



School of Visual Arts



2024



**Accelerate
your personal
growth at SVA,
located at the**



**heart of the
art world in
New York City.**



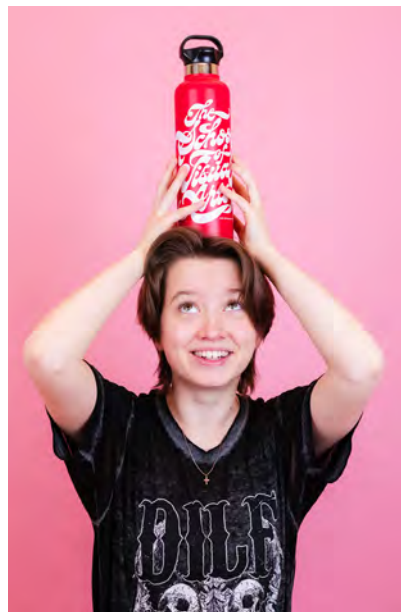


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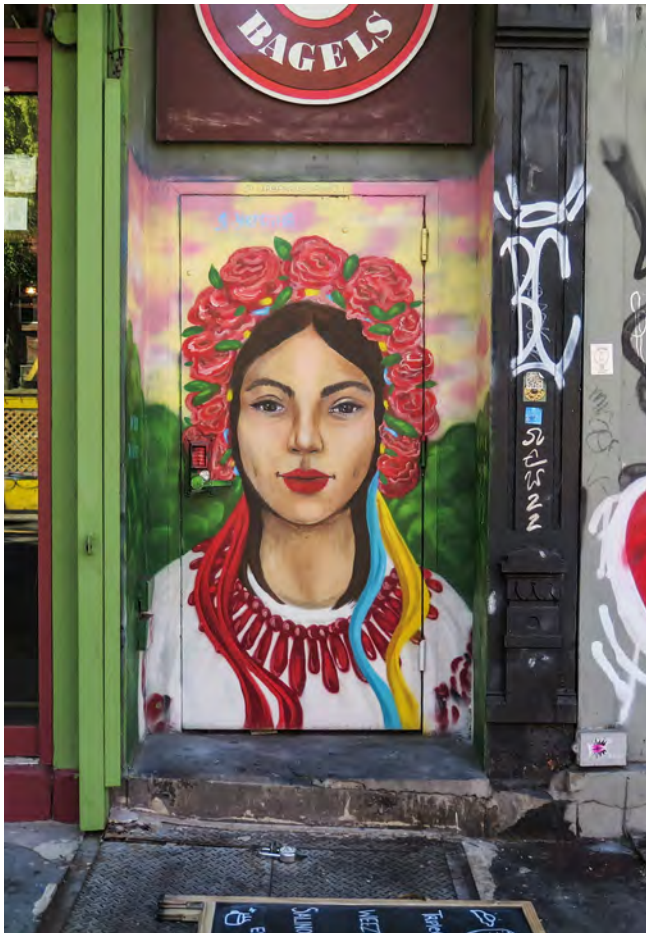
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Students Day



Big city vibes.

Global reach.

Connected community.



3D ANIMATION AND VISUAL EFFECTS

W

e combine the power of CG and VFX with active imaginations, captivating stories and skilled artistry.

The work our students create can be seen in TV shows, films, commercials and video games. This is where you belong if you are interested in the animated films of Pixar, Disney, Dreamworks and Sony Pictures Animation; the photo-real VFX work by Framestore, Technicolor Creative Studios, Industrial Light & Magic; or the art of video games from Rockstar Games, Activision Blizzard, Epic Games, and more.

We teach the same advanced digital applications used in the film industry to give you the competitive edge to stand out in the creative fields of animation, VFX, virtual and augmented reality, and other emerging platforms. Your work might even do more than entertain us: you might also visualize complex medical procedures or architectural designs, create informational graphics or perform scientific simulations.

You will learn to think about your productions holistically—from inception, through the pipeline, to completion and delivery. Your experiences are enhanced by fully equipped green screen, motion capture, sound recording and color correction studios. You work with professional artists in professional-caliber production labs where you learn narrative and story development skills that will last a lifetime.

Our alumni have worked on: *In the Heights*, *Raya and the Last Dragon*, *Dune*, *Encanto*, *Stranger Things*, *The Mitchells vs. the Machines*, *WandaVision*, *Spider-Man: Far From Home*, *Luca*, *Summer of Soul*, *Turning Red*, *Russian Doll*, *Top Gun: Maverick*, *Solo: A Star Wars Story*, *Strange World*, *Overwatch* vvv and *Diablo 4*.

Our award-winning students, alumni and faculty have screened their projects at Animafest Zagreb, Animation Dingle, The American Pavilion at Cannes, Annecy International Animation Film Festival, Cannes Short Film Corner, Hiroshima Stars of Students Showcase, Siggraph, Siggraph Asia, Tricky Women and Tricky Realities Festival.

sva.edu/3dandvfx

LAMIE DOAN AND LANBING LYU

COURSE HIGHLIGHTS

360
STUDENTS

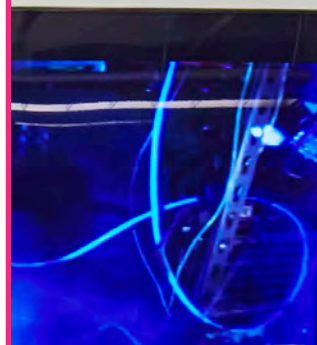
71
FACULTY

58
COURSES



INTRODUCTION TO REAL-TIME RENDERING AND GAME ENGINE GRAPHICS

GPU-based rendering or “real-time rendering” has long been utilized in the game industry to produce dynamic cinematic sequences and cutscenes. These techniques are employed by a host of companies from the entertainment and advertising industries to product design and education. In this course, you will develop a solid understanding of the workflow between content creation software (such as Autodesk Maya) and real-time rendering environments (such as Epic’s Unreal Engine and Unity3D). Topics will include preparing assets for export to a game engine, surfacing using PBR materials, lighting using engine specific dynamic and baked lighting, transferring animation via rigged characters and Alembic cache. Camera control and the basics of the engine’s provided visual coding systems will be explored. You will develop an original multi-shot animated project rendered in a real-time environment.



CONCEPT ART TECHNIQUES FOR 3D ARTISTS

Visually conveying the idea of environments and characters for films, video games and animations is an important part of the preproduction process. In this course, we will look at the rules of painting and picture making, and how to apply them to a digital workflow to create concept art for narrative projects. We will begin by gathering crucial photo references and painting block-outs in Adobe Photoshop. Working through assignments, such as environment paintings to study the rules of atmospheric perspective or costume design to look at basic anatomy, we will discuss the use of color, lighting and composition to evoke moods and feelings. Through the use of various software packages, you will gain skills in digital painting, digital sculpting and photobashing techniques in order to develop your confidence as well as a more discerning eye for details.



“As a Puerto Rican, I look to incorporate my cultural identity into my work. I’ll be creating a short film with my friends about Puerto Rican culture, and that wouldn’t be possible without the education and opportunities I have received while studying here. I don’t believe anything is impossible anymore.”

—BRITHNEY M. RIVERA

STUDENT SPOTLIGHT



FIGURE DRAWING FOR 3D ARTISTS

The study of the human figure and anatomy trains the artist to be aware of gesture when modeling, posing and animating 3D characters. Using models, you will study and explore the human figure through anatomy, gesture, construction and natural rhythms. Various technical approaches and anatomical details will be considered to help track and make sense of the subtleties of the form and how to extrapolate the gesture and motion of a pose. The observational drawing techniques covered in this course are foundational to 3D modeling and character animation.



▲ DASOM AN



▼ YUANXI LU AND ZHENGCHUN WANG



▲ JOCELYN LEE, MINDY LEE AND CINDY MIAO

▼ XIAOMAI TIAN



ALUMNI SPOTLIGHT

Christina
Faraj

BFA 2013 3D ANIMATION
AND VISUAL EFFECTS

Christina Faraj, whose thesis film was nominated for a Student Emmy, started working at Pixar Animation Studios two weeks after graduation. She served as a sets technical director and recently lent her talents to *Coco*, *Soul*, *Onward* and *Incredibles 2* as well as the series *Dug Days*. She is currently a CG supervisor at Method Studios.





JIACONG GU



JESSELIN ELZA



YEWON KIM



NELSON MAI, TIAN TIAN (YUETIAN) ZHANG AND KAITLIN YU



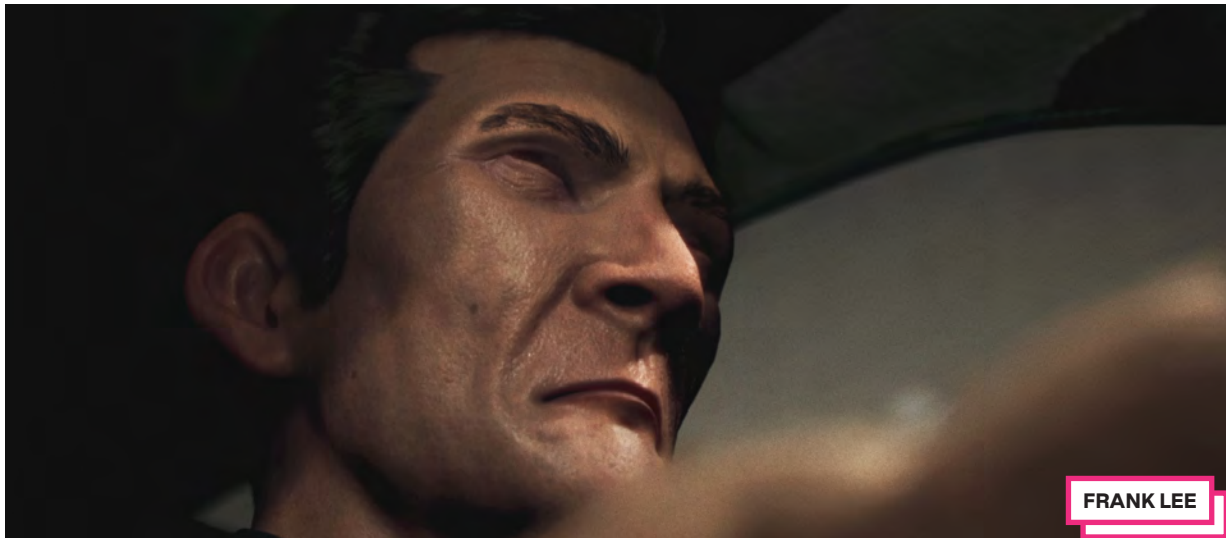
YU SHU AND XINYI XU



EZRA FEY



KAIFU TAN, VINCENT WANG, LANCE HAUG AND GRACE REDCLIFT



FRANK LEE



ALEYDA ORTIZ, LOK CHEANG AND KEVIN CLASS



LISA QINGYI LIU, BEN MEYER AND MAV VITALE



WEILUN HU AND MYRON UNZHAKOV

In order for you to be successful, you must know how to think big and have the ability to bring those big ideas to life. Our department offers an immersive education across a variety of media and new technologies. We prepare students with the skills, knowledge and opportunities necessary to excel and thrive in this exciting and ever-changing industry. Situated in New York City, the advertising capital of the world—SVA's Advertising program pulls its faculty from the biggest and best agencies in order to teach and inspire the next generation of creative thinkers, problem-solvers and elite professionals. To expand your network, all junior and senior Advertising majors are given complimentary membership to The One Club for Creativity.

At SVA, advertising students are first grounded in the fundamentals—motion graphics, interaction design, typography and graphic design with a unique focus on creativity and collaboration. From there, we broaden your visual literacy; sharpen your voice; and hone your skills in art direction, branding, integrated advertising, digital production, and critical and strategic thinking. From beginning to end, BFA Advertising encourages you to solve real-world problems with a focus on harnessing the power of advertising to positively impact and change the world.

Year after year, our students dominate the Graphis New Talent Annual, Red Dot, Clio, The One Club for Creativity, D&AD, Communication Arts and Addy Awards, winning platinum, gold, silver and bronze in various categories. In addition, our students have received national and international recognition for projects addressing and imagining solutions for the most pressing issues today. Our graduates have gone on to work at prestigious agencies such as Wieden+Kennedy; DDB; DeVito/Verdi; Ogilvy; Goodby Silverstein & Partners; and Crispin Porter + Bogusky.

sva.edu/adv

ADVERTISING



HYUPJUNG LEE



52
COURSES

15
FACULTY

45
STUDENTS

COURSE HIGHLIGHTS

STUDENT SPOTLIGHT

CREATIVE PROBLEM SOLVING

Behind most exceptionally crafted and culture-breaking advertising is insight, which has the ability to put a brand on the map, change the world, or affect the way you look at an industry. This course focuses on how to develop insight and creative ideas. You will acquire the ability to conceive of and present ideas with a creative hook, based on strategies and insights. Understanding how to generate ideas is essential for anyone learning to use their creativity, whether for a brand or themselves.



SHANGHAI, CHINA

DECEMBER 25, 2021

EILEEN JINGXIN XU

HANNAH LEE



HAUS
LONDON

OPEN
NOW

Brompton Rd, London
W7 4L, United Kingdom

4:52

haus

THIS
WEEK



ON
HAUS

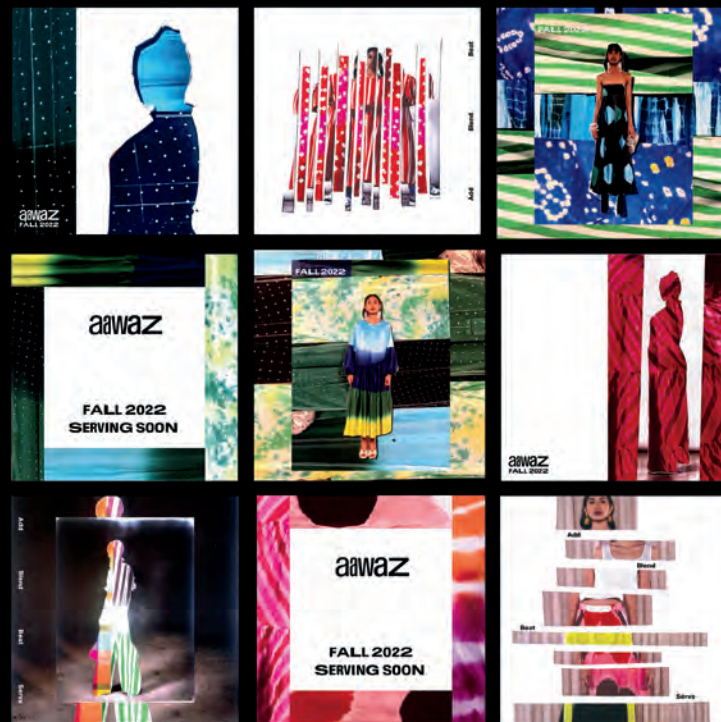
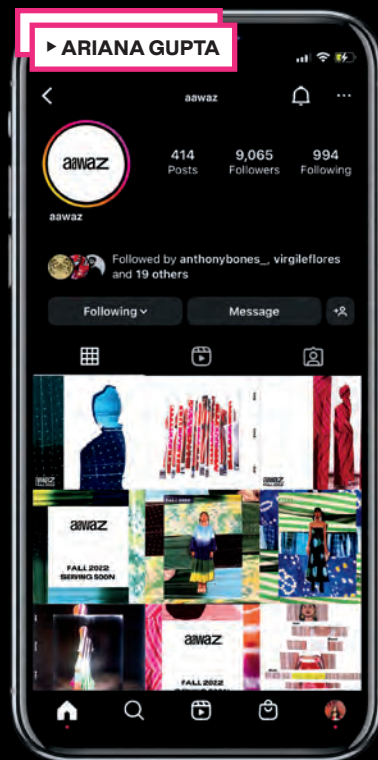
“Forget what you have been told before and think about what you like, who you are. Be yourself. Be crazy. Go wild. Have fun. And be proud of it!” —DAVID KIM

AUTHENTICITY IN ADVERTISING

Many of life's culture-shaping ideas, products, businesses and brands were developed from personal problems and a bit of passion. This course is focused on identifying problems that you have (or may have) faced and finding culture-breaking creative solutions. Whether miniscule in scale (like waking up in the morning) or daunting life-altering issues (such as climate change)—you'll find innovative ways to tackle the issue and turn your passion into creative ideas that can get you noticed and eventually hired.



YEEON KANG



▼ SEONGYUN PARK

ebay Auction Box

PUBLIC DISPLAYS THAT GIVE PEOPLE ACCESS TO THE BEST DROPS ON EBAY. LIVE IN THE FLESH, BEFORE THEY PURCHASE.



ALUMNI SPOTLIGHT

Gin Chen

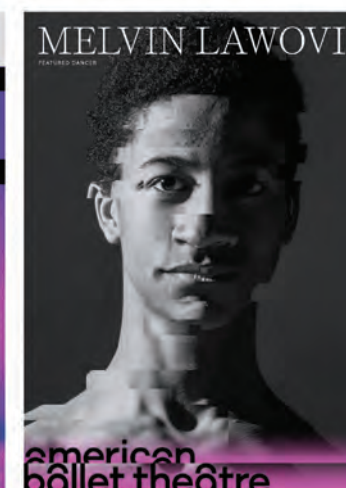
BFA 2013 ADVERTISING

The oldest child of immigrant parents, Gin Chen fought to get herself to SVA. After graduation, she started a full-time role at Grey Group. Two years later, she took the dive and went freelance. Her biggest accomplishment in the last 10 years hasn't been working on big brands or winning million-dollar pitches—it's having a life where she feels empowered to make professional and personal decisions for herself.

▼ SO YEON PARK



► ALICIA ANLI LIU



POTENTIAL CUSTOMERS ON THE STREET CAN ACCESS ITEM INFORMATION BY SCANNING THE QR CODE FROM THERE. THEY CAN BID, PURCHASE AND UNLOCK THE DROPS, ALL IN REAL TIME.



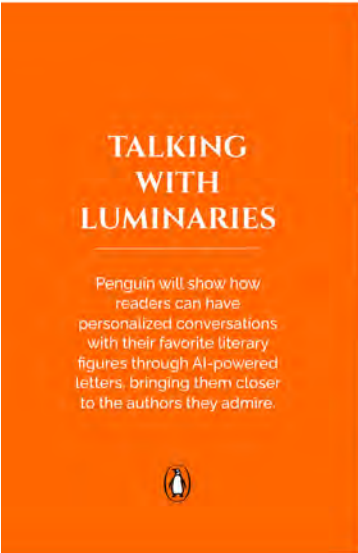
YEEON KANG



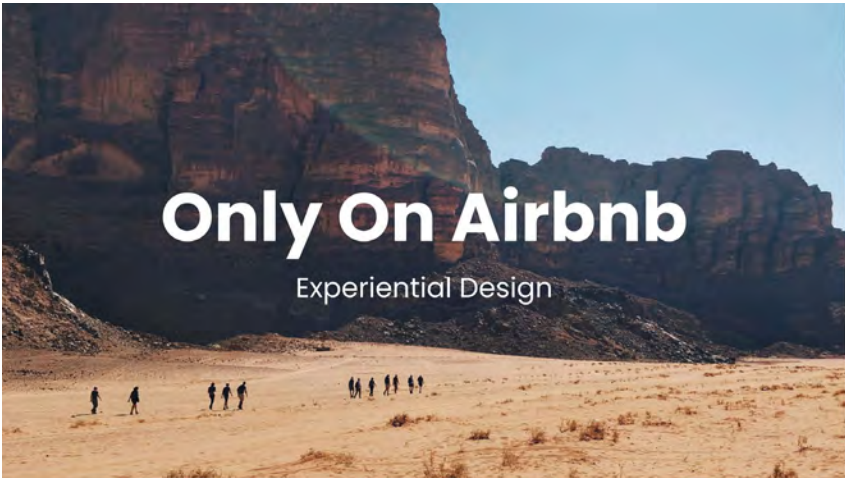
CLARA ANGELA



HYUN JUNG LEE



WANTING WEI



Yael Haruni

YEONJAE LEE



CHALLENGE

HEINZ BECOMES THE IRRESISTIBLE BRAND OF PREFERENCE FOR PAUSING, RELAXING, AND RECHARGING DURING UNIVERSAL GAMING EXPERIENCES THAT THE AUDIENCE PARTAKES IN - BE IT DURING A GAME, STREAM, OR VIEWING.

SOLUTION


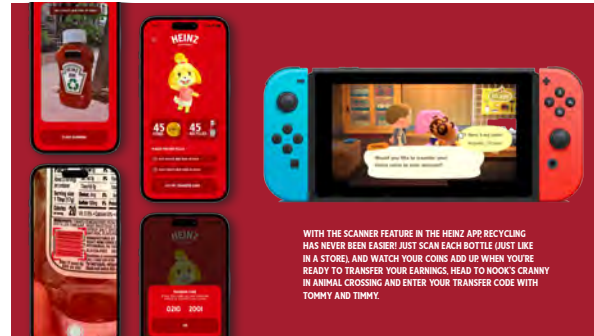
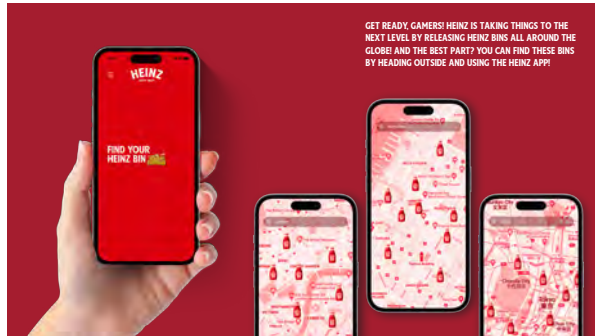
HEINZ GENERATED A BUZZ BY URGING GAMERS TO CARE FOR THE ENVIRONMENT, AS ALL THEIR PRODUCTS ARE RECYCLABLE. INTRODUCING HEINZ, COIN CROSSING. A FUN AND ENVIRONMENTALLY FRIENDLY WAY FOR GAMERS TO GO OUTSIDE AND RECYCLE THEIR BOTTLES TO EARN BELLS IN ANIMAL CROSSING.

INSIGHT

GAMERS NEVER GO OUTSIDE.

CONCEPT

WHAT IF HEINZ PARTNERED WITH ANIMAL CROSSING TO ENCOURAGE GAMERS TO WALK OUTSIDE BY OFFERING IN-GAME REWARDS?

TONG SHEN



Animation is magical—it can speak across different cultures, ages, genders and languages to move people to laughter and tears—sometimes at the same time. Using the art form of 2D animation

and your imagination, you will tell your own stories with a unique vision, style and intent. BFA Animation’s creative environment challenges you to be curious and open to collaboration and experimentation while achieving high standards of academic performance and professionalism.

The curriculum starts by training you in basic 2D animation skills as well as educating you on important aspects of the production pipeline, such as film theory, story development and structure, drawing, and animation history. You then move forward by specializing and learning more in-depth techniques to master the process of filmmaking from ideation to completion through both individual and collaborative projects. You create, direct and produce your own independent and collaborative animated films, which prepares you for a career in the animation industry.

While all courses are taught by professionals who bring industry standards and practices directly to the classrooms, our extensive extra-curricular activities enrich your experience as a student, artist and citizen of the world. Artist talks, festivals, studio visits, portfolio reviews, screenings, and many more events take place throughout the academic year. Our departmental animation festival screens your films for an audience of peers and family as well as industry professionals.

Our alumni have worked on: *Wolfwalkers*; *City of Ghosts*; *Arlo the Alligator Boy*; *The Mitchells vs. the Machines*; *Steven Universe*; *Rick and Morty*; *Craig of the Creek*; *We Bare Bears*; *The Owl House*; *DuckTales*; *Looney Tunes*; *Adventure Time*; *The Midnight Gospel*; *SpongeBob SquarePants*; *Kung Fu Panda*; *Shrek Forever After*; *Monsters vs. Aliens*; *King of the Hill*; *Doug*; *Beavis and Butt-Head*; *Aladdin*; and *Beauty and the Beast*.

{sva.edu/ani}



ANIMATION



COURSE HIGHLIGHTS

396
STUDENTS

50
FACULTY

40
COURSES

“Be weird! Be strange! Make the art that makes you happy, and create the world you want to see!”

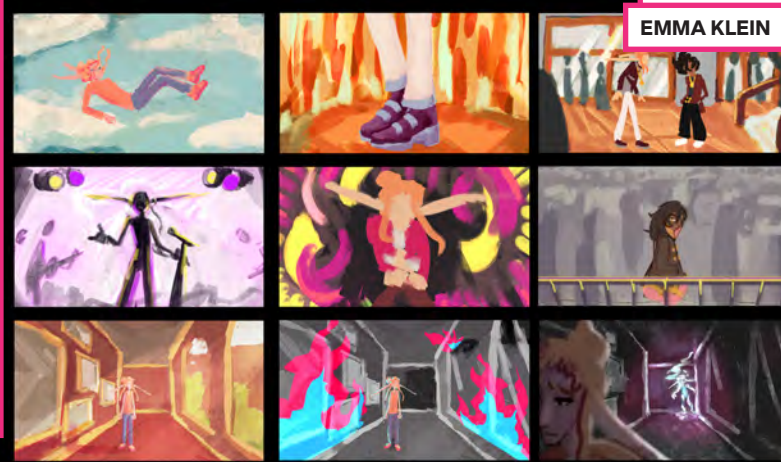
—LILLIAN DELECUONA

IZZY DELORE

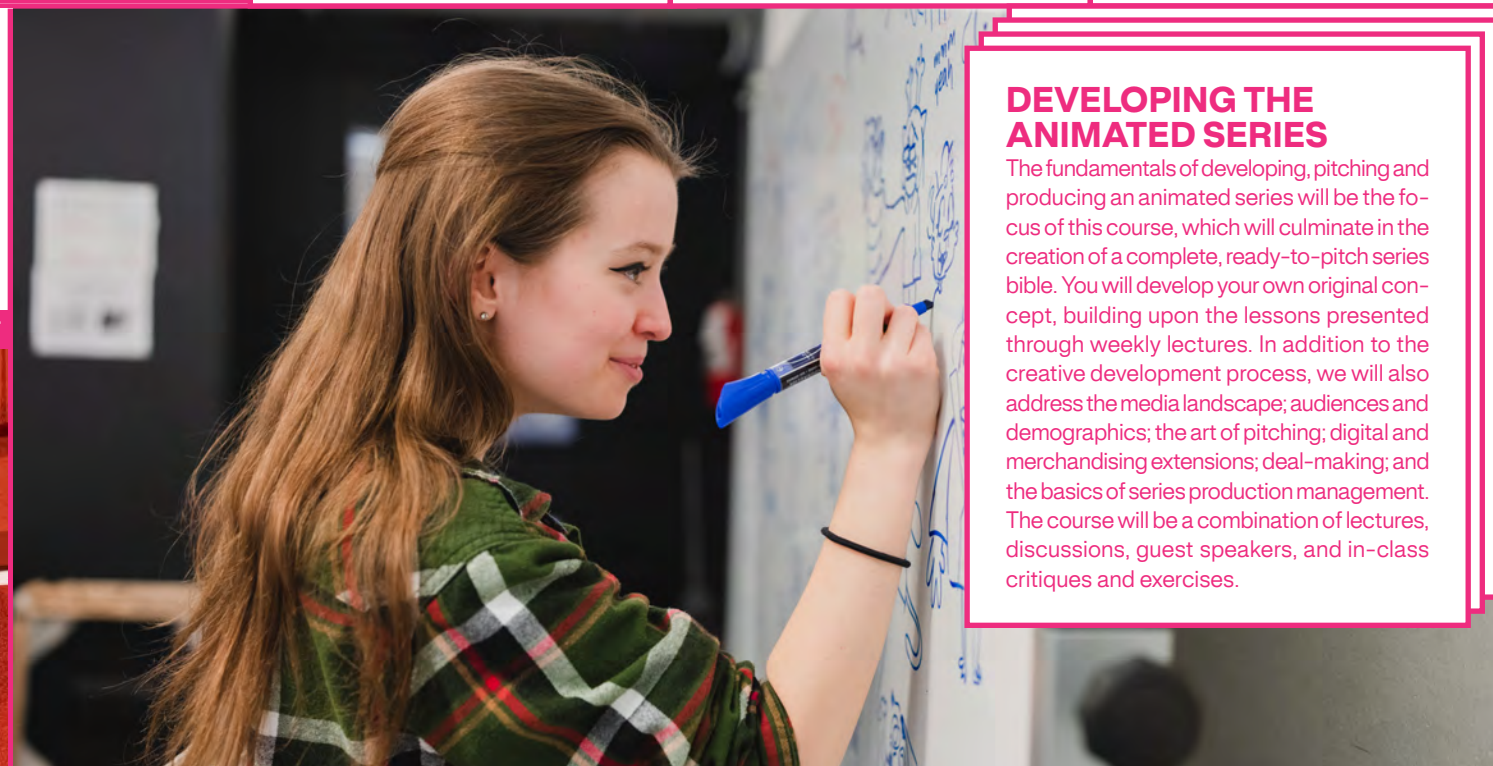


COLOR THEORY

Color theory is essential for creating compelling images that will engage the audience with the story. Through lectures, demonstrations and individual projects, this course will expand your ability to use color and light for animated projects. Topics include light describing form, color wheels, hue, saturation and value, local color, color relationships, lighting, and dynamic color to enhance the narrative. Projects include developing color for characters and environments.



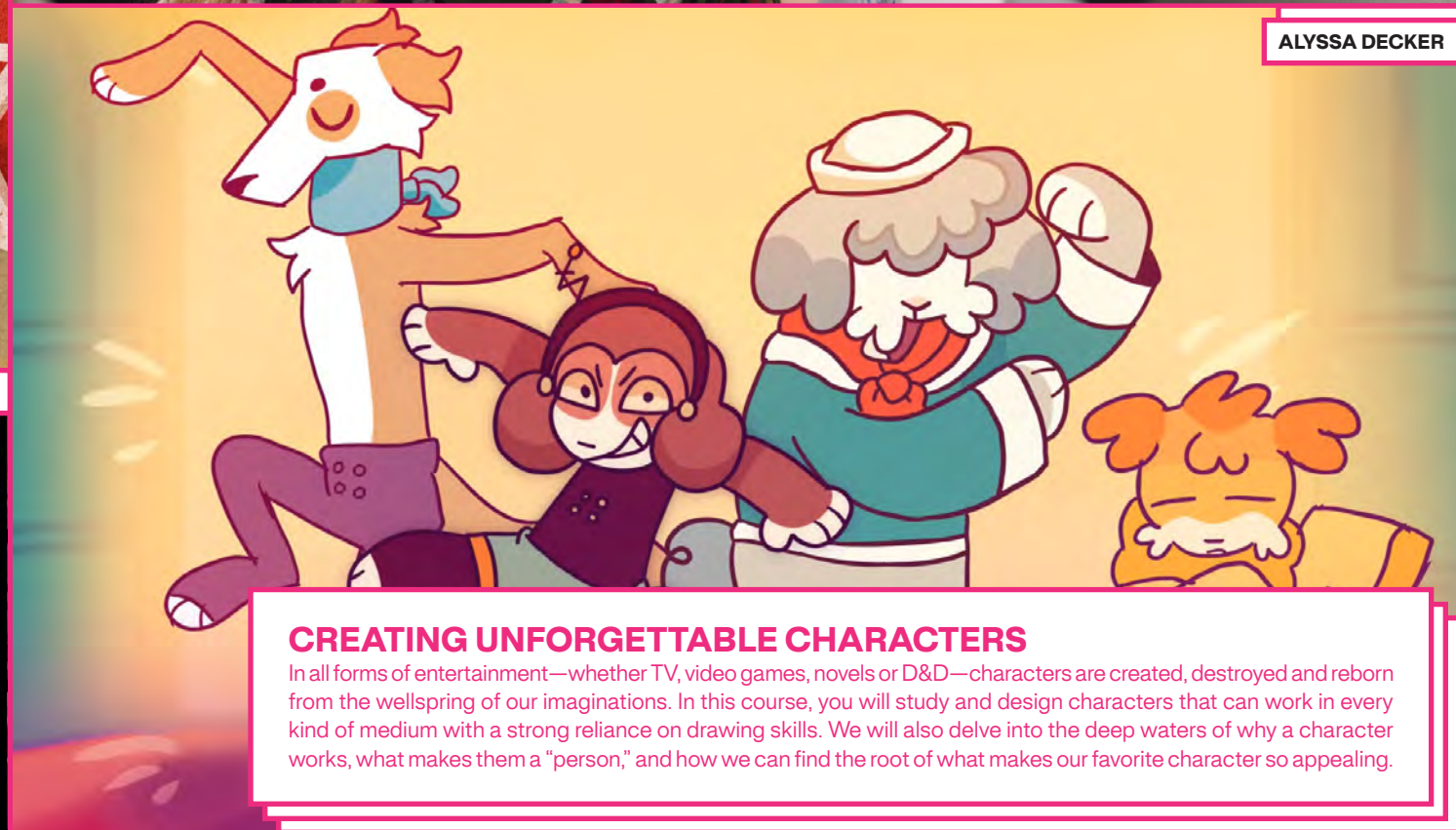
EMMA KLEIN



DEVELOPING THE ANIMATED SERIES

The fundamentals of developing, pitching and producing an animated series will be the focus of this course, which will culminate in the creation of a complete, ready-to-pitch series bible. You will develop your own original concept, building upon the lessons presented through weekly lectures. In addition to the creative development process, we will also address the media landscape; audiences and demographics; the art of pitching; digital and merchandising extensions; deal-making; and the basics of series production management. The course will be a combination of lectures, discussions, guest speakers, and in-class critiques and exercises.

ALYSSA DECKER



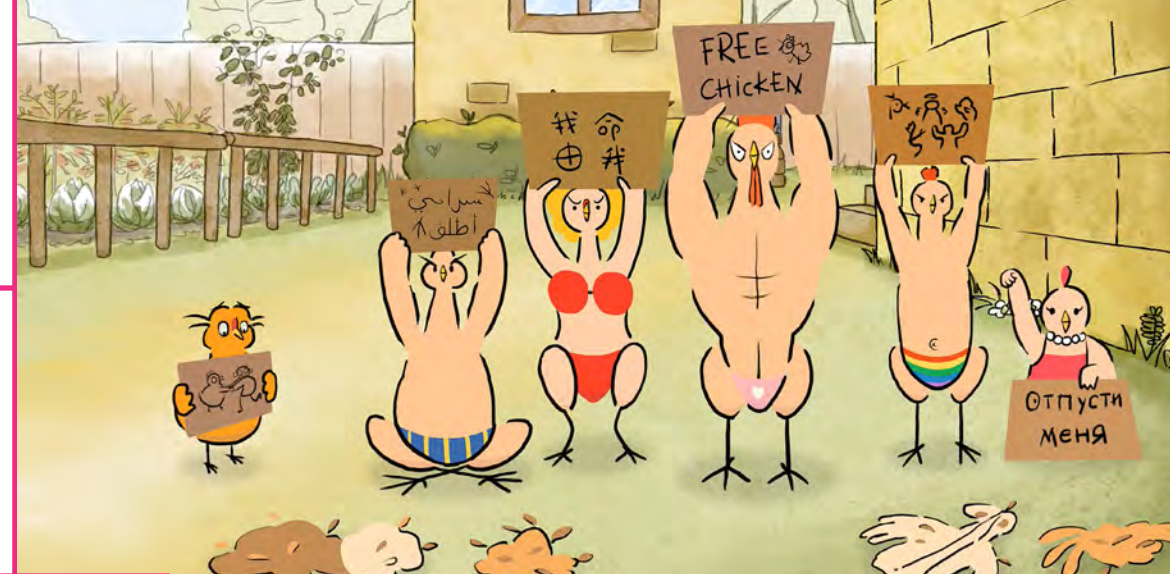
CREATING UNFORGETTABLE CHARACTERS

In all forms of entertainment—whether TV, video games, novels or D&D—characters are created, destroyed and reborn from the wellspring of our imaginations. In this course, you will study and design characters that can work in every kind of medium with a strong reliance on drawing skills. We will also delve into the deep waters of why a character works, what makes them a “person,” and how we can find the root of what makes our favorite character so appealing.



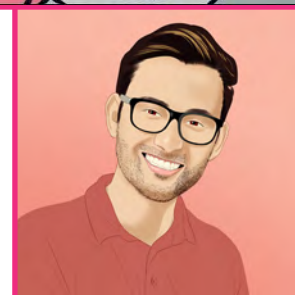
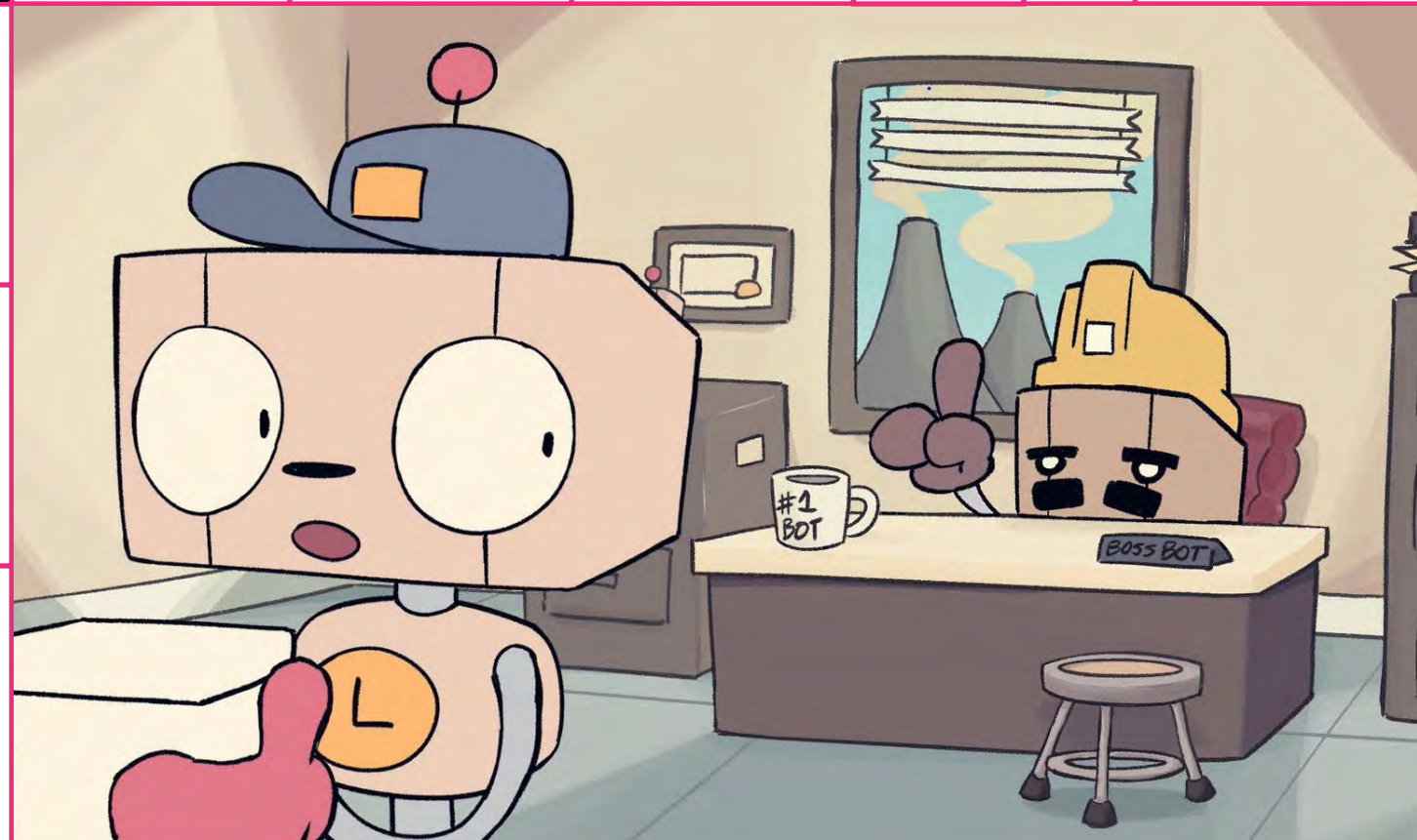
▲ EMILY CABRERA

▼ ZASHA MAKABENTA



▲ LAN ZHAN

▼ DEREK BOLZ



ALUMNI SPOTLIGHT
Jake Kaplan
BFA 2017 ANIMATION

Jake Kaplan has worked at Pixar Animation Studios on films including *Incredibles 2* (2018), the Academy Award–winning *Soul* (2020) and *Lightyear* (2022). Jake also produced an animated short called *Pete*, which premiered this year at Tribeca Film Festival. He currently works in the Marketing and Communications Department at Apple.



TROY M. FRANKLIN



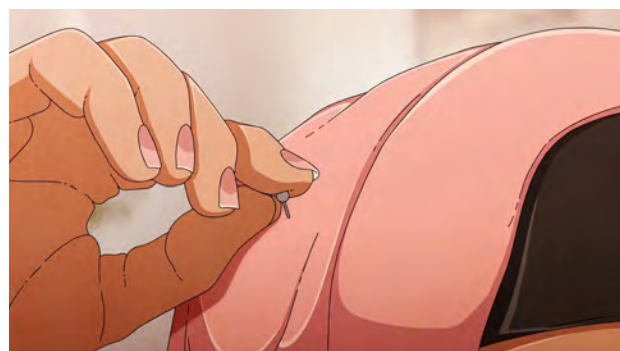
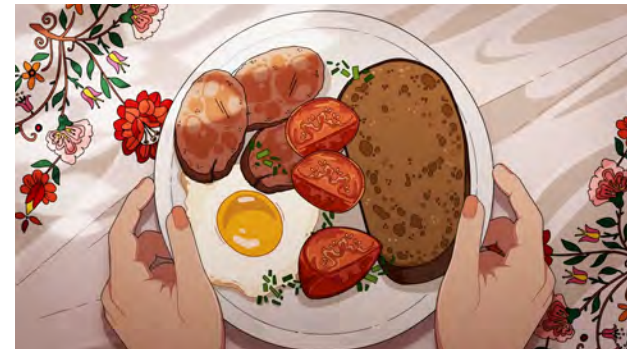
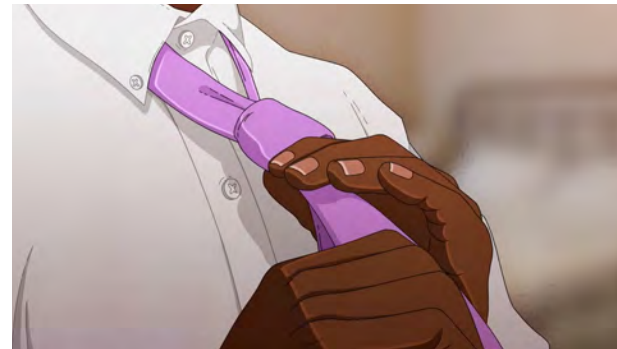
DANIEL DUBOULAY



CHRISTOPHER CUTHRELL



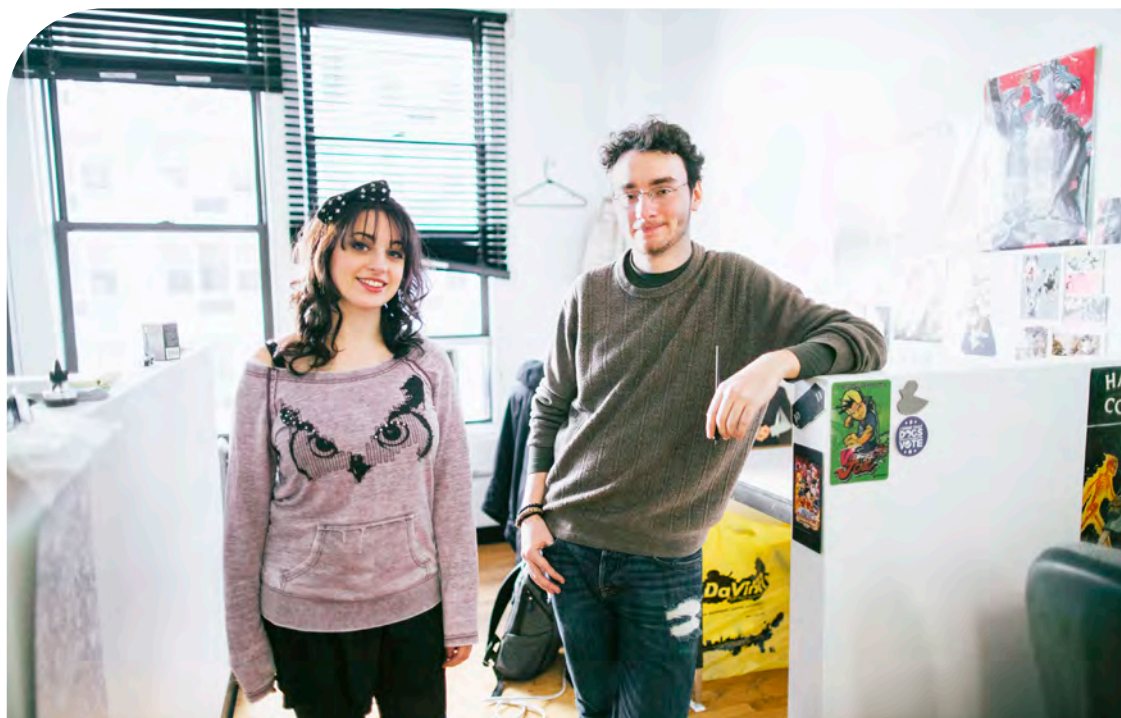
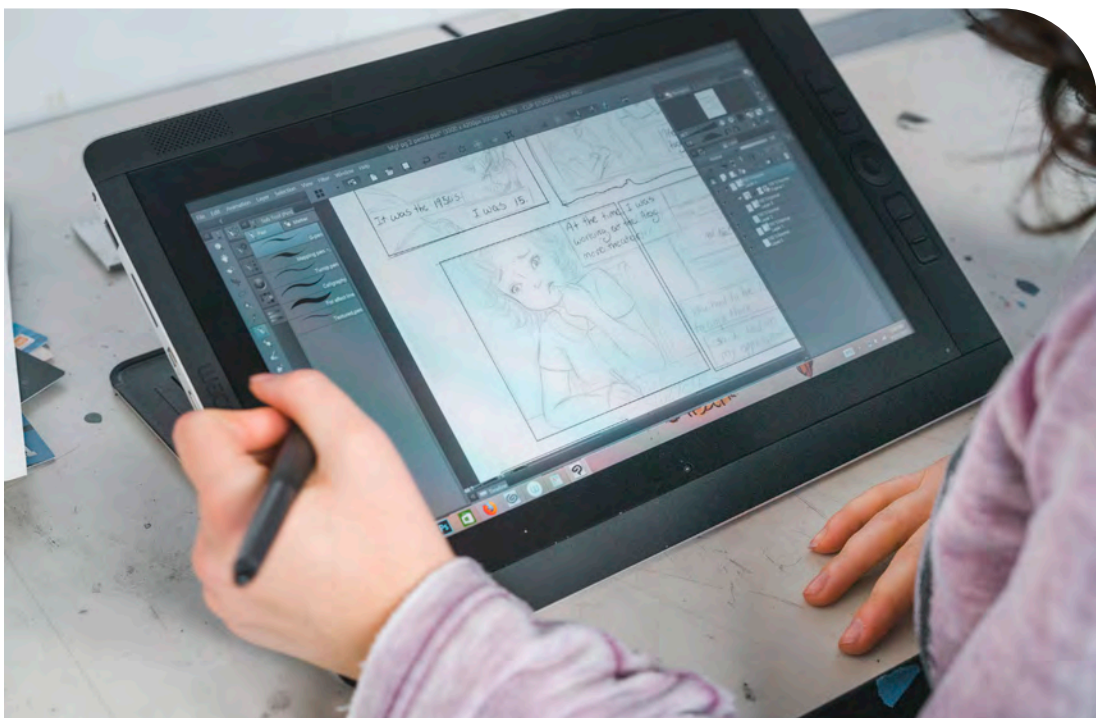
YURI SAPRE



COMICS



MARKO PALUSHI



For more than 75 years, SVA has been the training ground for some of the most celebrated cartoonists of our time. Comics has long been a powerful industry supported by the most devoted fans.

Today's multicultural influences, ambitious new formats and an ever-expanding audience have transformed it into a deeply respected language of sequential expression, art discipline, field of study and career. Rooted in tradition, our academic commitment and passion for the medium are represented by the fact that we offer one of the very few Bachelors of Fine Arts in Comics worldwide.

While studying comics, your artistic goal will be finding a clear path, beginning with your passion for storytelling, progressing to developing your artistic voice, and culminating in completely realizing your ideas. Here, you will build a portfolio that reflects your vision, style, capabilities and talent. No matter your genre or medium (be it graphic novels, autobiographical, experimental, superhero, underground comics, in print or web), you will master plot development, build dramatic narrative tension and sequential action as well as render and color your stories. Legendary faculty, along with some of the hottest property creators, will lead you through this process, panel after panel.

Every year, a collection of unique BFA Comics senior projects are presented to the industry through our Senior Thesis Show at SVA's Chelsea gallery and a pop-up show at our Flatiron Windows gallery, which coincides with the MoCCA Arts Festival in New York City, the comics publishing capital. The department also produces COMX, a compendium of the best work from the current graduating class, and INK, our student-edited comics magazine. Along with several comics specific scholarships, our students receive a number of distinctions and career opportunities we actively develop through the mighty SVA network and beyond.

sva.edu/comics

31
COURSES

34
FACULTY

199
STUDENTS

COURSE HIGHLIGHTS

“So grateful to have been taught and critiqued by industry professionals like Nick Bertozzi, Alitha Martinez, and Joey Cavalieri. I’d have no idea how to break into the field of comics without them.”

—JOELLE BARRETO

STUDENT SPOTLIGHT

CHARACTER DEVELOPMENT

The basic principles of character conception and design will be covered in this course. Emphasis will be placed on honing your skills in brainstorming, harnessing imagination and problem solving with a goal of building better worlds and original characters. We will study how to construct and troubleshoot characters based on various narrative prompts (from children’s books to storyboarding), culminating in the creation of portfolio-worthy pieces that highlight your original creatures in your style and visual language.

PROFESSIONAL PRACTICE: COMICS

The creative landscape and marketplace for this storytelling art have evolved rapidly in the last decade, accompanied by new business practices—good and bad. After graduation, the craft you’ve known as “cartooning” becomes a profession with many different facets: graphic novels, periodical comics, illustrative cartooning, sequential art, journalism, just to name a few. This course will teach you the basics of getting started in the profession and of understanding how to employ those facets in combination and collaboration.

STORYTELLING I: WRITING AND DRAWING COMICS

Storytelling is the course that will support your development as a cartoonist–author. Our agenda is to create new and original material. You’ll begin with exercises to jump-start creativity by drawing spontaneously improvised comics. Next, you’ll develop new characters with complex internal lives, individual appearances and expressive voices. You will create convincing settings to contain and support your characters. You will learn traditional story structure to create shapely plots for your characters’ adventures. Our primary format will be the short comic-book story, but we will also explore other formats that incorporate serial stories. This year-long work will culminate in the production of a short-run comic book containing your work.



FREDDIE DELLA FEMINA



MICHAEL BARLETTA



MADELYN SACKETT



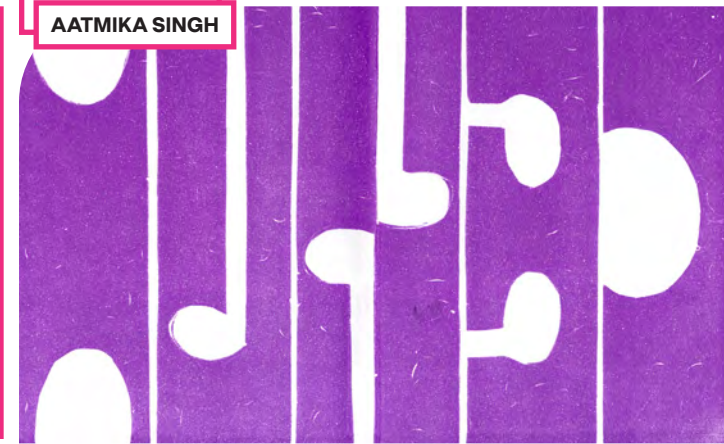


ALICIA ANLI LIU

DESIGN



AATMIKA SINGH



Some of the most innovative trend-setting and acclaimed designers across both traditional and emerging industries have come out of the BFA Design program. Our curriculum is rooted in a strong foundational understanding of visual communication. It also pushes the boundaries of design and creativity by putting exciting new tools and technologies into the hands of our students, resulting in diverse, dynamic and visionary design work. With such a varied landscape of career opportunities, we offer you a space to not only study design in its many forms but to also have a hand in designing the future.

Early in your education, we empower you with a fundamental understanding of graphic design and typography—which are at the core of visual communication. At the same time you are introduced to critical software; our digital labs offer you access to a variety of exciting tools. As you find your passion and hone your skills, you are encouraged to explore and specialize by taking courses in motion graphics, UI/UX, branding, design for fashion, data visualization, and more.

We are committed to your creative and personal growth as demonstrated by our offering of more studio courses than any other design program in the world. Our unmatched and award-winning faculty provide extraordinary instruction, unique internship opportunities, and a vast professional network for you to utilize.

Year after year, BFA Design students and alumni win awards from every major design competition—a reflection of the level of excellence achieved during their time at SVA. Unique scholarships are available from both BFA Design and outside institutions. Complimentary membership to The One Club for Creativity is offered to all junior and senior design majors in an effort to expand your professional network, help you reach your full creative potential, and level up your career.

[\[sva.edu/des\]](https://sva.edu/des)

COURSE HIGHLIGHTS

741
STUDENTS

125
FACULTY

119
COURSES

**“Embrace your mistakes!
Happy accidents lead to
the best work.”**

—ARIANA GUPTA

YISHUAI ZHENG



STUDENT SPOTLIGHT

BOOK DESIGN FOR TODAY

The study of the human figure and anatomy trains the artist to be aware of gesture. Someone once said, “Everything old is new again”—and book design is no exception. As digital design has become more ubiquitous, interest in the book as object has been rediscovered and revitalized by a new generation—resulting in work that is more rarefied, lust-worthy and, of course, well designed. This course will examine how to conceptualize, design and, ultimately, produce books while challenging you to push your skills in typography, art direction and product design to the next level. Coursework will include a deep dive into the enduring and irreplaceable importance of the medium from a variety of historical and cultural viewpoints. You will be encouraged to make use of the tools and technologies offered within the BFA Design Department, including bookbinding machinery, production tutorials and Risograph printing. Guest speakers/critics and field trips can be expected.



AATMIKA SINGH

GRAPHIC DESIGN PORTFOLIO

Design revolves around tensions—history and future, black and white, analog and digital, art and commerce. In this course, you will learn how to harness these tensions to develop identity projects—both cultural and commercial—as well as to develop your own typography as a way to push the boundaries of making through emerging technologies like artificial intelligence. During this process you will continue to form your own voice and point of view in design; improve your ability to critique and edit your work; and be encouraged to make some of your best work, while helping classmates be better designers. There will be a few large-scale projects and a number of small one-offs (posters, books, zines, typefaces). You will complete the course with an understanding of what it's like to be a professional in the field, what it's like to pursue your own vision as well as to collaborate with other talented people around you. Guests will share their own path and critique your work.

STORYTELLING IN THE METAVERSE

Brands need to think of themselves symbolically, beyond the purely visual, if they are to succeed in the metaverse. Creatives in this space must foresee hybrid collaborations between audio, visual and experiential human-centered design and emerging technology to incorporate all of our senses and to truly merge the digital realm with our physical world. Inspired by physical space, relational identity and reconstructive storytelling in the digital age, this course explores how principles of interdisciplinary new media provide spaces for the exchange of multisensory ideas. Experiment with technology and social messages to produce high-impact campaigns and art products that build your portfolio and contribute to the industry's discourse.

INSIDE & OUT THE 40TH 内外

野口勇
noguchi

ALUMNI SPOTLIGHT

Shantanu Sharma

BFA 2021 DESIGN

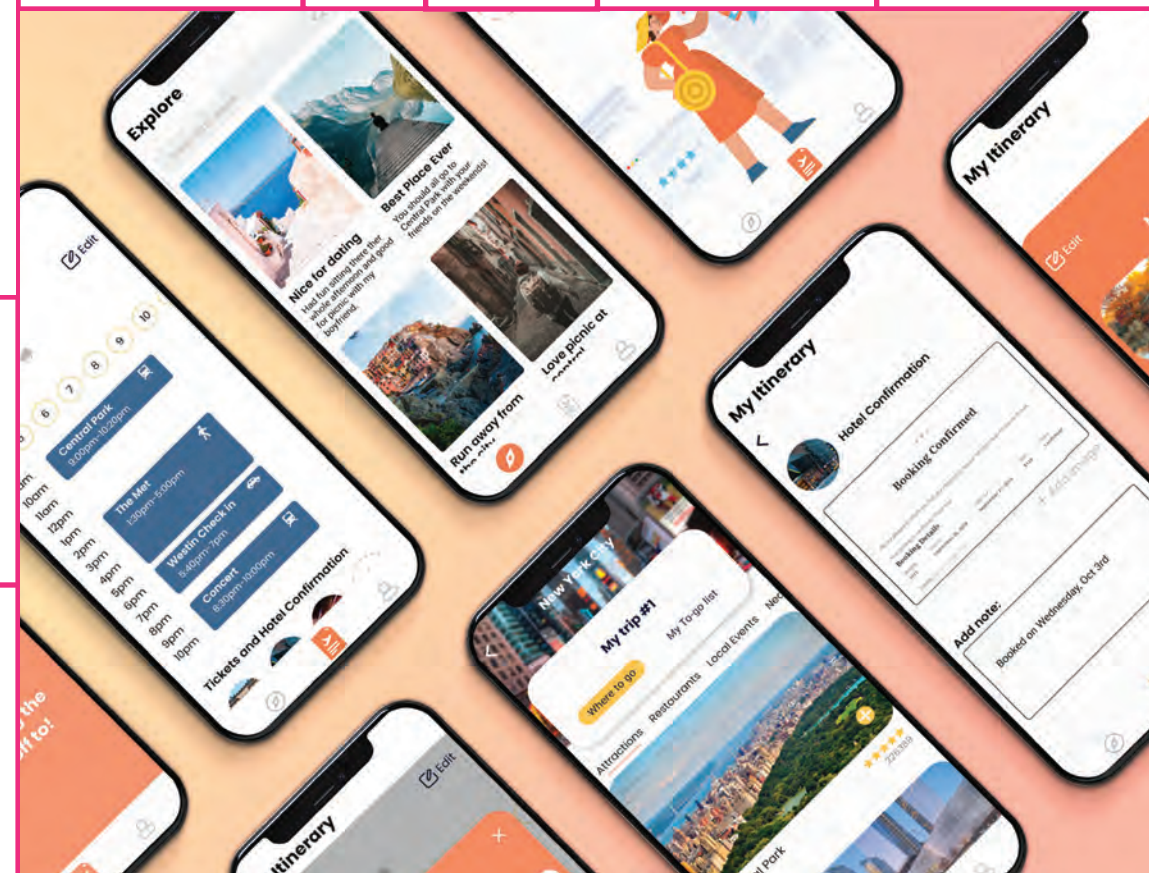
In addition to designing projects for KFC, Shantanu Sharma was a Visual Arts Press intern at SVA and the recipient of a 2021 ADC Young Ones Portfolio Award. He is currently designing with Wieden+Kennedy PDX.

◀ TONG SHEN



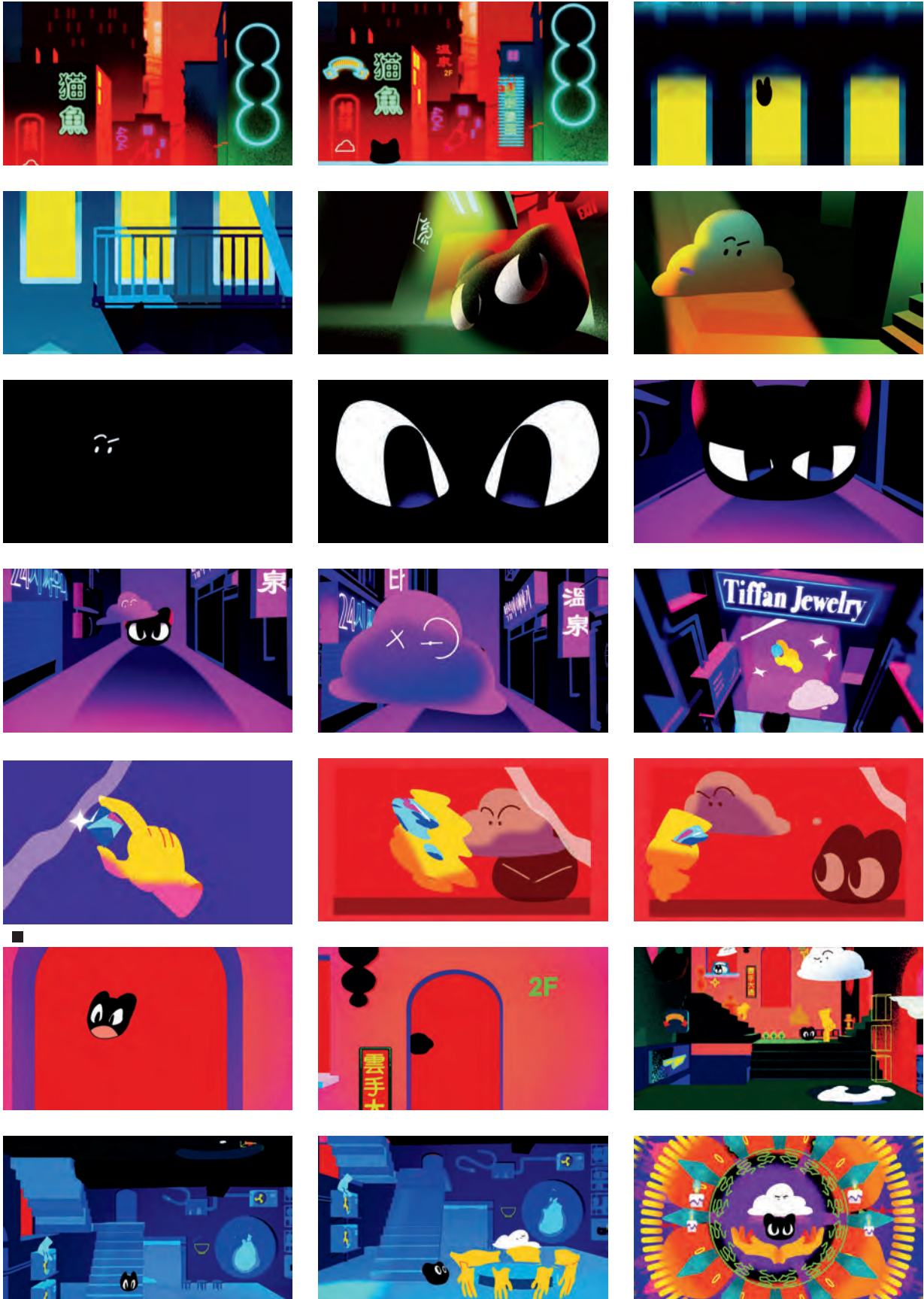
▲ ALICIA ANLI LIU

▼ XILU CHENG



▲ YINTIAN (HANNAH) LEE

HYUNSOO JUNG



DOAH KWON



SIMRAN KHUNGAR



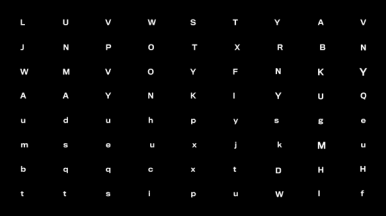
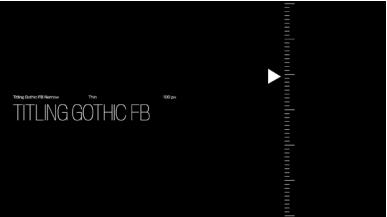
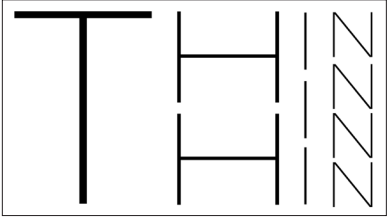
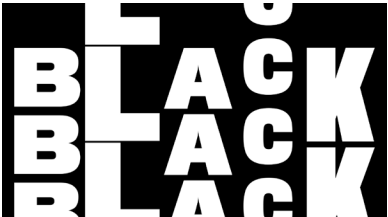
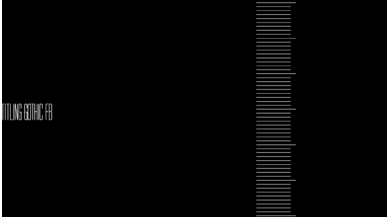
SO YEON PARK



RABIYA GUPTA



ZHANHONG HUANG



Do what you choose when you receive the rigorous, competitive training the BFA Film Department offers. Our immersive program has many special features designed to educate you better and faster—like courses that are taught by writers and directors in collaboration, plus an integrated curriculum, which means you develop work in writing classes, fine-tune it with professional actors in directing, prepare and shoot it in production, and edit in postproduction.

You can specialize in directing, screenwriting, cinematography, editing or sound. Not only do you specialize, but you also gain knowledge in all aspects of filmmaking and its business.

Our faculty are working professionals who bring their worlds into the classroom. You learn on the same equipment and technologies the faculty use and meet their colleagues in the industry. You talk to the experts, innovators and decision-makers who open doors in their fields.

Film and television are New York's fastest growing industries—employing more than 100,000 workers. The reason for this explosive growth is the talent pool—New York is the place to find the right people with the right skills. SVA has long contributed to the city's artistic resources. Our students intern at the top production and postproduction companies and are often working before they graduate. SVA Film alumni are in every field and at every level of moving image making—creating and changing culture far beyond themselves. That's real power.

Our alumni have worked on major films and television series, including *The Batman*, *Schitt's Creek*, *The Whale*, *Game of Thrones*, *Orange Is the New Black*, *Once Upon a Time in... Hollywood*, *Only Murders in the Building*, *The Imitation Game*, *Barbarian*, *X* and *Pearl*, *Procession*. They have worked in every capacity, including the roles of writer, director, cinematographer, producer, sound mixer, composer, makeup artist, and more.

{sva.edu/film}



65
COURSES

49
FACULTY

350
STUDENTS

COURSE HIGHLIGHTS

ADVANCED DIRECTING

You will meet with guest directors and other industry professionals on a weekly basis. You will observe practical approaches to working with actors, establishing character mise-en-scène, blocking, composition and creating a sequence, and be given the opportunity to develop your own styles. You will gain practice in effective communication with various on-set departments and key crew members.



FABIÁN PALACIOS

“SVA lived up to all of my expectations of an art school, with a faculty of wonderful working professionals and extremely creative students. Attending this school was a dream for me!”

—ZACK RAMIREZ

STUDENT SPOTLIGHT

THE BUSINESS AND CRAFT OF WRITING FOR TELEVISION

This course will prepare you for the challenges you will face when pursuing a career in television. Industry experts will provide insight into how the business works and ways to break in. The course will explore broadcast, cable and streaming television while defining the differences in creating shows for each format. Episodic versus serialized story structure will be addressed. What to do before writing a pilot will include how to concisely communicate a series concept in a one-page overview followed by a detailed beat sheet—essentially a script without dialogue. Beyond writing, you will develop skills designed to aid in successfully marketing your projects. Composing a query letter that gets results and using networking to broaden your television business contacts will be emphasized. The course will also cover how to verbally pitch an idea in an effective manner. To facilitate that effort, you will be supplied with documents from networks and production companies explaining what they want to hear in a pitch. By the end of the semester, you will have been exposed to the realities of being a professional television writer and will be ready to write your pilot script.

INTRODUCTION TO VIRTUAL REALITY FILMMAKING

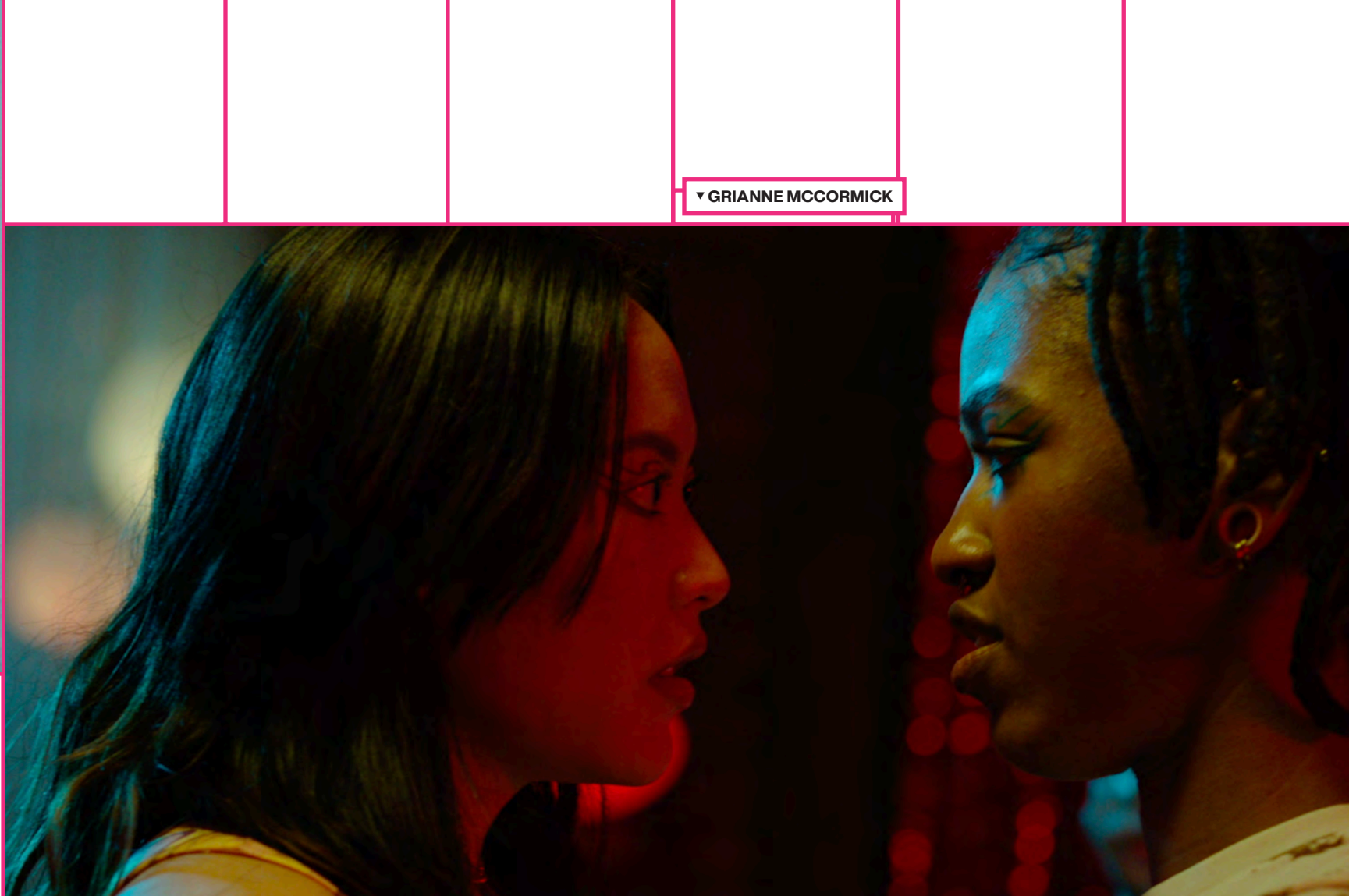
The newest tools of immersive storytelling—360, virtual reality and augmented reality—will be introduced in this course. We will examine examples of key immersive experiences, and you will explore your storytelling potential in the areas of news, documentary, fine arts and advertising. Special focus will be placed on developing skills for directing a 360 film, including the use of 360 cameras, creating ambisonic landscapes and editing techniques. The final objective of the course will be to produce a series of 360 videos and demonstrate fluency in this new technology and its tools for production.





▲ MIN SOO PARK

▼ ANNA SOFIA PEGURIER



▼ GRIANNE MCCORMICK

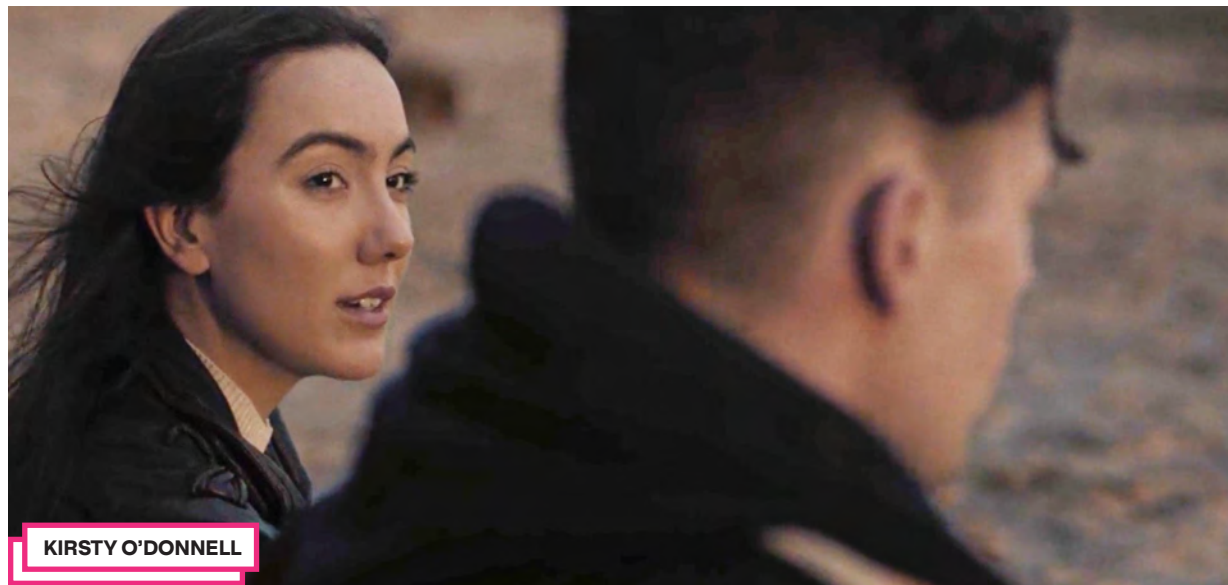


ALUMNI SPOTLIGHT

Paula
Cury
Melo

BFA 2018 FILM

Paula Cury Melo is a producer and director born in the Dominican Republic. Her award-winning documentary short film *Adrift* was nominated for Oscar consideration. Her feature documentary *Scarlet Girls* won the national film fund FONPROCINE in multiple categories. She holds degrees from the Universidad Nacional de Villa María (2021) and the Escuela Internacional de Cine y Televisión (2022).



KIRSTY O'DONNELL



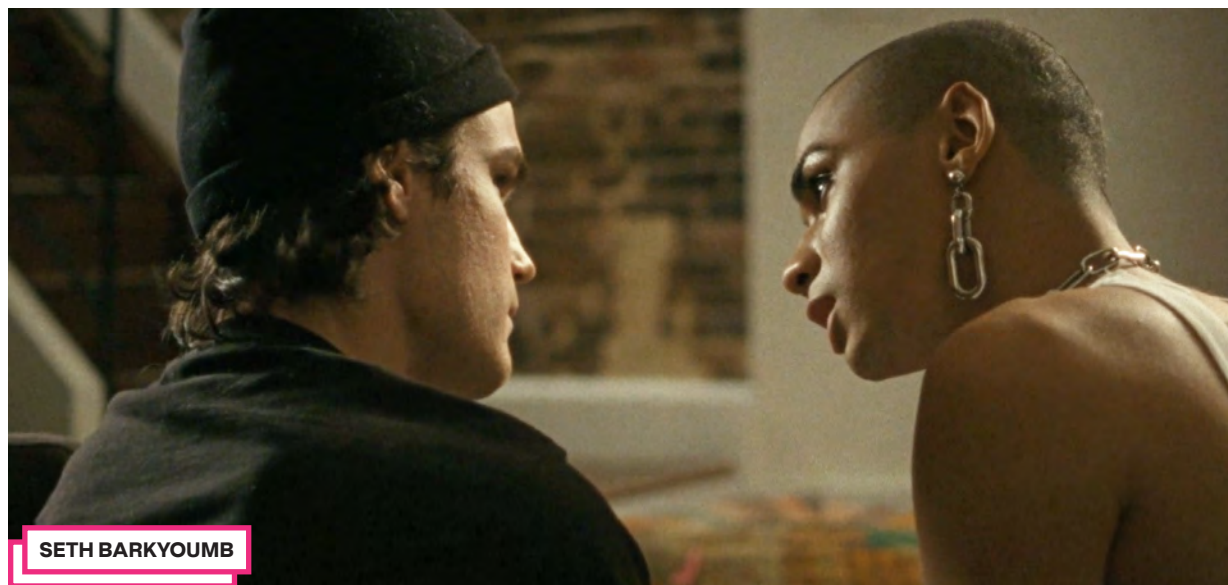
RIANNE PVLE



BHAVESH JOSHI



YIJA ZOU



SETH BARKYOUNB



LAMU XIANGQIU



DIEGO B. GARCIA



BRAYDEN AHN



NOAH F. BUNYAN

FINE ARTS



SYMIA MCKELLAR



BRYAN FERNANDEZ

From live figure studies to cutting-edge conceptual approaches, you gain the creative foundation and analytical skills you need to enter a myriad of professions and graduate programs. The BFA Fine Arts Department's location in the Chelsea neighborhood of NYC puts you in the heart of the art world, walking distance from a vast number of art museums and galleries.

BFA Fine Arts offers several concentrations in traditional media—such as painting, drawing, printmaking and sculpture—as well as in new media, including video art, digital sculpture, embroidery and bio art. Plus, we have collaborations with a bronze foundry, a glass atelier and a ceramics studio.

We offer a plethora of resources, such as digital sculpture and ceramics as well as wood and metal shops; the Bio Art Lab; the Printmaking Lab; and video, photo, sound and fibers facilities. Our brightly lit, large-scale workspaces are perfect for oversized projects.

In addition to studio work, courses in art history and contemporary art theory deepen your creative approaches and aesthetic practices. Our program engages in project-based, multidisciplinary learning with experts in several fields. You have access to a diverse faculty of renowned and accomplished artists who provide you with professional mentorship while fostering original expression and independent thinking.

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 you a chance to make connections and be seen. We focus on nurturing contemporary artists who can apply their aesthetic, cultural and intellectual merits to their communities and the global world at large.

sva.edu/fineart

COURSE HIGHLIGHTS

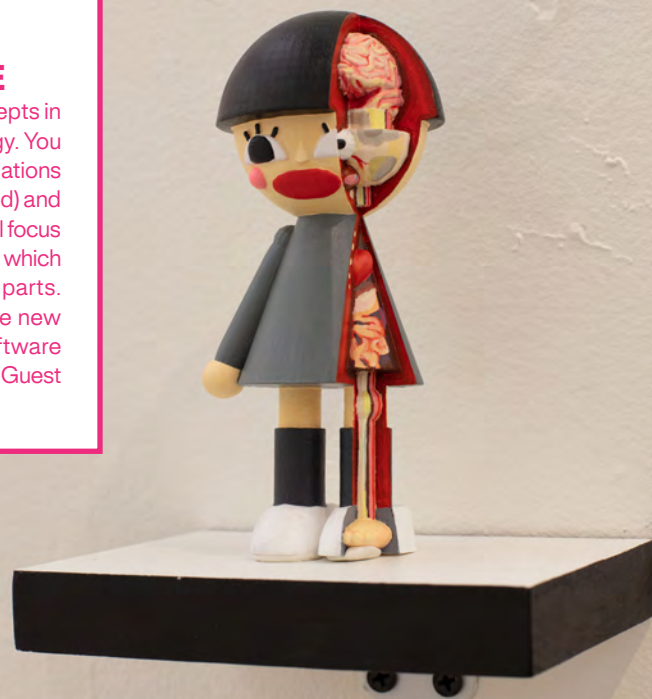
192
STUDENTS

102
FACULTY

76
COURSES

DIGITAL SCULPTURE: DESIGNING THE FUTURE

This course introduces methods and concepts in sculpture using state-of-the-art technology. You will work collaboratively on sculptural installations using CNC (computer numerically controlled) and rapid prototyping machines. Each project will focus on generating a component-based system in which the whole is greater than the sum of the parts. The final, full-scale installation will include new spatial concepts and novel materials. Software and equipment instructions will be provided. Guest lectures and studio visits are included.

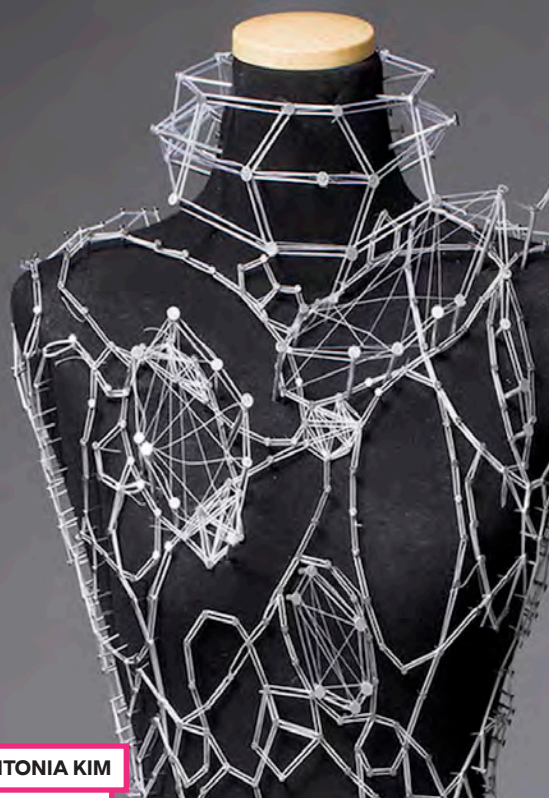


LI FANG HSIEH

ART AND FASHION

In this course, we will experiment with sewing, felting, weaving, collaging and knitting clothing and accessories, as well as different methods of embellishing and altering them, to make art in dialogue with fashion. We will look closely at what our materials and choices mean in addition to how the act of wearing something changes the art object and the body wearing it. Your projects may include clothing that turns the body into art; interactive wearable sculptures; conceptual or impossible garments; and costumes or objects for performances, installations and videos.

ANTONIA KIM



“SVA gave me the freedom to communicate my art and have fun.” —LI FANG HSIEH

STUDENT SPOTLIGHT



FROM THE LABORATORY TO THE STUDIO: PRACTICES IN BIO ART

From the deciphering of the human genome to industrialized food production, science has spilled out of the laboratory into our lives. As scientists engage in molecular engineering, the corporeal body and the manipulation of life forms have become a public and aesthetic discourse unto themselves. This course will examine intersections between laboratory practices and visual art production. Projects will employ video microscopes and scanning devices, scientific specimen collections, plant tissue engineering, new anatomical models and molecular cuisine. In addition, you will design your own final project relating to the subjects covered in class. You will be introduced to nontoxic plastics and natural pigments as well as other biomaterials. Field trips and guest lecturers will complement course material. You may work in a variety of media, from drawing and painting to the digital and performing arts.

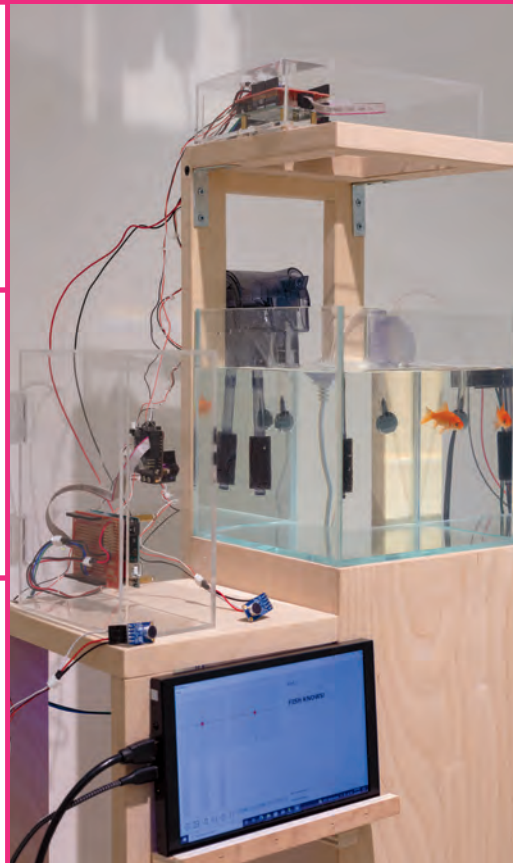


ALUMNI SPOTLIGHT

Tiffany Alfonseca

BFA 2020 FINE ART

Tiffany Alfonseca, an emerging Bronx-based, Dominican American mixed-media artist and curator, held a residency and her first institutional solo show at The Mistake Room, Los Angeles, just one year after graduation.



◀ CHONG XU

▼ ANNA KIM



◀ JIAHUI (MILEY) HUANG



▲ CHRIS CORTEZ

ALLISON PREZIOSO



SINING ZHU



ABHIKA PAHWA



SEFA OZDOGAN



For the last 75 years, BFA Illustration graduates have challenged the boundaries of image making, storytelling, critical thinking and composing, impacting the ways we experience our world through print, web and screen. From the most respected magazines and newspapers to experimental online applications, award-winning animation, blockbuster movies, merchandising or murals—it all relies on illustration.

We believe the key to a successful professional career depends on inspiring, guiding and providing you with feedback to help you brainstorm, structure and develop projects that embody your personal vision and craft. Realizing your individual style and aesthetic direction gives you an edge as a critical thinker with a tested personal process to meet large-scale and nuanced industry assignments. With carefully designed courses, outstanding facilities, pragmatic career advice and opportunities for wide exposure—we nurture instincts that an artist can depend on for life.

In this ever-evolving industry, our dynamic teaching plan allows you to follow your individual artistic direction by combining drawing and painting fundamentals with state-of-the-art digital tools. Our award-winning faculty have created illustrations for editorial, graphic novels, music packaging, branding, toys, concept art, exclusive merchandising and ad campaigns. Think *TIME* magazine or the Tim Burton blockbuster *Sleepy Hollow*.

We connect you to some of the most exciting illustration opportunities in the world. Plus, we offer several illustration-specific scholarships and a full-tuition award to a student entering the senior year of study. On the one hand, our campus culture fosters fundamentals that develop the artist's skill and soul, while on the other, we surround SVA graduates with a professional community of partners, mentors and expert advisers. Producing talent with such a formidable set of skills, instincts and support system, constitutes our open secret to greatness.

{sva.edu/ill}



XIN HUANG



ILLUSTRATION



JASMINE CHAN

66
COURSES

85
FACULTY

878
STUDENTS

COURSE HIGHLIGHTS

REALISTIC AND FANTASTICAL DIGITAL PAINTING

This course will cover the basics of digital science fiction or fantasy illustration using Adobe Photoshop. Science fiction and fantasy can, at times, be daunting and overwhelming, with all the possibilities for design. This course is designed to give you confidence by properly researching your idea and then proceeding to the next phase of solidifying a concept sketch and gathering references for your idea. Themes of composition and lighting will be covered as well as how to take photo references for your work. The basic rules of painting digitally will be explored through the application of traditional rules and photo-montage. Achieving atmosphere with tonal values and how they sit in space in relation to one another will also be examined and will make your pieces much more convincing and unified.

“Dream of seeing your work evolve like you never thought it could. At SVA, the evolution begins the minute you walk into that first class.” —KAITLIN BRITO

STUDENT SPOTLIGHT

LIFESTYLE ILLUSTRATION

This course will explore the numerous possibilities in lifestyle illustration, including fashion and merchandise, food and cooking, travel and leisure. This area is becoming an increasingly varied and exciting aspect of both editorial and publishing opportunities. You will create your own solutions to real-world assignments and add examples to your portfolio. You will be encouraged to explore your personal direction and interests in your content and to develop a final project that will be in a series.

NARRATIVE PAINTING

Today, many contemporary artists straddle the line between the commercial and fine art worlds, and galleries and collectors have become more accepting of figurative work that blurs these distinctions. This course will strive to help you push your imagination to find a unique vision, with biweekly and semester-long assignments that focus on an exploration of ideas and emotions using a personal vocabulary. Class time will consist of critique, open and/or structured drawing and painting, and technical instruction and demonstration. We will keep current with the New York art scene by visiting galleries, inviting guest speakers and discussing pertinent local events.



DENISE ALAYON



▲ ZHEHAO WU



ALUMNI SPOTLIGHT

Kayla
Harren

BFA 2011 ILLUSTRATION

Kayla Harren has illustrated more than 20 picture books, including *The Boy Who Grew a Forest*, which won the SONWA, a Florida Book Award, the Nile Delta Book Award and a Crystal Kite Award.

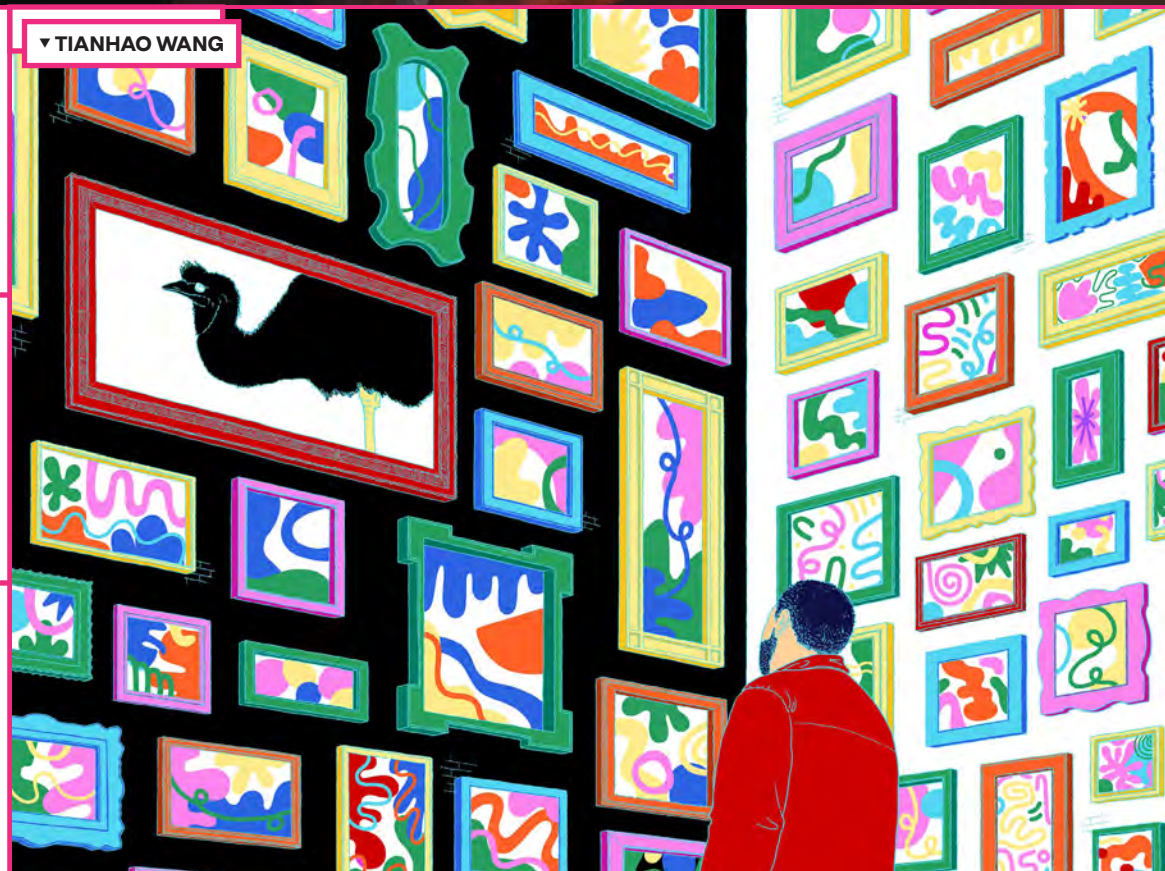


▼ YIWEN YOU

離離原上草木榮枯
此如庭即不動明王



► YUNYAO CHEN



▼ TIANHAO WANG

YUZHUAN ZHOU



XINYI PAN



INTERIOR DESIGN: BUILT ENVIRONMENTS



From day one, you work at your own desk with unlimited access to state-of-the-art computers in a design firm atmosphere. At BFA Interior Design: Built Environments, you learn to integrate current technology with the traditions of drawing and drafting. Most importantly, you learn what it takes to turn an innovative design idea into a real space and to create healthy spaces that positively influence human behavior.

You will be prepared to enter the workplace as a creative designer in the realm of the interior built environment, which includes residential, commercial, institutional, health-care, hospitality and corporate design, among other related valuable design areas, such as furniture, lighting, interior product design and set design.

Learning also occurs outside the classroom, including hard-hat tours of actual construction sites. Plus, classes visit industry-related showrooms and manufacturing facilities to learn how to specify, purchase and design products.

The faculty assists you with portfolio and CV preparation and connects you to interior design and architecture firms for internships. You present your work to internationally renowned interior designers and architects along with real-life clients. In addition, our students generally can list published works on their CV's.

This BFA degree is essential to prepare you to join professional industries and to compete for certain scholarships. Our students have won many prestigious honors including 13 Angelo Donghia Foundation scholarships worth \$30,000 each (in 18 years of the competition) and the IIDA John J. Nelson Sr. Legacy Scholarship. With three students placing, we dominated *Metropolis Magazine's* 2022 Future 100 competition in New York State, where only two schools in the Association of Independent Colleges of Art and Design had three winners. Plus, 12 students will be showing their work at the 2023 Venice Biennial.

{sva.edu/idbe}



COURSE HIGHLIGHTS

60
STUDENTS

27
FACULTY

41
COURSES

LECTURE SERIES V: INSIDE THE BOX

This lecture series features leading design professionals from the interior design, product design and architecture fields. The series is thematically crafted to help you learn about specific and diverse realms of the interior design industry. A range of world-class designers and professionals offer insight and perspective into the varied aspects of their highly successful practices, and give you the real-time opportunity to direct relevant questions and seek career advice. Lectures are offered periodically throughout the semester.



DIFAN YANG

SUSTAINABLE DESIGN

Sustainable design is an important strategy in today's design of the built environment, and clients are embracing it as part of their business models and mission statements. This course is geared toward the study of sustainable design strategy as good practice and as related to LEED (Leadership in Energy and Environmental Design). Through case studies (in both the public and private sectors) and class projects, you will explore sustainable environmental design.

DRAWING: ENVIRONMENT AND COMPOSITION

The majority of class sessions will be spent at various New York City locations, learning to draw the particular details of different environments. Composition will be a major focus, along with line drawing and the use of tone. Capturing the mood of a building and its locale will be emphasized.



“Life is never linear and neither is school, especially art school. Your path is going to zigzag, sometimes feel wobbly, and may change completely, but that’s exactly what you want.” —KAYLA NESTOR



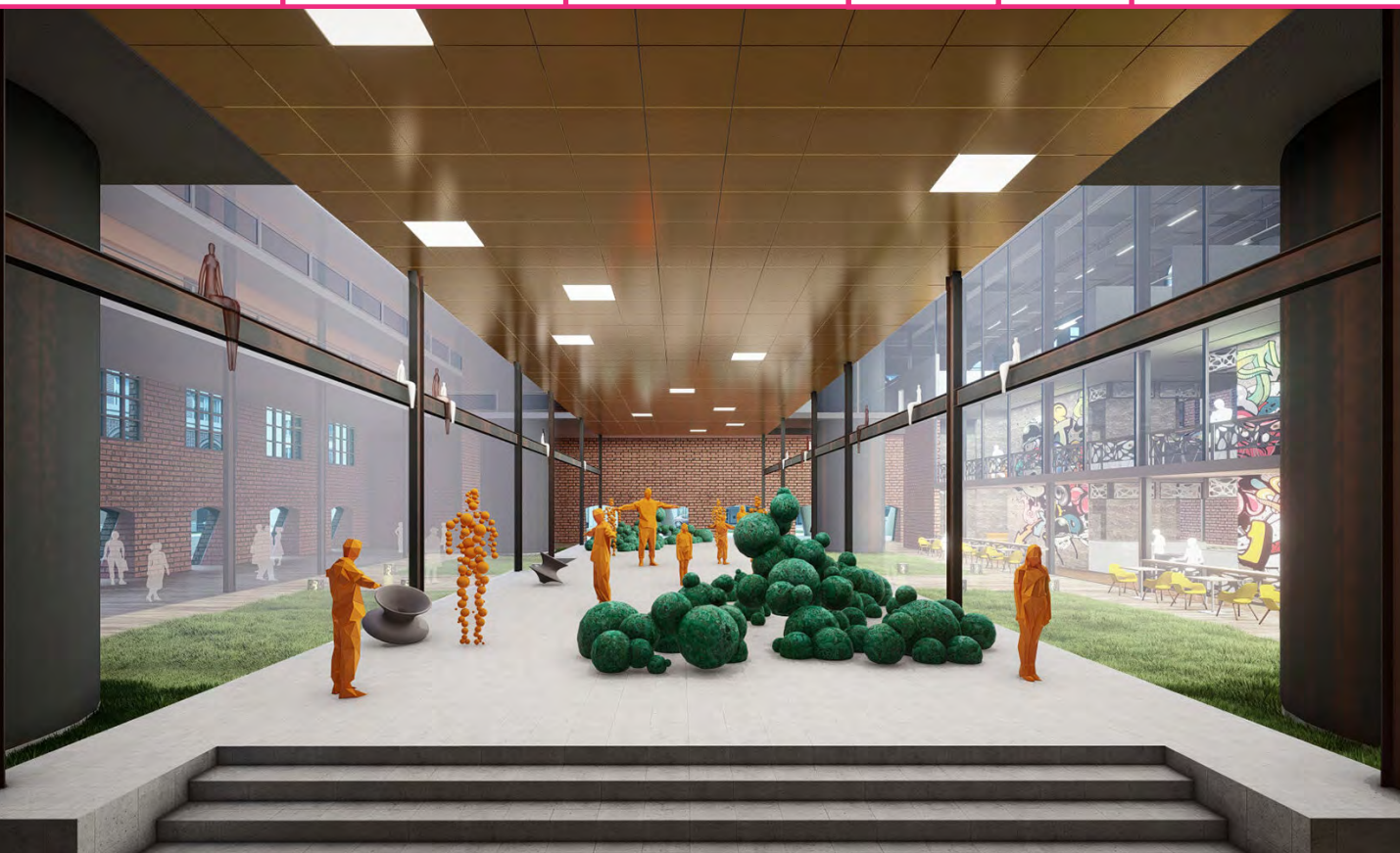
STUDENT SPOTLIGHT



▲ EMELY LOPEZ

▼ EASON DU

► TIANYUAN ZHENG



◀ FUAD KHAZAM



ALUMNI SPOTLIGHT

Christina Lo

BFA 2011 INTERIOR DESIGN: BUILT ENVIRONMENTS

Christina Lo designed hospitality and corporate projects for New York City-based firms before forming her own interior design studio, Atelier Lo. Christina also owns a creative marketing studio, Ursa Prisma.



JENNY ZHAO



XIRAN GENG



CHLOE HYUN JUNG PARK



MINJI KIM



OU HAO



SHERLY MOREL



RAMEY YIXUAN CHEN



Opportunities abound in our program, which will empower you to make and speak about photographs and videos with authority, agency and success. We help every one of our students form strong connections at school and in the professional world, where you will ultimately apply your valuable skills at the job of your choice upon graduation. Our forward-thinking curriculum emphasizes diversity, equity and inclusion, ensuring that you can decipher and critique how still and moving images have operated for the last two centuries, how they function today, and how they will work in the years to come. That knowledge, paired with rigorous technical training, prepares you to make original work with meaning and purpose.

From your first day of classes, you'll be connected to our unprecedented network of professionals—your teachers and mentors—who will instruct you from their experiences exhibiting and working at major art galleries and video production companies; shooting for the best brands and fashion houses; and being connected to major institutions, corporations and publications.

Our teachers, mentors and alumni hail from the world's most renowned organizations, including The Museum of Modern Art, the Solomon R. Guggenheim Museum, The Metropolitan Museum of Art, the International Center of Photography, the Studio Museum in Harlem, the Whitney Museum of American Art, the New Museum, HBO, MTV Networks, Ralph Lauren, Thom Browne, Apple, Facebook, Spotify, the United Nations, Condé Nast, Magnum, *Aperture*, *The New York Times*, *Glamour*, *Vanity Fair*, *The Wall Street Journal*, *The New Yorker*, *TIME*, *GQ* and Vice Media.

Our cutting-edge facilities and equipment include full-frame, medium and large-format cameras; video and sound recording equipment; industry-standard lighting equipment; analog darkrooms; fully equipped photo studios; a dedicated video editing suite; and digital labs with professional large-format printers.

sva.edu/photovideo



PHOTOGRAPHY AND VIDEO



QING MU

59
COURSES

68
FACULTY

226
STUDENTS

COURSE HIGHLIGHTS

ADVANCED VIDEO: PROJECTION MAPPING AND IMMERSIVE ART

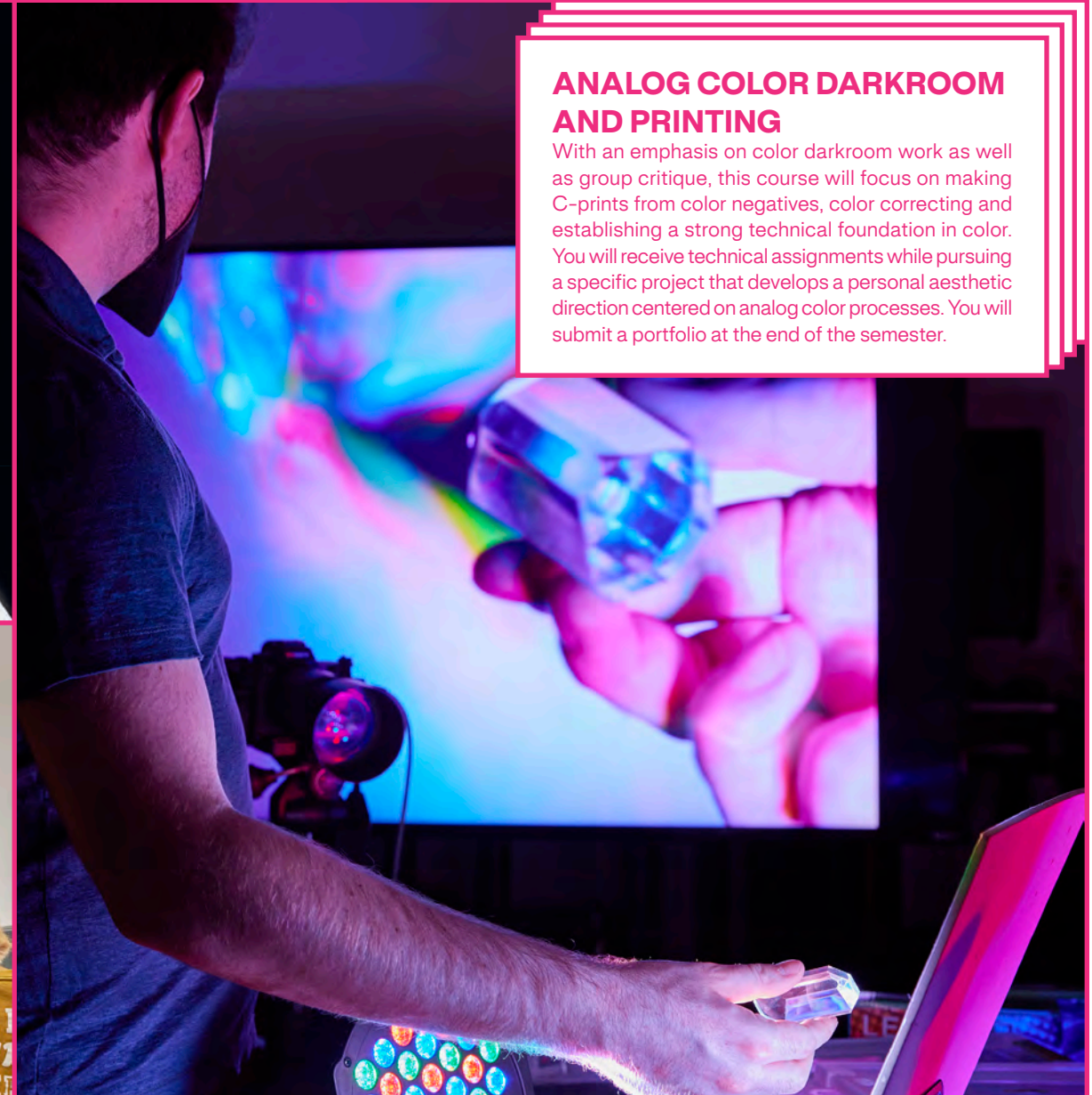
This course focuses on both technical and artistic aspects of projection mapping, a technique that can make objects and entire environments come alive in light, color and motion by projecting moving images onto them. You will bring your creative concepts into reality, learning both 2D and 3D projection mapping methods and how to precisely map visual content to any type of surface by using the program MadMapper. Different types of projections will also be covered, such as interactive, mobile, holographic and 360-degree multi-projections. Additional topics will include operating various types of projectors and video outputs, writing a project proposal and tech rider and producing permanent installations. This course is for you if you're interested in the technical skills required for projection mapping as well as creating immersive and physical experiences through projectors.



DIHU

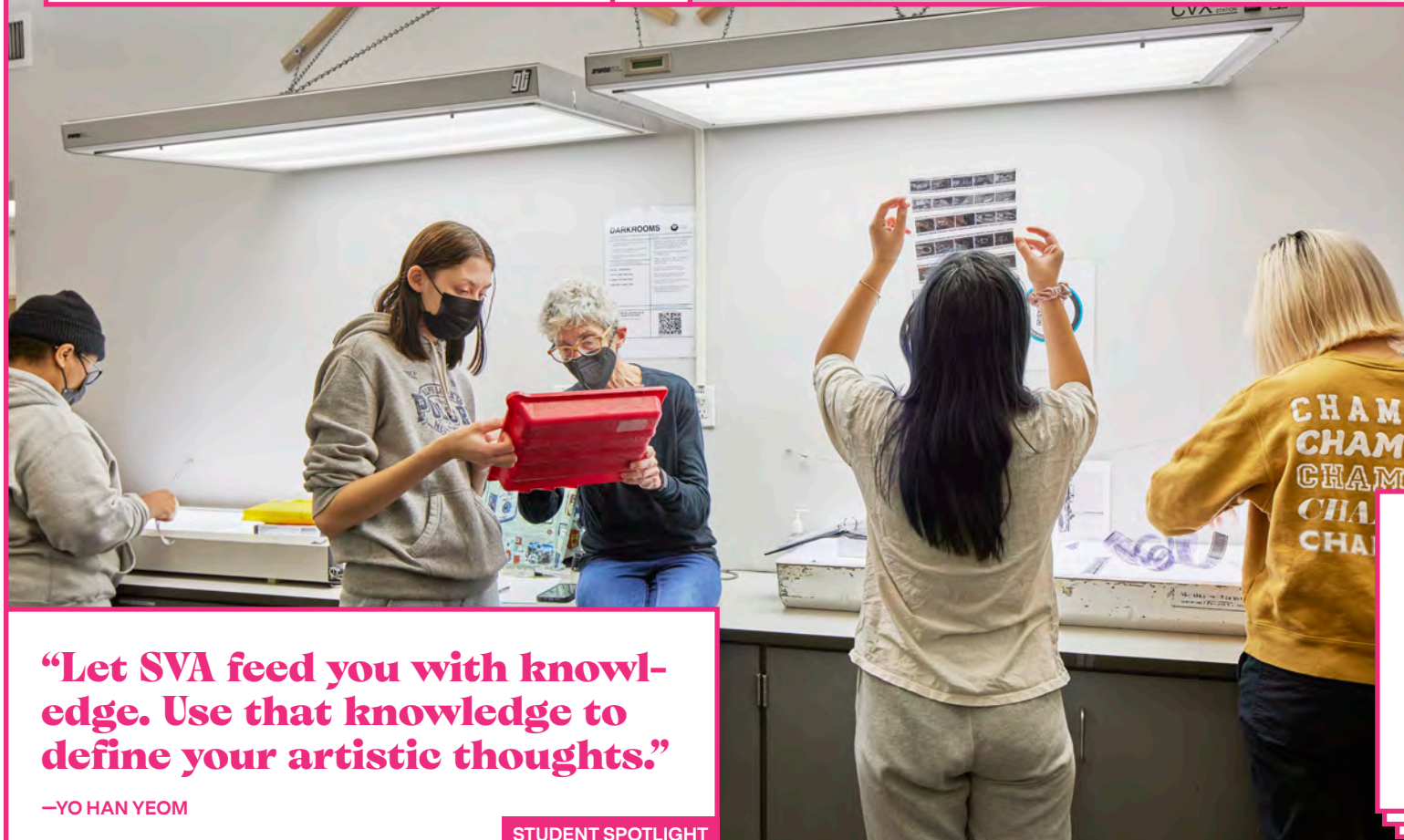
ANALOG COLOR DARKROOM AND PRINTING

With an emphasis on color darkroom work as well as group critique, this course will focus on making C-prints from color negatives, color correcting and establishing a strong technical foundation in color. You will receive technical assignments while pursuing a specific project that develops a personal aesthetic direction centered on analog color processes. You will submit a portfolio at the end of the semester.



BEYOND THE CAMERA: THE HIDDEN (MARKETABLE) SKILLS OF A PHOTOGRAPHER

We learn to ask: what is a photograph? This course asks the question: what is a *photographer*? Well-trained photographers are, among other things, excellent technicians and communicators, they are visionaries—plucky and brave. They are truth seekers and storytellers; they are idea machines and project managers. This course will explore the often under-investigated skill sets and range of academic interests that are naturally developed as we cultivate our craft as photographers. Each week, you will explore a particular area of expertise that you develop concurrently in your evolution as artists and photographers, such as social science, curation, project management, finance, design thinking, brand development, entrepreneurship, trend analysis, taste-making, activism, research and leadership.



“Let SVA feed you with knowledge. Use that knowledge to define your artistic thoughts.”

—YO HAN YEOM

STUDENT SPOTLIGHT



ALUMNI SPOTLIGHT

Jeremy Cohen

BFA 2014 PHOTOGRAPHY AND VIDEO

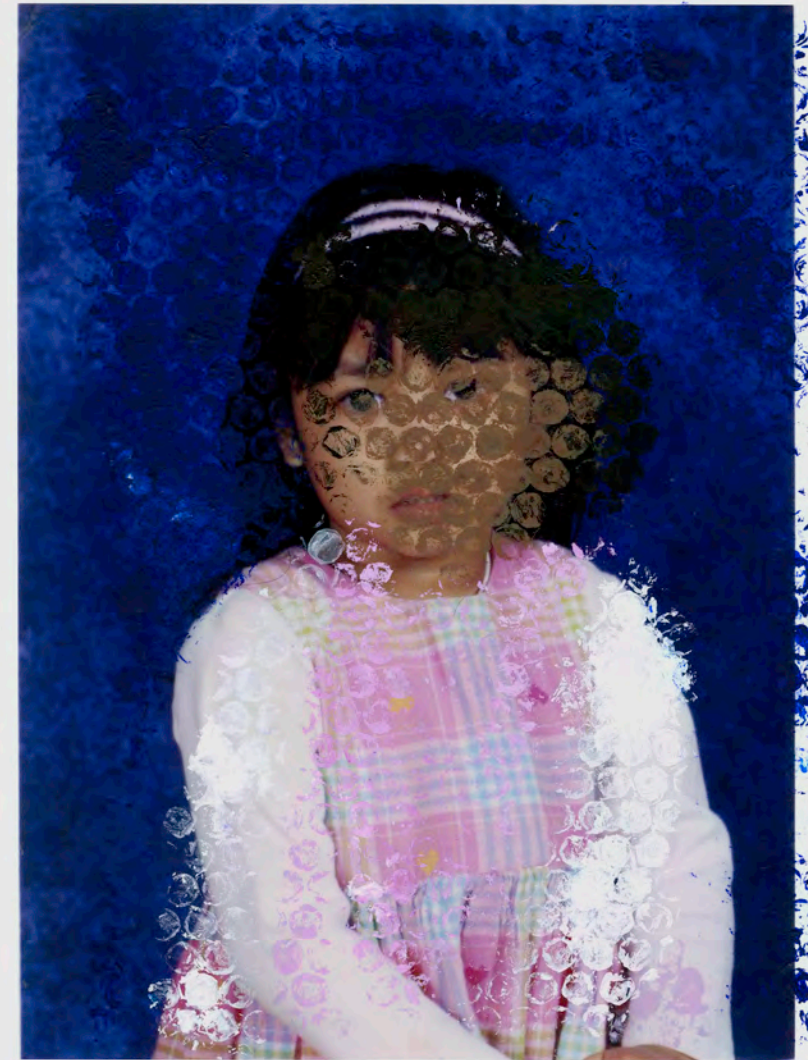
Jeremy Cohen is a New York City-based photographer/filmmaker whose work has been featured in *The New York Times*, *New York Magazine* and *Paper*. His client roster includes Acura, Adobe, Jameson, MasterClass, the New York Knicks and Nike Running. He is a member of the Sony Alpha Imaging Collective and is included in *Brooklyn Magazine*'s inaugural list of the 50 Most Fascinating People (2021).

► REBECCA STEIGHNER



▼ YUETONG LU

► KAIRA WIDODO



◀ EMILEE ESPINAL



ASHLEY MCLEAN



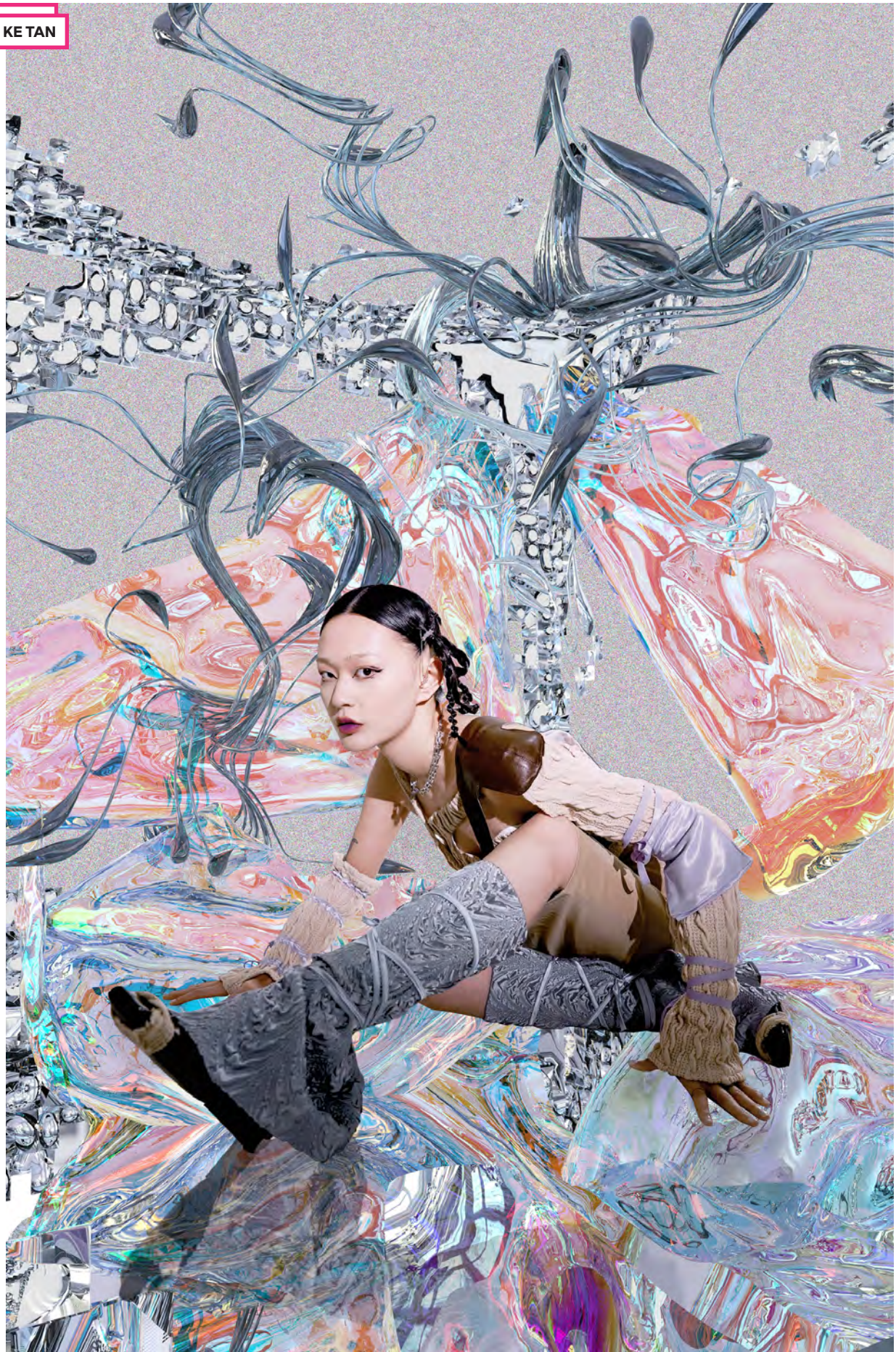
ELIZABETH MESSER



QUAN YUAN



KE TAN



VISUAL AND CRITICAL STUDIES



QUINCY GOETZE



Seize an extraordinary opportunity to unite your interests in art and design with a cross-disciplinary and individualized education that explores critically important societal questions. Highly respected

artists, designers and scholars from fields such as art, design, visual studies, film and philosophy serve as your teachers and mentors. Our program helps you deepen and enhance your skills and techniques while pursuing your intellectual passions.

You will gain an in-depth understanding of visual studies, including art and design theory as well as historical and contemporary discussions about art and criticism. You will express your ideas through artistic practice, high-impact writing and discussion.

You personalize your course of study to meet your unique needs and interests, which helps you become a versatile and adept creator in an ever-changing and expansive visual culture. Options for your studio course of study include: drawing, photography, sculpture, graphic design, digital photo, film and video, sound art, performance art, printmaking, programming, animation, computer arts and web design.

You'll hone your making skills with studio courses while also taking courses from an internationally renowned group of artist-scholars in history, art history, literature, music and philosophy. The program places 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.

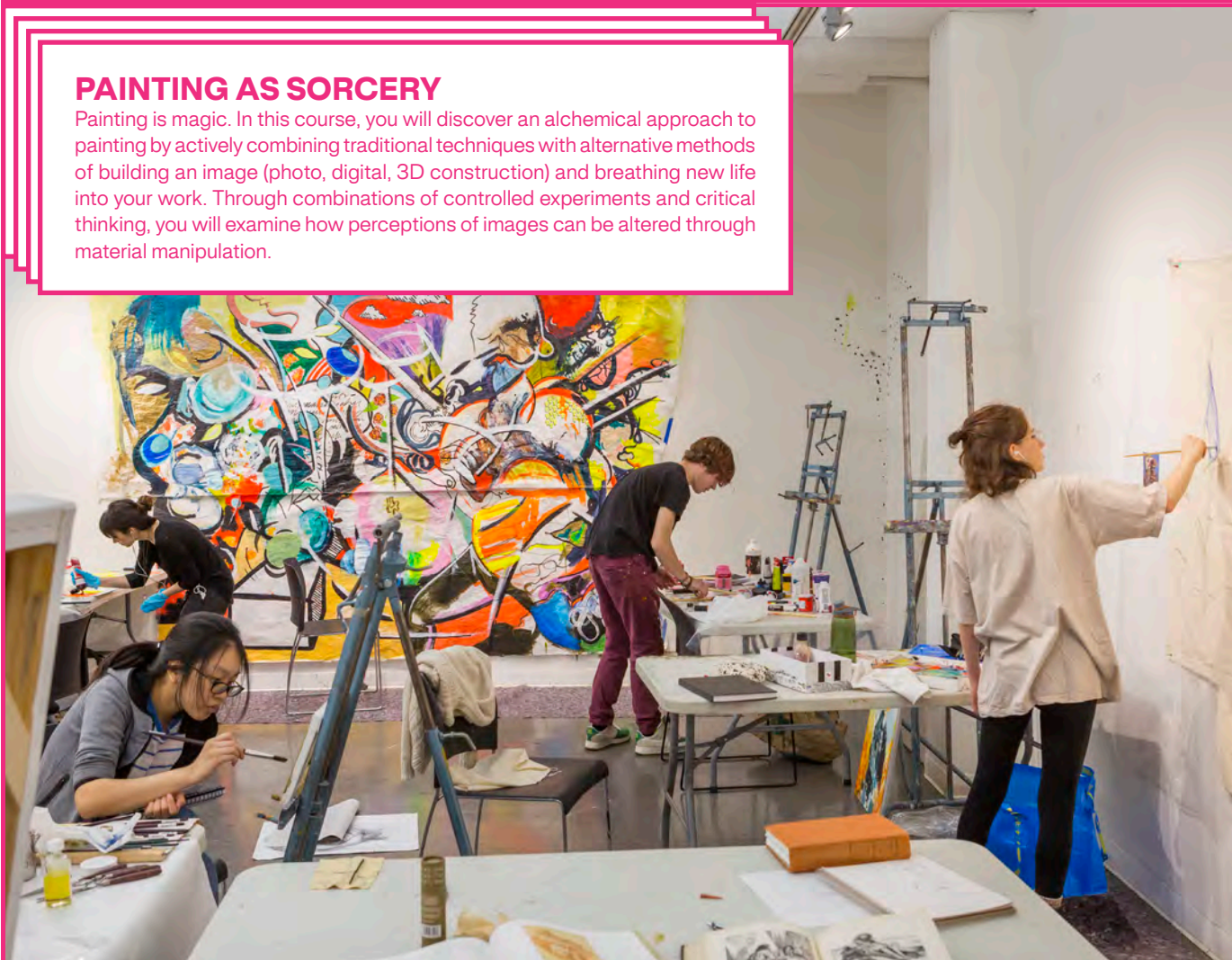
Our specialized facilities include a private digital lab, a library and the Flatiron Project Space, a department-run gallery in the heart of Chelsea. The Chelsea neighborhood is the ideal location, with access to artists, museums, and more. These vital connections serve as the primary resources to support your exploration of the historical and contemporary societal and cultural perspectives that inform and motivate artists and designers to create.

sva.edu/bfa-vcs

COURSE HIGHLIGHTS

PAINTING AS SORCERY

Painting is magic. In this course, you will discover an alchemical approach to painting by actively combining traditional techniques with alternative methods of building an image (photo, digital, 3D construction) and breathing new life into your work. Through combinations of controlled experiments and critical thinking, you will examine how perceptions of images can be altered through material manipulation.



QUINCY GOETZE

THE VCS STUDIO

This studio workshop will encourage you to develop your painting and drawing practice through self-initiated as well as assigned projects. Various approaches will be explored, such as using systems, working from observation, developing an archive of images, referencing art history, icon painting and printmaking. You will keep a sketchbook and review current exhibitions.



3:1 STUDENT-TO-FACULTY RATIO

AVERAGE CLASS AND STUDIO SIZE: 12



“I have always felt unconditional support at SVA. It’s really rare that you can be surrounded by people who truly want you to explore your passions and are willing to go the extra mile to help you get to your goals.” —HANK BHATIA

STUDENT SPOTLIGHT

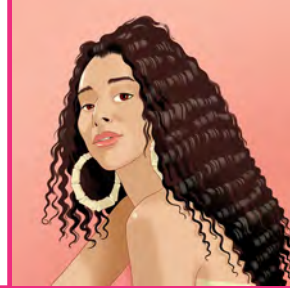


THE ARTIST AS CODER

In the post-studio, interdisciplinary art world, technology plays a critical role in an artist’s practice. The ubiquity of the Internet, displays and computers demands a new kind of literacy today. By examining contemporary artists working on the periphery of traditional media, we’ll explore the implications for art and artists. Readings and lectures will be supplemented by in-class exercises that introduce fundamental programming principles with HTML, CSS and JavaScript. To emulate the interdisciplinary art world mentioned, this course is a hybrid art history course with studio practice.



▲ SELENA LIN



ALUMNI SPOTLIGHT

Storm
Ascher

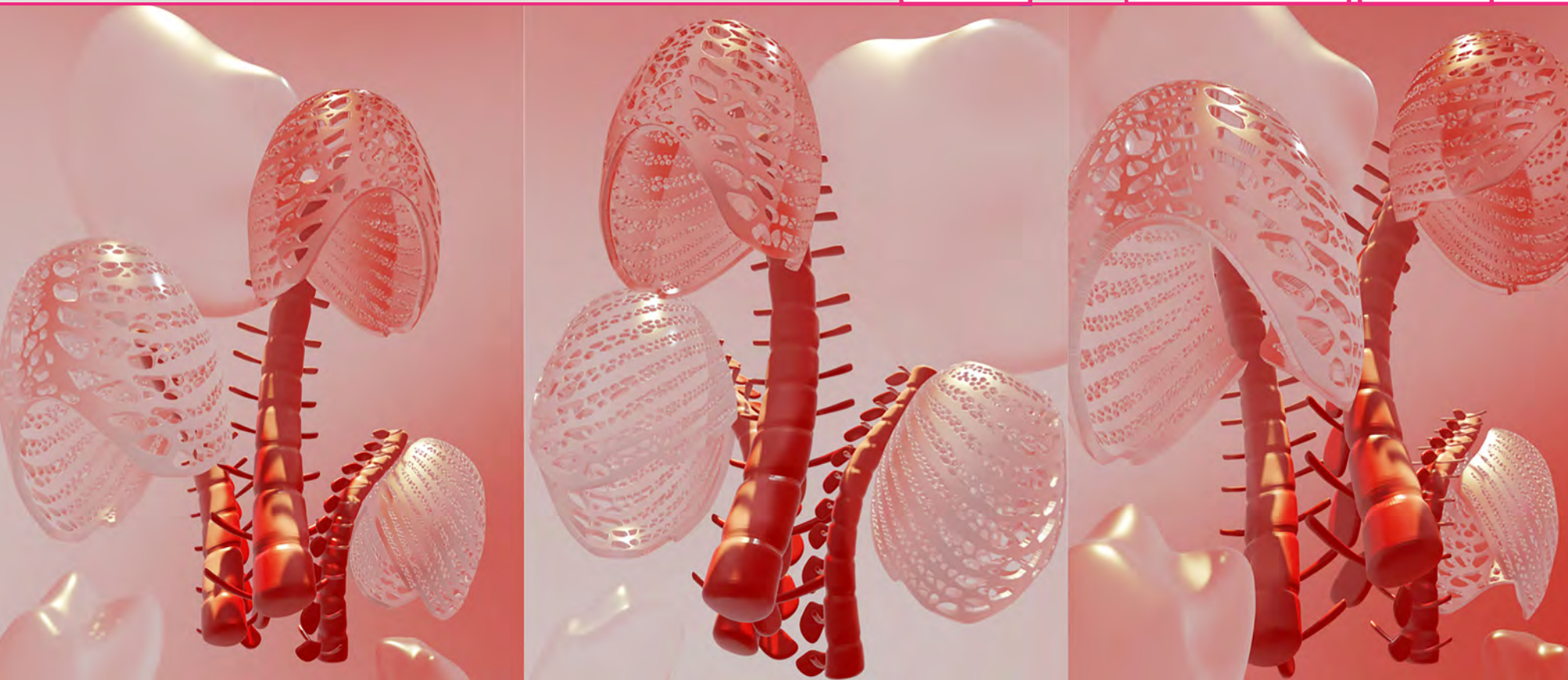
BFA 2018 VISUAL AND
CRITICAL STUDIES

Artist and curator Storm Ascher is the founder of much-talked-about Superposition, a socially conscious, nomadic art gallery representing emerging and mid-career artists. Storm came up with the idea in her senior year at SVA. She was included in the *Forbes* 30 Under 30 Art & Style section for 2022.

▼ SAMANTHA SU



▼ KIARITA



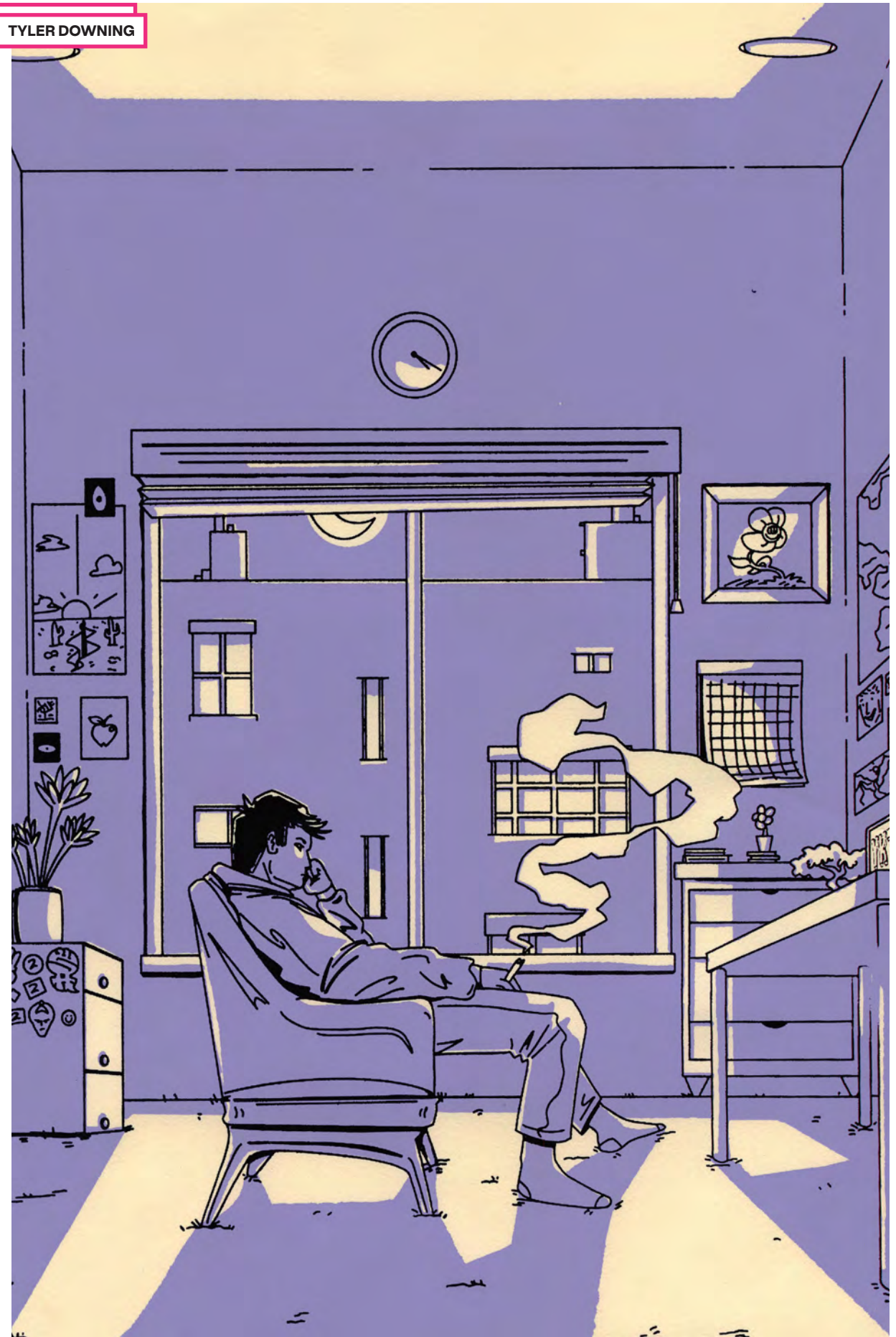
▼ SELENA LIN



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TYLER DOWNING



LUCY GAEHRING



KYRA HUSBANDS



HUMANITIES AND SCIENCES

112 FACULTY ▪ 242 COURSES

Gain 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 Humanities and Sciences is an integral part of your education as a future artist and designer. The deeper your awareness, the more impact your work will have in bringing positive changes to our culture and society.

Our Writing Resource Center offers students a place to access computers and meet with Humanities and Sciences faculty for writing consultation and help in public speaking.

Additionally, we run a variety of English language course offerings for English

language learners both as 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.

We list more than 200 courses in 10 liberal arts disciplines, taught by instructors who are experts in their fields, including writers, historians, filmmakers, musicians, lawyers, archaeologists, psychologists, sociologists, philosophers, social activists, scientists, artists, poets and journalists. Studying a wide range of relevant historical movements as well as current ideas and philosophies will enable you to challenge and enhance your own perspective, deepen the concepts behind your art, and give you the confidence to be who you want to be in this world.



ART HISTORY

92 FACULTY ▪ 215 COURSES

We believe knowing the history of art is integral to every artist's development. SVA offers a non-degree art history program that is geared toward the practicing artist—not the scholar. In Art History, we undertake a comprehensive examination of art, art movements and aesthetics from the dawn of civilization to 21st-century new media. We offer unique, hands-on class exercises distinct from traditional art history lectures. In addition to the benefit of taking Art History courses in New York City, you have access to a faculty of more than 90 instructors who are artists, curators and critics.

With its abundant museums, libraries and thriving contemporary art scene, New York City is the ideal place to study art history. For sheer inspiration alone, you can't do much better than a survey of the

visual image throughout history. Doing it at SVA, with all the cultural resources of New York City at hand, is to be able to get close enough to a Vermeer to see his colored lights in the shadows, close enough to Ancient Egyptian statuary to see the original paint. Many of your courses will take you to museum and gallery exhibitions (we are in the contemporary art bullseye: Chelsea); others will inspire you to visit on your own, with a sketch pad or just a hungry eye.



HONORS PROGRAM

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

Through an integrated curriculum of philosophy, literature, political science, sociology and art history, the Honors Program situates the contemporary artist in their time.

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.

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



CLOCKWISE: Hanging out in Vienna, Austria; Hanging out in Oaxaca, Mexico; Celebrating Holi in Mumbai, India; On safari in Kruger National Park, South Africa.

WELCOME TO THE SCHOOL OF VISUAL ARTS

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 Office of Student Affairs and the International Student Office. The custom-designed space, which opened in 2017, includes glass suites for one-on-one portfolio reviews as well as a 40-seat presentation room where prospective students and parents can be introduced to the College. The space highlights original work by students, alumni and faculty from 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 as Visual Essay graduate and faculty member Riccardo Vecchio; and a custom-wallpapered vestibule by BFA Design alumnus Zipeng Zhu.



{STUDENT ENGAGEMENT AND LEADERSHIP}

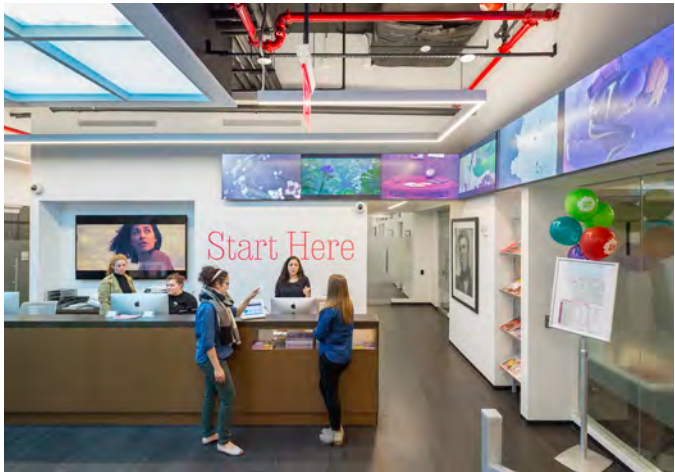
The office of **Student Engagement and Leadership** is devoted to enhancing the overall college experience, from orientation through graduation. The office oversees a number of student-run organizations, including the student government, the student radio station (WSVA), student clubs and *Visual Opinion*—the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

{WSVA}

As a **student-run radio station**, WSVA has provided a 24/7 listening space for music and for student voices since its inception in 1970. WSVA has also hosted events like silent discos, open mics, WSVA Unplugged, 2000s Night and WSVA Minecraft Concert. Plus, the station DJs the VASA (Visual Arts Student Association) Halloween Party.

{HERE TO HELP}

Student Health and Counseling Services provides health and wellness information as well as mental health support for the SVA student body. This includes helping international students navigate the U.S. healthcare 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: "Not everyone needs therapy, but everyone can benefit from therapy." The office hosts a number of events on campus to raise awareness of its services and to promote education on health issues. Some of their services include: yoga classes, dog therapy visits and aromatherapy workshops.



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

{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, which 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 chairs of their departments 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 offered.



{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 gives students opportunities to focus on wellness and managing stress.



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 all departments.

CLUBS AT SVA



“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

Find your people: Our diverse array of clubs can connect you with classmates who have similar interests. Below are a sample of just some of the many clubs you could get involved with at SVA.

Asian American Student Union

We promote awareness of and education about Asian American culture within the SVA community.

Black Student Union

We empower, unite and share knowledge among those who identify with the African Diaspora.

Cartoon Allies

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

Chinese Student Organization

We provide 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 who are interested in getting together to improve their drawing ability are invited.

Gamer Guild

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

La Bodega

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

LGBTQ+ SVA

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

Music Club

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

SVA Cosplay Club

We'll discuss cosplays, 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.



GET A NEW PERSPECTIVE



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, the Czech Republic, Norway, the United Kingdom, Belgium, Spain and Japan.

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 Los Angeles, San Francisco and New Mexico in the United States, and England, France, Cuba, Mexico, Italy, Ireland, Japan and Spain abroad.

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.

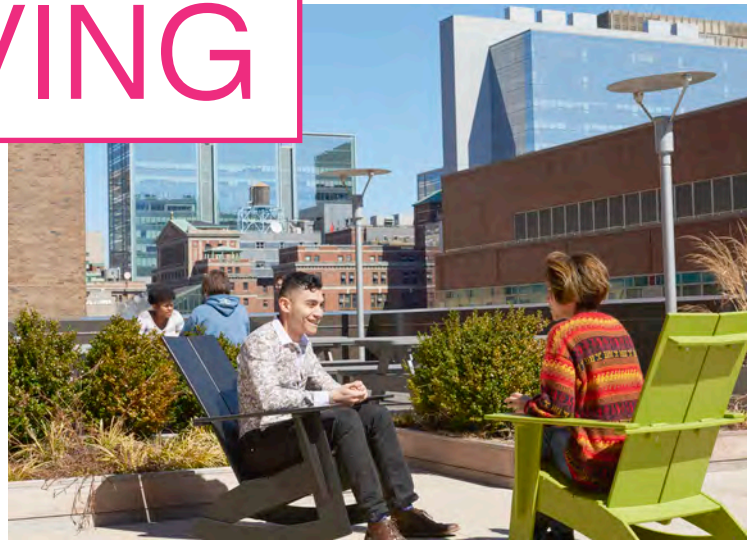


“My experience abroad was absolutely life changing and helped me understand myself more as a professional and a person, and to push myself beyond limits that I never thought I could overcome.”

— Paula Trivino, BFA Interior Design: Built Environments,
on her experience studying in Oslo, Norway

CITY LIVING

SVA's residence halls give students the opportunity to live in Manhattan among other artists within a safe, supportive environment. They provide full amenities as well as fantastic communal spaces to meet and forge friendships with peers across all disciplines at the College.



GRAMERCY WOMEN'S RESIDENCE

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 TV. A roof deck is also available for respite and gorgeous views of the city skyline.



24TH STREET RESIDENCE

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, grilling equipment and a screening area.



23RD STREET RESIDENCE

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.



LUDLOW RESIDENCE

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 awesome 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, a community room with Foosball and pool tables, and a TV lounge.

The nearby subway and buses are available 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, the 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.



SVA LIBRARY WEST

opened in 2018 to better serve our expanding campus, and it 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.



THE MILTON GLASER DESIGN STUDY CENTER AND ARCHIVES

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.

SVA THEATRE

Featuring two theaters with a combined 745 seats, an elegant lobby and a green room designed by Milton Glaser, the SVA Theatre hosts both intimate and extravagant events. SVA Theatre has been home to red carpet Hollywood premieres, awards shows, film festivals, conferences and theatrical events.



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 Rauschenberg, 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.

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.



THE GRAMERCY GALLERY, housed at 209 East 23rd Street, often hosts The Masters Series, the College's award and exhibition series was started by SVA Founder Silas H. Rhodes in 1988, to honor great visual communicators of our time.



THE FLATIRON GALLERY

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



PORTFOLIO GUIDELINES

HOW TO APPLY

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

1

Application: sva.edu/apply

2

\$50 Application Fee: nonrefundable

3

Portfolio: sva.slideroom.com (See portfolio guidelines on the next page.)

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

{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).

{ALL OTHER MAJORS}

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.

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: 3D Animation and Visual Effects; Advertising; Comics; 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.

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.



ENVISION

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 two- to three-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.

When photographing your work, use neutral backdrops and even lighting. A tripod is your friend—unless blurring is part of your process!

Place a 3D object 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.

EXPAND

Make a series. Choose a favorite piece and create three more works that relate to it.

COMMIT

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.

BE BRAVE

Experiment. Try new materials. Take risks!

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 alligator have a pet fish? Does he like carrots? 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 an airplane? Who said it couldn't be a two-story house airplane?



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).

DEADLINES

Admission to the College operates on a rolling 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



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

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



ACCEPTED STUDENTS DAY



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.



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. Learn more at sva.edu/openhouse.

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; Comics; 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), 1007 North Orange Street, 4th Floor, MB #166, Wilmington, DE 19801, 267-284-5011. 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 a member in good standing of the Association for Advancing Quality in Educator Preparation (AAQEP), a national accrediting organization recognized by the Council for Higher Education Accreditation (CHEA).

The School of Visual Arts' Department of Art Education is currently pursuing accreditation of its educator preparation programs under the AAQEP standards with an anticipated quality assurance review in fall 2023. Pursuant to Section 52.21 of the Regulations of the Commissioner of Education, the educator preparation programs offered by the School of Visual Arts are therefore 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 MPS Art Therapy program is accredited by the Commission on Accreditation of Allied Health Education Programs (www.caahep.org) upon the recommendation of the Accreditation Council for Art Therapy Education. Commission on Accreditation of Allied Health Education Programs, 25400 US Hwy 19N, Suite 158, Clearwater, FL 33763, 727-210-2350. The program meets all educational requirements for licensure in New York State as a Creative Arts Therapist (LCAT) and Registered Art Therapist (ATR) with the Art Therapy Credentials Board (ATCB).



Credits

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Intellectual Property Rights of Students

SVA does not have any ownership or other interest in any "Works" (including any artwork, writing, research, animation, film, video, design, software, application or other works that may be protected by copyright) created by a student while enrolled at SVA, unless the student agrees otherwise in writing, except that SVA has a limited right to use the student's Works for educational and accreditation purposes.

Intellectual Property Rights of Faculty

SVA does not have any ownership or other interest in any "Works" (including any artwork, writing, research, animation, film, video, design, software, application or other works that may be protected by copyright) created by an SVA faculty member while employed at SVA, unless the faculty member agrees otherwise in writing.

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.



Challenge yourself and thrive in one of the most diverse and influential artistic communities in the world.

Make



Art

Here