

ART + DESIGN : NEWS + NOTES

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

Interior Design Students Participate in Building Information Modeling Training in Las Vegas



For the second consecutive year, Interior Design students **Amy Cahill** and **Katarzyna Cyrulik** received scholarships to participate in the Student Expert Program December 2-4, 2014, at *Autodesk University* in Las Vegas, Nevada. With a significant reduction in the number of sponsored scholarships offered this year, Cahill and Cyrulik were two of only ten students in the AEC (Architecture/Engineering/Construction) section and were the only interior design students among the twenty-eight global student participants representing ten countries. Approximately 10,000 individuals attended the event that featured 793 classes, 821 speakers and more than 180 exhibitors.

The students attended classes to increase their level of expertise with *Revit*, the building information modeling software used as a primary design tool by students in the Interior Design program and learned how to include energy analysis and life cycle assessment along with visualization for design proposals.

IDSA Student Chapter Sponsors Lecture Series

The student chapter of the *Industrial Designers Society of America* (IDSA) sponsored a series of three well-attended lectures featuring six New York City-based designers: **Harry Allen**, **Paul Choate**, **Robert Debbane**, **Daniel Michalik**, **Aaron Poritz**, and **David Weeks** during the semester. The sessions focused on professional work and the relationship between materials, manufacturing processes, and design.

Game Design Interest Grows as Digital Design Holds Annual GameFest



GameFest, an annual November event in NJIT's School of Art + Design, provides an opportunity for students to exhibit and test a series of analog games created with technology-enabled design processes. Organized by Assistant Professor of Digital Design **Taro Narahara**, students explore the relationship between traditional and digital games, and the use of digital fabrication in the development of physical games through the alteration of game structures. The games are created within the framework of the course, *History of Games*, and were tested by a variety of students and faculty in the School of Art + Design.

Goldman Cited as one of the Most Admired Design Educators by *DesignIntelligence* Magazine



Founding Director of the School of Art + Design, Professor **Glenn Goldman**, has been named by *DesignIntelligence* as one of the "30 Most Admired Educators for 2015" in the United States. Each year the magazine honors excellence in design education and education administration in the fields of architecture, industrial design, interior design, and landscape architecture. Goldman was cited as being focused "on the future of technology" and as "the most helpful and involved professor," as well as for "pushing students to think for themselves." He joins José Alcalá at the School who received this honor one year ago.

Electronic and Digital Media Leaders Review Design Research Seminar on Product Life Cycle Assessment



Representatives from global lighting and electronic giants Lutron and Panasonic, along with additional representatives from networking and media

companies Diversified Systems, Diversified Media Group, and Skyweb Digital Media, attended a presentation of original collaborative research projects from College of Architecture and Design students dealing with life cycle assessment of building products performed in a “special topics” class in the School of Art + Design taught by Associate Dean **John Cays**. Students presented initial findings on the current limits of professional design software for architecture, industrial design, and interior design as well as third-party verified Environmental Protection Declaration (EPD) products and then developed alternative approaches to properly evaluate and compare sustainability data for two designs of a 220-seat lecture hall. Bill Marushak, vertical market specialist at Lutron, described the science-backed student design work as “groundbreaking.”

Monica Kenzie Joins Littman Library Staff



Monica Kenzie has joined NJIT as an Architecture, Art, and Design Library Specialist and will be working with Littman Architecture and Design Library Director Maya Gervits in the College of Architecture and Design. Kenzie holds a BA in Art History and MS in Information from the University of Michigan and brings experience and

technical expertise working with a wide variety of art collections. Kenzie comes to NJIT from the Detroit Institute of Arts where she provided reference and research assistance, performed original cataloging, and processed and digitized archival collections. Kenzie’s arrival was celebrated simultaneously with the acquisition of more than sixty new books specifically related to programs in the School of Art + Design.

Autodesk Presents *Fusion 360* Seminars at NJIT to Industrial and Interior Design Students



Reid Johnson, Autodesk’s program manager for architectural, engineering and construction education in North America,

came to the NJIT studios in the School of Art + Design to provide seminars and hands-on tutorials on the company’s new fabrication software, “*Fusion 360*.” He was joined by **John Helfen** of the Autodesk Education team who worked with students in the Industrial Design program on the second day of the sessions.

After a brief overview of the latest updates to Autodesk software relevant to interior and industrial design, the Leadership in Energy and Environmental Design (LEED) and National Council for Interior Design Qualification (NCIDQ) certified designer moved directly to the value of new fabrication software. Eliminating the need for technical drawings, the students learned how a product designer could move directly from digital modeling to fabrication without the need for intermediate steps.

Working with easy-to-manipulate solid models, students were able to adjust models by grabbing lines, planes or vertices. Johnson also provided examples at a variety of scales suitable for product and interior designers that ranged from luminaires to staircases to pre-cast components of a building’s façade.

Ana Peñalba Presents “Spatial Agreements” at Arquia/Proxima Forum 2014 in Spain



Interior Design studio critic **Ana Peñalba** was one of twenty-three young architects selected by the Caja de Arquitectos Foundation to present at the fourth edition of *Arquia/Proxima Forum*

held in October in Granada, Spain. The forum participants were asked to articulate their thoughts about architecture in the context of social, economic, and political demands at the sold-out event.

Taro Narahara Presents at VR Symposium in Japan and Serves as Judge for International Student Competition



Assistant professor of Digital Design **Taro Narahara** presented “*Case Examples of the Linkage of Interactive Devices and VR*” at the **7th International VR Symposium** in Tokyo in November. He presented case studies and research examples using game

design tools, sensors, microcontrollers, and projection mapping techniques. Additionally, Narahara is combining his expertise in physical computing and gaming with the expertise and experience of Prof. Richard Foulds in Biomedical Engineering at NJIT. The pair has received a research seed grant for “*Exploration of Unity 3D as a Physics and Animation Engine for Therapeutic Gaming and Rehabilitation Robotics.*”

Narahara also served as a member of the judging committee for the **2nd Cloud Programming World Cup** at the FORUM8 15th Annual Design Festival – a student programming competition using VR software that works in a crowd-based environment.

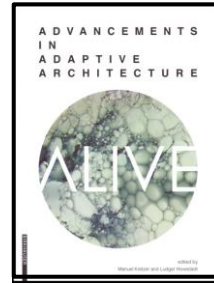
Jamin Warren of Kill Screen Gives Lecture at CoAD



Founder of *Kill Screen* and former cultural reporter for the *Wall Street Journal*, **Jamin Warren**, spoke to an interdisciplinary audience at the

College of Architecture and Design as part of the College Lecture Series. His lecture, “*Videogames as Art + Culture,*” attracted a mix of students from Digital Design and Information Technology as well as those interested in the cultural phenomenon of gaming in present day. Beyond the obvious irony of producing a print magazine for a digital medium, Warren spoke about the relationship of games and design thinking, offering suggestions to the audience on how artists, architects, and designers can contribute to culture through game design. He advocated that everyone playing games should “speak to the game” and they will find that the game “speaks back” with concepts that are applicable beyond self-referential game ideas. Finally, Warren’s experience indicated to him that what and how we play is a way to define who we are as a people, and what we are as a culture.

Martina Decker Presents at Conferences and Publishes Book Chapter



Assistant Professor **Martina Decker** who teaches Collaborative Design Studio in the School of Art + Design, published a book chapter “Adapting Matter,” in *Alive – Advancements in Adaptive Architecture*, edited by Manuel Kretzer and Ludger Hovestadt. She was also a speaker at Energy

Forum – Advanced Building Skins in Bressanone, Italy, presenting her paper “Climate Resilience through Advanced Materials.” Additionally, Decker presented “Nano to Meso – Advanced Materials in Architecture at the 14th Annual Symposium – Advanced Building Systems: Integrating Efficiency, Quality and Resiliency at the Syracuse Center for Excellence.

Interior Design Student Angelica McKenzie is Sleepless in Seattle for Restaurant Impossible



Third-year Interior Design student **Angelica McKenzie** was part of Food Network’s *Restaurant Impossible* team working on “Zoogs Caveman Cookin” in Port Hadlock, Washington, in November. The four-day, non-stop activity involved McKenzie in various phases of the project. Recruited by NJIT School of Architecture alumnus and the show’s construction manager, Tom Bury, she was able to work with interior designer Cheryl Torrenueva, a specialist in repurposing and refinishing vintage pieces. McKenzie got a visceral appreciation for the work that goes into a design project when she learned and applied woodburning techniques to create the restaurant’s logo (photo above), and worked on upholstering and staining chairs while Bury and the professional carpenters built the bar shelves, bar, and tables. The rapid shooting schedule for a television show added to the frenetic pace and added a different variable to the design process than found in a typical project or design internship.

Horizon Blue Cross Blue Shield of New Jersey Selects Art Competition Winners for Exhibit



Judging panel and NJIT Program Coordinators evaluating work (left). Competition judges Robert Cozzarelli, Cynthia Tobia, Joseph Flock, Kristi Pearson, and Sasha Corchado (right).

Horizon Blue Cross Blue Shield of New Jersey (HBCBSNJ) sponsored a student art and design competition in collaboration with NJIT's School of Art + Design to select artwork that best supports HBCBSNJ's theme: "Journey to Health."

The winners, selected from more than fifty entrants from the College of Architecture and Design, were Digital Design students **Everett Aldrich**, **Adriana Eteson**, and **Kevin Ratigan**; and Interior Design student **Angelica McKenzie**. Industrial Design student **Fabio Castellanos** received an honorable mention. The students will have their work displayed in the Horizon BCBSNJ's headquarters in Newark. Each winner will receive an honorarium of \$1000, plus the cost of fabrication. The honorable mention recipient will receive a \$500 honorarium, plus the cost of fabrication. The project was coordinated at NJIT by David Brothers, Coordinator of the Interior Design program with support from José Alcalá, Coordinator of the Industrial Design program, and Augustus Wendell, Coordinator of the Digital Design program. Work was selected by the judging panel based on interpretation and clarity of the theme to the viewer, creativity and originality, appropriateness of solution, and quality and overall impression of the art.



Winning entries by Adriana Eteson (left) and Angelica McKenzie (right)

Class of 2014 Reports

With approximately 80% of the School of Art + Design's Class of 2014 reporting, about 90% are either employed in their chosen or related field, or pursuing a graduate degree.

Susan Aboela (Industrial Design) – SignFacility; North Bergen, NJ. **Daniel Acosta** (Digital Design) – The Creative Group; Woodbridge, NJ. **Sandy Antoniou** (Interior Design) – SNS Architects; Montvale, NJ. **Amanda Bibik** (Industrial Design) – Salter Spiral Stairs; Schwenksville, PA. **Julia Colombo** (Industrial Design) – Ran Lerner Design; New York, NY. **Sarah Fahmy** (Industrial Design) – Graduate Student (M.A. in Exhibition Design) at Fashion Institute of Technology/State University of New York; New York, NY. **John Ferrer** (Industrial Design) – House of Horology; New York, NY. **Martin Flores** (Industrial Design) – American Design Club; New York, NY. **Nora Gharib** (Interior Design) – Graduate Student (M. Arch.) at University of Miami; Coral Gables, FL. **Dane Hagen** (Industrial Design) – Rock Tenn; Totowa, NJ. **Andres Henao** (Digital Design) – Kim Wendell Design LLC; Brooklyn, NY. **Brendan Horman** (Interior Design) – SR/A Interior Design; Washington, DC. **Hsin Ting (Nikki) Hsieh** (Interior Design) – Bluarch Architecture + Interiors + Lighting; New York, NY. **Daton Kim** (Industrial Design) – Primary; New York, NY. **Cathy Leung** (Industrial Design) – Mila International; New York, NY. **Rachel Lopez** (Interior Design) – Graduate Student (M. Arch.) at NJIT; Newark, NJ. **Jana Luste** (Interior Design) – MILK Studios; New York, NY. **Anna Mercado** (Digital Design) – GRAFX Co.; New York, NY. **Mateusz Mrowiec** (Digital Design) – Grupa Kotrak; Katowice, Silesian District, Poland. **Roxanna Munoz** (Industrial Design) – Cliché Magazine; Passaic, NJ. **Kellen Naranjo** (Interior Design) – SNS Architects; Montvale, NJ. **Jake Porcello** (Interior Design) – Porcello Engineering; Pine Brook, NJ. **Samantha Schulz** (Industrial Design) – Stonewater Architecture; Colonia, NJ. **Brandon Simms** (Digital Design) – Creative Circle; Teaneck, NJ. **Gerard Toledo** (Interior Design) – DMDesign & Architecture; New York, NY.

Registration Opens for Global Game Jam 2015

The School of Art + Design will be a five-time host site for the **Global Game Jam** when it is held January 23-25, 2015. The worldwide event attracts a combination of Digital Design and Information Technology students, as well as visiting professionals. Online registration is at: <http://globalgamejam.org/2015/jam-sites/new-jersey-institute-technology>.