility for the *China Solar Decathlon Studio*, that includes both Interior and Industrial Design students. He is a founding

partner of *MORE*, a design and technology research office in New York City. His practice, teaching, and research explore the intersection of architecture, computational simulation, performance optimization, and the appropriation of emerging digital fabrication methods. Prior to founding *MORE*, Modesitt was a Project Director at SHoP Architects, where he led large-scale projects ranging from the master plan of Konza City, Kenya, to the Barclay's Center in Brooklyn. He holds a Bachelor of Arts in Physics from Wesleyan University and a Master in Architecture from Harvard.



Long-time University Lecturer in the School of Architecture, **Julio Figueroa** has joined the ranks of those crossing over into the School of Art + Design, teaching the *Building and Interior Systems* course sequence for Interior Design. A

registered architect since 1996, he has taught at NJIT since 1999 and is principal of JGF Architects, LLC in Clifton. Figueroa received his professional degree in architecture from Pratt Institute in Brooklyn and previously worked at Gran Associates in New York City. Experienced in both product and building design, he developed a modular and panelized system of construction for pre-manufactured housing that incorporates the re-use of wooden pallets widely used in commercial applications. Figueroa has taught a variety of studios in the School of Architecture as well as both technical and graphics courses during his time at NJIT.

Taro Narhara Promoted and Granted Tenure at NJIT



Taro Narhara has been promoted to Associate Professor with tenure at NJIT. Narhara was the first full-time, tenure-track, faculty member hired for the Digital Design program in the School of Art + Design and is largely responsible for the introduction and

establishment of the physical computing component of the Digital Design studio sequence. Narhara has presented scholarly work at numerous venues including SIGGRAPH, SIGGRAPH Asia, Eurographics, ACADIA, CAAD Futures, and CAADRIA, and published additional articles in *Computers and Graphics* and the *International Journal of Architectural Computing*. His current research has included the application of game design to a project dealing with therapeutic gaming and rehabilitation. In addition to promotion and tenure, Taro Narhara received the NJIT *Excellence in Research Award* for 2016 at convocation representing the College of Architecture and Design.

A+D Participation in SIGGRAPH Continues to Grow



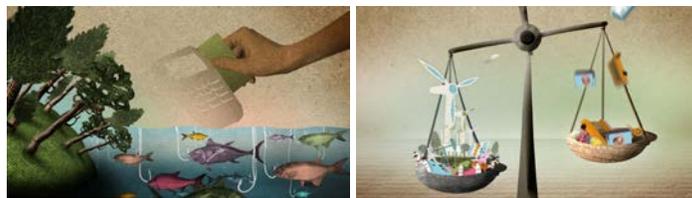
The School of Art + Design was represented by students, faculty and administrators, and alumni at SIGGRAPH 2016 in Anaheim, California. Six students from the Digital Design program participated in the competitive ACM SIGGRAPH Student Volunteer program in 2016. Newly graduated **Marta Brulinski** served as a volunteer for the second time, as did continuing students **Monica Nelson** and **Kevin Ratigan**. Joining them were first-time volunteers **Will Busarello**, **Nathalie Carrasco**, and **Nate Soto**. Each volunteer provided about 25 hours of service assisting attendees, presenters, and organizers throughout the conference. Student Volunteers also participate in special programs meeting with studio heads, receiving critiques on demo reels, and networking with researchers and peers from across the globe.

Director of the School of Art + Design **Glenn Goldman**, a member of the SIGGRAPH International Education Committee, was an invited participant on the panel *CS + X: Cross-Campus Collaborations* as part of the Educators Forum. He also organized and chaired the session, *Preparing Students for Careers: A Conversation with Industry* that brought together representatives from Sony Pictures Imageworks, Legend3D, Animal Logic, and Blizzard Entertainment. Associate Dean **John Cays** organized and chaired the session, *Maker Movement Meets Formal Education*.

The A+D participants were joined by two School of Architecture alumni, **Brian Novello** and **Muhammad Alnakash**, principals of *Skwerl* in Southern California, who joined the group for the annual Art + Design student-faculty-alumni SIGGRAPH dinner, held this year in Downtown Disney.



"Footprint" premieres in Sheffield Documentary Festival



Directed by Valentina Canavesio, the film "*Footprint*" was screened in the *Sheffield International Documentary Festival* in the United Kingdom featuring the animation of adjunct faculty member, **Polina Zaitseva** who directed and executed the infographic animation sequences and developed the 2D style of animation used in the film. Digital Design student **Nathalie Carrasco** also worked on informational vignettes used in the film. The film will be screened in November in London as part of the *Global Health Film Initiative*.

Photography of Matt Gosser Exhibited in Paterson



Dolphin Gallery at the Art Factory in Paterson, New Jersey, presented an exhibition of

photography by **Matt Gosser** in August. The early-career black and white silver-gelatin prints include Scottish ruins, NYC-Ground Zero, the old Newark Jail, Pabst brewery, and the Westinghouse factory.

Interior Design Student Leaders Attend Annual Board Meeting for International Interior Design Association



Third-year student **Pamela Ospina** and fourth-year student **Cathrine Fahmy**, Co-Presidents of the IIDA Campus Center at NJIT

attended the annual IIDA PA/NJ/DE Chapter's Fall Board Retreat in Philadelphia on October 7th and 8th. The event provides information and opportunities that are brought back by the student leaders for implementation at NJIT on behalf of the students in the Interior Design program.