ART + DESIGN : NEWS + NOTES

Ngo Wins Logo Design Competition
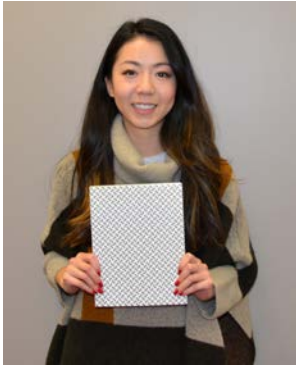
Fourth year Industrial Design student **Audrey Ngo** won the logo design competition for the *Digital Archive of Newark Architecture* (DANA) – a Littman Library initiative to document the built environment of Newark. The project is designed with the intent to improve public access to a variety of historic materials and to create an archive of past and present projects; old, new, and renovated buildings, parks, planning and outdoor sculpture – anything of interest to the physical life of the city, its architecture, and its infrastructure.

Toy People Art Exhibit Features Work by Tartaro

Work from Industrial Design alumna **Samantha Tartaro** '12, was part of the industry art show "*Toy People*," in February 2016 at LITM in Jersey City, NJ. The exhibit features art work from toy industry professionals, as well as work featuring or made from toys. Tartaro is a product designer at High IntenCity in Fair Lawn, NJ, which specializes in fashion jewelry for girls, and is currently an adjunct instructor in the Industrial Design program teaching an Industrial Design Specialization course in Toy Design.

New Summer Pre-College Design Programs

The College of Architecture and Design has announced two new summer programs for high school students: *Design + Make*, and *Video Game Design* in collaboration with the College of Computing Sciences. Information is at http://design.njit.edu/coadprograms/summer.php

Designer and Research Scientist Mathew Schwartz Presents Lecture to College of Architecture and Design

In a talk that combined aspects of digital design, industrial design and architecture, **Mathew Schwartz**, research scientist and designer at the Digital Human Research Center at the Advanced Institutes of Convergence Technology affiliated with Seoul National University, presented "Developing Creative Technologies" at the College of Architecture and Design, February 4th.

With a background in art, design and research, Schwartz's research incorporates robotics, biomechanics and motion capture in the fields of art, design, architecture and construction. Schwartz's wide-ranging lecture covered topics as varied as fashion and transportation, all of which were centered on the idea of data-driven design, as he spoke about his investigation of the relationship of human factors to design through simulation, visualization and technological integration. Included in the applications presented were the development of bipedal humanoid robots to install tile and development of autonomous personal mobility vehicles.

Digital Design Athlete Designs 2016 Team Calendar

Digital Design major and student athlete **Nathanial Bailey** is the creative mind behind the 2016 *Kevin's Fun Running Club Calendar*. The calendar, started as a fundraising effort, has become a highlight for the team and their fans. At times funny, sometimes racy, even poignant, each month features a member of the NJIT men's Track and Field team in a scene showcasing their unique personalities.

CoAD Presents Interactive Approach to Architectural History at *Digital Humanities Lightning Talks*

University Lecturer and Digital Design Coordinator **Augustus Wendell** and Assistant to the Dean of the College of Architecture and Design **Burcak Ozludil Altin** presented "Visualizing the Spaces of Madness: An Ottoman Asylum" at the *New York City Digital Humanities Lightning Talks* central event at Fordham University, Lincoln Center campus, February 9. Their presentation introduced a Unity-based project produced in collaboration with Ulysee Thompson of NJIT's College of Computing Sciences, which applies 3D modeling and interactivity to architectural history, allowing users to interact virtually with buildings and environments as they change over time.

Interior Design Coordinator Presents at 2015 IDEC East Regional Conference in Toronto

Interior Design coordinator **David Brothers** presented "The Seated Musician: A Cultural Blindspot" at the *2015 IDEC East Regional Conference* in Toronto, Canada, October, 2015. Brothers' research examined the relationship between behavior, function, and body mechanics as a source of design criteria for musicians' furniture for improved health and performance – specifically, how distinctive sitting postures for musicians who play different instruments might influence the design and application of chairs for their unique use.

Lecturer Invited by Sotheby's to Design Penthouse

University Lecturer **Cleveland Harp** was recently invited by Sotheby's International in New York City to develop a concept design combining two apartments to create a rooftop duplex residence on the Upper West Side of Manhattan. Harp's firm, Cleveland Harp Architecture & Design, developed a vision for the renovation and marketing of the unique tenth-floor "Villa in the Sky" featuring a wrap-around terrace at the lower level and a rooftop terrace on the upper floor.

Art + Design Director Produces Winners in AIA West Jersey Annual Architectural Photography Competition

For the fifth consecutive year, photographs taken by Professor and Founding Director of the School of Art + Design **Glenn Goldman** are among the winners in the annual architectural photography contest sponsored by the West Jersey section of the American Institute of Architects (AIA West Jersey).

This year, four of Goldman's photographs were selected in multiple categories – the largest number of winning photographs he has had in one year. "Paterson" was selected as the "Best Black and White Photograph" for 2015. Goldman's other winning photographs include "Autumn in Retiro Park," taken in Madrid, Spain; "Red Trim," a landscape and lighthouse photograph taken in Howth, Ireland; and "Sails and Ship," taken in Vancouver, British Columbia, a photo which has already received national and international awards. The winning photographs are featured in the 2016 AIA West Jersey calendar. Two additional photographs were named as merit selections: "WAM," a photo of Frank Gehry-designed Weisman Art Museum, and "Portman's Hyatt," a photograph of an early atrium hotel in Atlanta designed by John Portman.

Zdepski Named Kentucky Colonel

Professor **Stephen Zdepski** received an honorary commission of Kentucky Colonel by Governor Steven Beshear. This is the highest honor bestowed by the Commonwealth of Kentucky to individuals and is given in recognition of noteworthy accomplishments and outstanding service to a community, state, or nation. The list of Kentucky Colonels includes a diverse and distinguished number of honorees including Presidents Lyndon Johnson, Bill Clinton, Ronald Reagan, and George Bush. – as well as celebrities Johnny Depp, Ashley Judd, and Elvis Presley.

New and Familiar Faces Join Art + Design Faculty

The School of Art+Design welcomes back **Darshan Patel,** a 2012 graduate from NJIT's Industrial Design program. Known professionally as Darshan Alatar, he brings his experience in material reuse to teach the Industrial Design course Sustainable Materials and Processes. Alatar is the Senior Industrial Designer at TerraCycle, which upcycles and repurposes pre- and post-consumer waste into a variety of consumer products. He contributed to the recently published *Make Garbage Great*, examining materials, how they impact the enviroment, and providing DIY project ideas. Before joining TerraCycle, Alatar worked for Uncharted Play, E Factorial, Inc., POD DESIGN+MEDIA, and Ran Lerner Design.

Brian Holland joins the School of Art + Design as an adjunct instructor teaching commercial interior design in the third year studio. Holland is Assistant Director of Institute NY, an independent design school for the study of architecture and the built environment in New York City. He has more than 10 years in practice, both independently and with notable design firms in Los Angeles, Denver, Cairo and New York City. From 2009-2010, Holland held the Howard E. LeFevre Fellowship for emerging practitioners at Ohio State University. He has taught design, drawing and theory at Parsons, University of Pennsylvania, and American University of Beirut. Holland has degrees in architecture from the University of Pennsylvania and the California State Polytechnic University in Pomona.

Samantha Tartaro, an alumna of CoAD's Industrial Design department, is back at NJIT teaching Industrial Design Specialization: Toy Design. Tartaro is currently a product designer for CHARM IT!, High IntenCity's signature line of girls' charm jewelry. In addition to her experience in children's fashion jewelry and pet toys, Tartaro has recently begun exhibiting her sculptural work in galleries in the northern New Jersey area.

Metro-NYC based art director, , watercolor artist, and graduate of the University of Delaware **Dorrie Rifkin** joins the School of Art + Design as an adjunct instructor teaching Communication in Art and Design: Traditional Media as part of the Foundation Year sequence. After 30+ years as an award-winning art director ignited and cemented her lifelong love affair with typography, she became a watercolor artist, whose passions – iconic cityscapes, family, music, guitars, beer bottles and PEZ dispensers – are palpable in her work, and a workshop teacher and demonstrator in high demand. She's won more than 30 prizes in juried competitions; is a signature member of the Transparent Watercolor Society of America and three regional societies; and her work has adorned the covers or interiors of, *Watercolor Artist* magazine, *Splash 14* and *15*, and sets and locations on NBC's *Prime Suspect* and Fox's *Brooklyn Nine-Nine* TV series.

Michael Kero, joins the School of Art + Design as adjunct instructor teaching Communication in Art and Design: Digital Media as part of the Foundation Year. Kero is a graduate of the School of Architecture at NJIT, where he combined a computer science education with architecture to explore deep connections between computation and the built environment. He has since been utilizing computation in architecture and engineering be developing tools to more effectively explore design spaces, to rationalize geometry for fabrication and to clearly document complex geometry for construction. Kero is currently an Integration Applications Develper for the CORE Studio at Thornton Tomasetti in New York City where he develops applications to assist engineers in the desgn and documentation of complex, performance-driven projects. He has previously worked at Skidmore Owings and Merrill, Buro Happold, and Weidlinger Associates as a Technical Design and Applications Developer. Kero is also the author of open source frameworks for developing productivity tools used in the AEC industry.

Global Game Jam Draws Record Crowd at NJIT

For the sixth consecutive year, NJIT served as a site for the **Global Game Jam**. This year's event had more than 36,000 jammers across 93 countries and produced almost 68,000 games, making it the largest Game Jam to date. With a record 126 registered participants, NJIT was the tenth largest site in the United States, and fourth largest site hosted by a public university in the US. Coordinated by Associate Professor **Andrzej Zarzycki**, NJIT's jammers produced 23 games in the 48-hour event – nearly double the number of games produced last year.

Hosted by the School of Art + Design, the annual event represents continued successful collaboration between the Digital Design program in the School of Art + Design, and the Information Technology program in the College of Computing Sciences as students from NJIT and other schools, as well as visiting professionals and NJIT alumni come together to form teams and build games during the last weekend in January.

The Game Jam started at 5 PM on Friday evening, January 29th, with welcomes from CIO and Associate Provost **Dave Ullman**, and Director of the School of Art + Design **Glenn Goldman**, followed by video keynote addresses broadcast to all sites, delivered by Siobhan Reddy, co-founder and director of video game development studio Media Molecule, and technologist and author Ramez Naamand.

Every year the jammers are given a theme around which to work. This year's theme was one word: *Ritual*. Professors **Martina Decker** and **Taro Narahara** presented different interpretations and suggestions to the group to expand the scope of potential solutions for the jammers to discuss as they developed ideas – allowing jammers to become philosophical and introspective or to explore demons and satanic cults. University Lecturer **Marc Sequeira** provided an overview and visual history of past games created at Global Game Jams by NJIT participants. These faculty members were joined by adjunct instructors **Jessica Ross** of Digital Design and **Eric Nersesian** of Information Technology.

The participants started "jamming" by creating teams led by faculty and alumni to brainstorm and pitch ideas. In much the same way as professional teams create games, the jammers brought their skills to projects in a multi-disciplinary effort that often required coding, environmental design, character design and more. The resulting games spanned a variety of types: 2D games, 3D games, platformer games, and even a mash-up of games that turned into a series of five mini-games (one of which featured a hamster in a tank firing missiles and rockets in outer space – below right).

This year's group produced a number of 3D working games like "Funkalicious Shamanism" (above left) and

"Arena Souls." Religion and ancient gods proved a fertile topic for such games as "Initiation," "Satan's Mystery Box" and "Oh, God, Help Me!" – all of which were created and uploaded to the event's website by the Sunday afternoon deadline.

In addition to NJIT, popular university-hosted sites in the U.S. this year included American, Cal Poly San Luis Obispo, Carnegie Mellon, Cogswell College, Florida International, Florida State, LSU, Michigan State, MIT, Northeastern, NYU, Ohio State, Purdue, RIT, Savannah College of Art and Design, University of California at Berkeley, University of Southern California, University of Denver, University of Minnesota, Vanderbilt, and Virginia Tech. Large Canadian sites included the University of British Columbia and Waterloo University. Additional sites included Microsoft Reactor and Facebook HQ in San Francisco, CA, and Lutron Electronics in Coopersburg, PA.