

ART + DESIGN : NEWS + NOTES

COLLEGE OF ARCHITECTURE AND DESIGN – NEW JERSEY INSTITUTE OF TECHNOLOGY – NEWARK, NEW JERSEY – MAY 2014

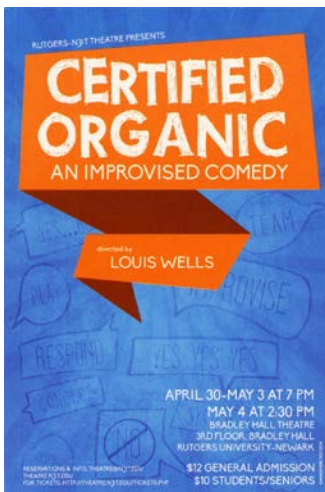
Digital Design Program Lauded by *Princeton Review*



Princeton Review has once again cited NJIT as one of the top undergraduate programs in which to study game design. Students interested in the art (environment/sets, characters, story) of game design can study it within the Entertainment Track of the

Digital Design program in the School of Art + Design. Students more interested in writing the code and programming of video games, may study Information Technology in the College of Computing Sciences. But even Digital Design students will take some coding and computer science courses as they blend art and technology in their course of studies. Additionally, Digital Design students work as members of collaborative teams in the annual Global Game Jam held every January where students and professionals produce working games in a 48-hour period.

Art + Design Students Continue On-Stage Successes



NJIT's Art + Design students supplement their activities in visual arts with performing arts through participation in the Rutgers-NJIT Theater Arts Program. "*Certified Organic*," an improvised comedy directed by University Lecturer **Louis Wells**, featured performances by Industrial Design student **Gretchen Von Koenig** and Interior Design

Student **Mike Chiappa**, along with costumes designed by Interior Design alumna **Mary Elizabeth O'Haire**. Digital Design student **Anna Mercado** provided graphic arts for the production.

Interior Design Program Receives CIDA Accreditation



The **Council for Interior Design Accreditation (CIDA)** formally granted full accreditation status to NJIT in March, 2014 following their October 2013 site visit. The evidence and exhibits were prepared by a team of NJIT faculty, staff, and students that was led by Program Coordinator and Senior University Lecturer **David Brothers** (above). Along with Brothers, Associate Dean **John Cays**, Director of the School of Art + Design Professor **Glenn Goldman**, and Assistant to the Dean **Burcak Ozludil Altin** organized the submission. Additional assistance was provided by A+D Advisor **Sasha Corchado** and graduate students **Ha Pham** and **Reza Mortaheb** as part of the collective effort.

The report, citing numerous strengths, stated "*The interior design program at NJIT is successful in delivering a professional-level education to its students.*"

"*NJIT interior design graduates are clearly well prepared to enter the profession with a well-rounded knowledge base, excellent digital skills, and thorough understanding of the 3-dimensional built environment. Graduates understand the value of design and its contribution to the welfare of their clients and the public. Graduates have a strong sense of purpose in designing for a wide range of contexts, be it a single object, cultural, complex, community, or multidiscipline.*"

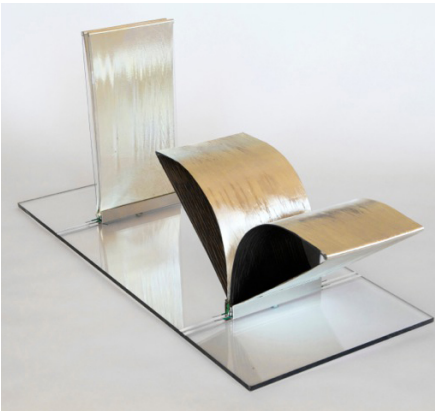
The report concluded: "*Students became independent creative thinkers and master problem solvers.*"

Zarzycki Publishes In *Journal of Architectural Education*



Associate Professor of Digital Design and Architecture **Andrzej Zarzycki** published “Reflections on Computational Design Through Interactions With Materiality and Physical Mock-Ups in the March issue of the *Journal of Architectural Education*.”

Decker Presents at Minnesota, Harvard, and NJIT



Assistant Professor **Martina Decker** completed a series of presentations during the semester traveling to the University of Minnesota in February and

Harvard University’s Graduate School of Design in March, before finishing at NJIT as part of the TEDxNJIT series in April. At Minnesota she was part of the “Architecture as Catalyst” workshop when presenting the work of her firm, Decker Yeadon and how new material technologies can offer innovative solutions to a variety of problems, including water conservation and quality, energy conservation, health and safety, and security. At Harvard she participated in the Technology Platform led by Prof. Martin Bechthold as part of the Adaptive Design Lecture Series and spoke about the homeostatic façade system (above). She delivered the lecture “Material Transformation” broadcast live from NJIT. Decker teaches the multi-disciplinary Collaborative Design Studio in the School of Art + Design.



BURP: the Big and Ugly Rendering Project



Michael Kehoe, Manager of College of Architecture and Design Computing Resources, along with additional IT personnel embedded in the College, participated in the technology demo experiment for the **Big Ugly Rendering Project** (BURP) that uses the Berkeley Open Infrastructure for Network Computing (BOINC) for distributed rendering on grid computing using *Blender*. The College’s “Multi-platform Internet Processing System” used re-purposed and decommissioned hardware that would have otherwise been disposed of for Grid Computing which contributed 507 of 79,781 rendered frames.

Jon Ferrer: The Watchman



Passion and persistence lead to proficiency and, ultimately, to employment. May 2013 Industrial Design graduate **Jon Ferrer** already has a career in the design of watches. During an internship with *Movado* in 2012, Ferrer became increasingly fascinated with the design of timepieces. In 2013 he interrupted his studies to work for *MZ Berger* in Long Island City, NY, and designed watches under license to Jessica Simpson, Nicole Miller, Hallmark, Crayola, and more. His experience included working with manufacturing facilities as well as the licensor. After a year and a half, he returned to complete his program of studies in Industrial Design. But this hasn’t interrupted Ferrer’s connection with the watch industry. His love for watches and the general skills from NJIT’s School of Art + Design have led him to such varied tasks as conceptual design, market research, 3D modeling and prototyping, cost estimation, working with production facilities, and establishing timelines for workflow. He is currently designing four collections – to be manufactured in Switzerland – for *House of Horology* in New York City.

Interior Design Hosts Industry-Speak Seminar Series

Three Mondays in March provided Interior Design students with industry-led exposure to materials, furnishings and systems used in projects.



David Hall, the New Jersey-based Architectural Representative for the **Sherwin-Williams Company** of Cleveland, Ohio, gave a presentation about paint and coatings to a group of more than forty students and faculty.

His talk included material about the evolution of paint technology, the functional properties of paints and coatings, chemical and component makeup of paint, finish and aesthetic options, and issues about volatile organic compounds (VOCs) found in paint.



Erin Jimenez Pollex, Commercial Design Specialist of **Shaw Contract Group**, gave a presentation about the construction, manufacture, and

specification of carpet on March 10. The audience was treated to a lesson that included a wide array of processes relevant to product selection – from dyeing to twisting and heat setting to tufting, coating and finishing. Life-cycle assessment, and cradle-to-cradle recycling processes at the Dalton, Georgia plant were also shown and discussed.



Mark Stefurak, Director of Architecture & Design, and **Deborah Tjan**, Regional Sales Manager for

Strategic Accounts at **Steelcase**, presented at the final installment of the *Interior Design Industry-Speak Seminar Series* on Monday March 31. Stefurak spoke about the use of behavioral research in commercial office design and the impacts changing technology have on the workplace. Also discussed was how furniture and design affect the quality of the workplace, which in turn affects job satisfaction and efficiency.

NJIT SIGGRAPH Students Attend Industry Spotlight



A group of Digital Design students and Associate Professor **Andrzej Zarzycki** left studio a little early on a Thursday afternoon in early April to go into New York to attend the annual **NYC ACM SIGGRAPH Industry Spotlight**. Among the award-winning digital production and animation companies presenting were Brainstorm Digital, Buck, Light of Day, The Mill, The Molecule, PSYOP, The STUDIO, and UVPFACTORY. Scott Sindorf, Co-Founder and Principal at UVPFACTORY followed up his presentation two weeks later by attending a fourth year Digital Design studio review at NJIT to give critiques of work to graduating students.

Narahara Participates on Gaming Panel



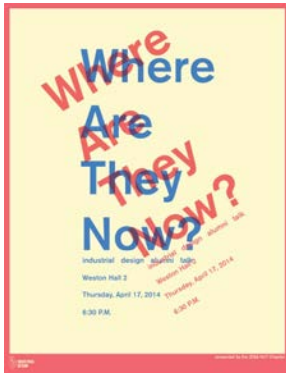
Assistant Professor **Taro Narahara** represented the School of Art + Design's Digital Design program on a multi-disciplinary panel "*What is the Future of Gaming*" held on Friday, April 4. The event was sponsored by the National Society of Black Engineers (NSBE) and NJIT,

and organized by Naseed Gifted, Creative Director at PBS Media.

Adjunct Ersin Altin Earns Ph.D.

Ersin Altin, adjunct faculty member who teaches History of Art and Design, earned his doctoral degree with the dissertation "*Rationalizing Everyday Life in Late Nineteenth-Century Istanbul c. 1900.*" The dissertation explores the changing relationship between everyday spaces, objects, and behavioral patterns of the Ottoman middle class in Istanbul, within the framework of the modernization agendas in the late nineteenth and early twentieth century.

Second Annual Industrial Design “Where Are They Now?” Session Held at the School of Art + Design



The NJIT student chapter of IDSA (Industrial Designers Society of America) held its second annual “Where Are They Now?” program on Thursday April 17 as five recent graduates from the School of Art + Design spoke about their current work to a lecture hall filled with Industrial Design students.

The diversity of products created, and positions for which the alumni were prepared – from designing flatware to smart objects – became evident during the session. The recent graduates work in all areas from ideation of new products to manufacturing and marketing.



Hampton Forge products presented by Kristen Ciandella '13

Presenting at the assembly were **Darshan Alatar '12**, an industrial designer at *TerraCycle* in Trenton where they design and produce products from discarded and purposefully

recycled materials; **Samantha Tartaro '12**, a product designer at *High IntenCity* in Fair Lawn where she focuses on charms and accessories for young girls; **Jeff Groves '13**, a design engineer at *Quirky.com* in New York working on smart products; **Joseph Beyrouzey '13**, a CAD designer at *Everson Tesla* in Nazareth, PA, where the company designs and provides coils, motors, magnets and superconducting materials to a variety of markets; and **Kristen Ciandella '13**, one of two recent graduates working as a product designer at *Hampton Forge* in Eatontown specializing in flatware.



Samantha Tartaro '12 of High IntenCity

Digital Design Alumni Hosted by NJIT SIGGRAPH



A large crowd was hosted in Elly's Loft at the College of Architecture and Design for

an event sponsored by NJIT SIGGRAPH (the local student chapter of ACM's Special Interest Group in Graphics and Interactive Techniques) on Monday April 21. Six recent graduates met with students to talk about career options for those studying Digital Design at the School of Art + Design. The returning alumni represented various career options from working in video game design, to graphic design, to graduate study in animation. The discussants included **Breana Mallamaci**, an MFA student in animation at the *School of Visual Arts* in New York; **Dan Palma** and **Kevin Cornelio** who are both working in the area of architectural visualization at *KWD – Kim Wendell Design LLC* in Brooklyn; **Chris Narine** who is working as a graphic and web designer at *Miskowski Design LLC* in Fort Lee; **Stephen Haddock-Weiler** who works as an environment artist for *SWDTech Games* in New York; and **Rachel Corres** who is working for *CSALAS & Co Labs* in New York.



Rachel Corres '13, Dan Palma '12; and Chris Narine '13;

Corres is currently lead designer for “Self-Starter Bootcamp” that is contracted to provide entrepreneurial training at schools including Columbia and Barnard in New York City. Corres also announced that she is on the SIGGRAPH 2014 Computer Animation Festival subcommittee and will be managing the “Daytime Selects” program in Vancouver in August. Palma, in addition to his visualization projects for clients like Grade and Avroko, is working on a new independent video game at KWD. Haddock-Weiler noted the variety of different roles he has in a small indie game company and reflected on how the sometime seemingly disparate courses in Digital Design at NJIT are proving to be useful in his endeavors. All of the alumni urged the students to network and develop industry contacts while still in school.

Narahara Presents at Eurographics in Strasbourg



Taro Narahara, Assistant Professor in Digital Design, presented “*Teaching Interactivity: Introducing Design Students to Sensors and Microcontrollers*” at Eurographics 2014

in April in Strasbourg, France. Narahara presented work from his NJIT classes as an educational case study with associated pedagogical lessons in the context of design teaching focusing on smart products, adaptive designs, and intelligent spaces as part of current artistic discourse.

Brothers Invited to Speak at CIDA Workshop



Coordinator of the Interior Design program, Senior University Lecturer **David Brothers** was invited to address the Council for Interior Design Accreditation’s workshop that preceded the annual

Interior Design Educators Council (IDEC) annual conference in New Orleans in March. Two weeks before receiving formal accreditation, the School of Art + Design was held up as a model for other schools seeking to prepare reports and exhibits in anticipation of accrediting team visits. Specifically noted was the digital archiving and management system used in the College of Architecture and Design to keep track of all student works which, regardless of media used in creation, are digitized and readily accessible for review.

Digital Design Students Visit NTropic in New York



The student chapter of NJIT SIGGRAPH visited the New York City studios of **NTropic**, a market-leading post production and design studio with offices in San Francisco, Los Angeles,

and New York. Students met with Creative Director and Lead Flame Artist **Steve Zourntos** and Producer **Kara Holstrom**.

Ninth Annual Design Showcase Held at NJIT



The ninth annual **Design Showcase** was held at the College of Architecture and Design in April and included a display of alumni and student work. Professional designers juried the student works, selected winners, and awarded prizes – three each to the School of Art + Design and the School of Architecture. Overall first prize for the School of Art + Design was awarded to second year Interior Design student **Angelica McKenzie** (above, left). The jury also selected the work by fourth year Digital Design student **Brandon Simms**, and third year Industrial Design Student **Christopher Inserra** (above, right). The sponsored affair included a reception, mini-trade show, and a keynote lecture “*Architecture of Engagement*” by Craig Dykers, founding partner of Snøhetta.

Three Digital Design Students Collaborate on A Special Kind of Magic – Screened at Garden State Film Festival



Two Digital Design freshmen and one senior were part of the team that created the short film, *A Special Kind of Magic*, produced by **Fictional Films**, that was screened at the Garden State Film Festival in April. Freshman **Rebecca Cortes** was film editor, co-director, and co-writer along with **Rodney Reyes** (producer) from the NJIT Theatre

Arts and Technology program. Freshman **Lea Burlew** was one of two cinematographers; and visual effects were created by senior **Anna Mercado**.

Littman Library Expanded and Rededicated



The **Barbara and Leonard Littman Architecture and Design Library** was reopened and rededicated in March. The expansion and renovation, designed by Barbara Littman, includes a new materials library used extensively by architecture and interior design students.

Art + Design at Maker Faire and Newark Museum



Children, parents, teachers, craftspeople, and more came to the Newark Museum, the state's largest museum, on Saturday April 5 for the first *Greater Newark Mini-Maker Faire*. A "celebration of creativity and ingenuity in the New Jersey community," the Faire contained demonstrations,

hands-on workshops, and a pair of keynote lectures by people "pushing the limits of art, science, and technology." Maker Faires (a registered trademark of Maker Media, Inc.) have been held in various locations throughout the United States in recent years attracting thousands of creative individuals who "make things" using a wide array of skills and techniques.



Amos Dudley (Digital Design) explaining the making of games to children and parents

The *School of Art + Design* was well-represented with four separate exhibit stations housed in a 30' x 30' tent in the Newark Museum's garden. Six faculty members (**José Alcalá,**

Martina Decker, Glenn Goldman, Taro Narahara, Augustus Wendell, and Andrzej Zarzycki), accompanied by twenty students from the Industrial and Digital Design programs, spent the day at the Faire. NJIT students showed digital and analog/traditional media games they had designed and created, printed bracelets for children on a 3D printer, displayed a series of household products created by Industrial Design students, had face-mold masks for children to decorate, and brought a kit of laser-cut parts they designed, making them available for children (and adults) to creatively assemble into small animals or creatures (called "nijits"), imprinted with "NJIT" to take home.



Andrzej Zarzycki and Martina Decker teaching how to make "Smart and Kinetic Objects".

Inside the museum, Profs. Decker and Zarzycki hosted a popular workshop inviting members of the public to *Design Smart and Kinetic Objects*. University Lecturer and Coordinator of

the Industrial Design program José Alcalá presented one of two keynote addresses in the Billy Johnson Auditorium. The talk, *The Making of a Maker*, was an



Alcalá delivering keynote address

"account of the crooked path taken towards personal and professional fulfillment through the act of design-making." Alcalá also coordinated NJIT's participation in the Maker Faire.

Don Menke, Model Shop Coordinator at the College of Architecture and Design, provided offsite logistic support and assistance in the preparation of materials. **Kim Robledo-Diga**, Director for Innovation and Learning at the Newark Museum, coordinated the efforts of the host institution. Participating students from Digital Design included: **Amos Dudley, Mateusz Mrowiec, Jonathan Martin, and Michael Sullivan**. Industrial Design students participating included: **Susan Aboelela, Raschelle Almonte, Luz Cabrera, Richard Casaletto, Fabio Castellanos, Katie Goswick, Chien Hua Huang, David Michalak, Roxanna Munoz, Martha Nunez, Malorie Pangilinan, Joe Perez, Filip Piekarcz, Amar Sohan, Natalia Szabla, and Juan Trapp**.



Malorie Pangilinan (Industrial Design) helping to assemble a "nijit"