

BFA

2021

Bachelor of Fine Arts



Department of Art & Design

SUNY Oswego

BFA FALL 2021

GRADUATION CLASS CATALOG

With great pleasure and admiration,
the Department of Art and Design at SUNY Oswego
presents the spring, BFA graduating class of 2021.

FOREWORD

By Kelly Roe, Department Chairperson, Oswego class of 1992

When a student is accepted into the BFA, the road ahead can seem daunting and overwhelming with coursework and studio commitments. However, students rise to the challenge with dedication and enthusiasm. That cultivated talent always comes through in their BFA exhibition, their portfolio, and the work they share at the end of their senior year.

The class of 2021 should be proud, not only of the work they've produced but their success and attitude while working during a pandemic and uncertain times. It is a great pleasure to recognize this graduating class of BFA students! They've gone above and beyond demonstrating their growth and talent as creatives. This class has inspired me and given me ideas and outlets that I plan to pursue in my work. Thank you. I have no doubt that these students will succeed in all of their future endeavors and thrive as creative individuals.

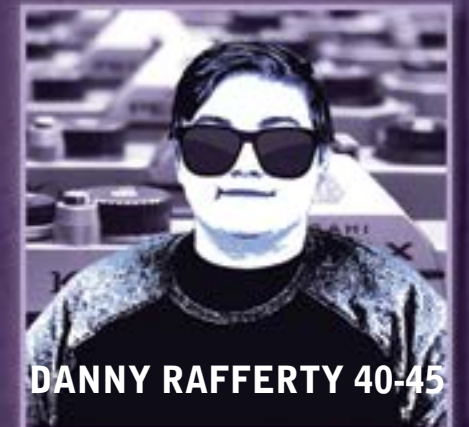
CLASS OF FALL 2021



ALEEYA BOURCY 4-9



EREN CRAIG 10-15



DANNY RAFFERTY 40-45



OLIVIA DOERR 16-21



GABRIELLE WEST 52-57



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JEFFREY RICE 46-51



SOFÍA LUZ PÉREZ 34-39

ALEEYA BOURCY



Graphic Design
Illustration Minor
aleeeyyaa@gmail.com
Livonia, NY

BIOGRAPHY

Aleeya Bourcy is a Graphic Designer and Illustrator from Rochester, NY. She will be graduating in Fall 2021 with a Bachelor of Fine Arts Degree in Graphic Design with a Minor in Illustration. Her passion for art started when she was three years old, and she has been drawing ever since. She interned at the Office of Sustainability for two years and loved her experience. This internship allowed her to improve her skills as a graphic designer and gave her the experience of working with a client. Over the last 3.5 years of college, her art has developed into various styles and areas of expertise, including illustration, branding and packaging, and animation. After graduation, her dream is to be a children’s book illustrator.

ARTIST STATEMENT

My creative work includes digital work such as graphic design and digital illustration and traditional media like drawings and paintings. Despite my art being mainly digital, it has an intentional quality to it that looks hand-drawn. You can see the brush strokes or scribbling in my work, otherwise known as the “artist’s hand.” My art is the outward expression of my inner emotional life and is reflective of my need as a person to be expressive and open with my emotions and creativity. As a person who works very fluidly and imaginatively, I enjoy creating art that represents loose ideas rather than concrete. I have a unique workflow as I do not like to plan what I am going to draw. Instead, I want to let the idea flow out of my head and onto the page. My favorite part about the creative process is when I get to add the details. I am a very detail-oriented person, so this part of the process allows me to express that. I like to draw very loosely, quickly making marks to get the ideas out of my head and onto the page as quickly as possible. My art is influenced by the world around me, including animals, people, and nature, and I like to explore the subjects within this universe. This is evident when observing my creative work, as I have a recurring tendency to create art of animals and people as this is what I’m most interested in. My vision is to create art on subjects that I am passionate about. When I am engaged with the subject of my art, the quality of my craft is at its finest.

Seed Share Logo, Adobe
Illustrator and Procreate,
10”x20”, March 2021



Mythical Self Portrait, Oil Paint, 18” x 24”, December 2019

ALEEYA BOURCY



Altar Ego, Adobe Photoshop, 17" by 22", April 2020



Bird at Night, Procreate, 18" by 23", February 2021

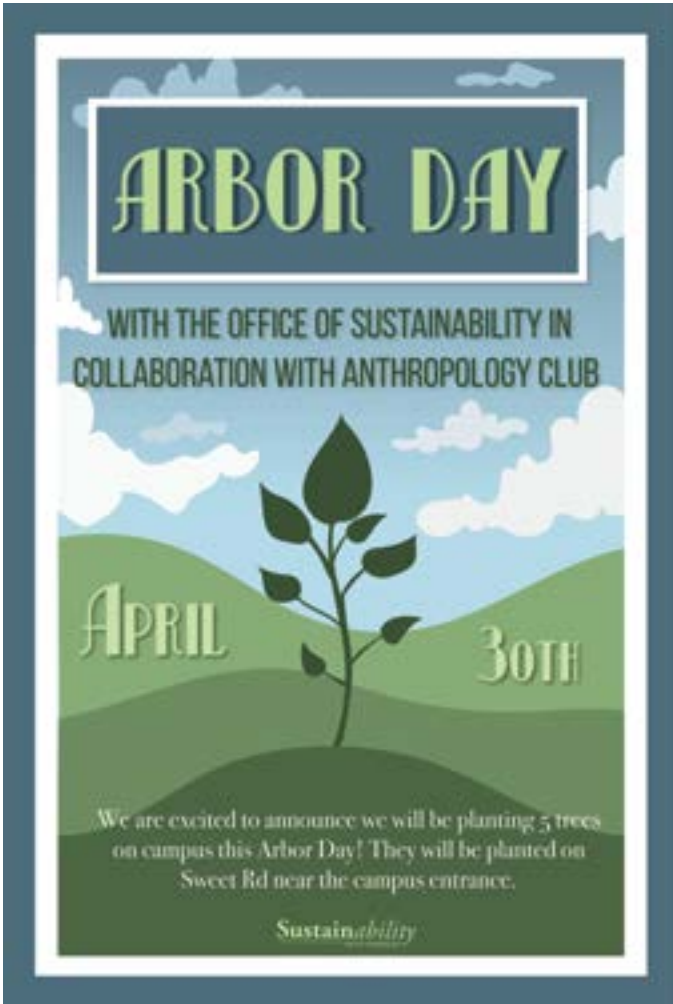


One Night in Miami, Procreate, 22" by 28", March 2021

ALEEYA BOURCY



When You Give a Bunny a Box,
Procreate, 20"x20", May 2020



Arbor Day, Adobe Illustrator, 2021



Boy in the Woods, Watercolor and Ink, October 2020



Barilla Rebrand, Adobe Illustrator and InDesign, March 2021

EREN CRAIG



Studio Art, Illustration
erencraig13@gmail.com
Pine Plains, NY

BIOGRAPHY

Eren Craig is a nonbinary Illustrator from Pine Plains, New York, a hamlet in northern Dutchess County. They attended Dutchess Community College and graduated with an Associates of Science degree in Visual Arts. Their foundations at this community college helped in getting a head start when beginning their attendance at SUNY Oswego. Through their time at SUNY Oswego, Eren reignited their love for printmaking.

After graduating, Eren intends on becoming a freelance illustrator and printmaker, though their generalist portfolio grants them a broader area for employment.

ARTIST STATEMENT

Cliche as it is, I've been drawing ever since I picked up a pencil, but I never thought of making art a career due to the stigma surrounding art. Instead, I ended up pursuing general art in community college, leading into Illustration during my time here, on a whim. Through my art, I'm able to rediscover myself after years of being trapped in an identity crisis. I have a rediscovered love for the human body. I love bold and unapologetic colors, rich storytelling through one or a series of illustrations, and overall emptying my overactive imagination into my work.

I cannot stress enough to anyone to pursue your passions and prioritize your happiness above all else, or you'll end up fucking miserable for your whole life.

Plantomancy: Aloe's Creation 1
Ink, Alcohol Markers, and Gel
Pens on Bristol Board
12 x 9"
December 2020



Plantomancy
Digital, Raster
11 x 17"
March 2020



Oolong Tea, Digital, Vector, 14 x 17", May 2021



Top Left
Pride Month Cat Card
Digital, Raster and
Animation
5 x 7"
May 2021

Top Right
Earth Day Cat Card
Digital, Raster and
Animation
5 x 7"
May 2021

Bottom
International Honeybee
Day Cat Card
Digital, Raster and
Animation
5 x 7"
May 2021

EREN CRAIG

Witch's Brew
Graphite on Bristol Board
14 x 17"
September 2020



Michelle Obama
Pandemic Editorial
Digital, Vector
20 x 16"
October 2020



Wildflowers
Letterpress Print
8" x 10.5"
Sept. 2020



Left to Right: *Cherry, Strawberry, Raspberry*, Screen Print, 10 x 11", October 2021

OLIVIA DOERR



Interaction Design and Animation
oliviadoerr98@gmail.com
Churchville, NY

BIOGRAPHY

Olivia Doerr is a multimedia artist that brings life to still imagery through visual storytelling. While growing up in Rural Churchville, New York, Doerr grew to love myths and tales from many cultures. She enjoyed learning from the spoken experiences of others. She integrated these stories into her art, allowing viewers to impersonate their perspective on the work through their observations. Mixing themes that are at times macabre, comedic, or unsettling, Ms.Doerr combines digital and physical mediums for a vivid mental impact.

ARTIST STATEMENT

Before I became an artist, I was always told I would never be smart enough to be an engineer, a good writer, or a scientist because I struggle to convey what I mean in words. Be it speaking or writing, my explanations become wordy and lead into a nonsensical ramble. And that is why I believe that I am so intrigued by the tales of others. They can tell events from their point of view, placing emotions on their faces that no paper can reflect. Such as the emotions that make their story. When someone reads a book, they put their feelings into the events listed, creating a tailored tale. Without that, the story is nothing but ink on paper. And it is the power of our emotions that bring inspiration to my work. I specialize in photo manipulation and animation. However, I am knowledgeable in an array of other mediums. I wanted to know as much as possible to convey as much as I could for the perfect feeling. I prefer to combine my skills into pieces, making them each unique unto themselves, So the viewer feels the story and sees it. My work is naturally created as I prefer to work by instinct. I am creating realistic imagery consisting of monsters, cryptids, the paranormal, or amalgamations, constructed by how I am feeling at that time. And when my work is previewed, witnessing people’s reactions reassures me that though my words will not be as good as others, my art is.



Cranes
Long Exposure Photograph
11 x 17'
Fall 2019



The Blind Ride
Animation
1920 x 1080px
Fall 2020



Soundscape
Soundscape
1920 x 1080px
Fall 2020



The Twins
Animation
2550x3300 px
Fall 2021

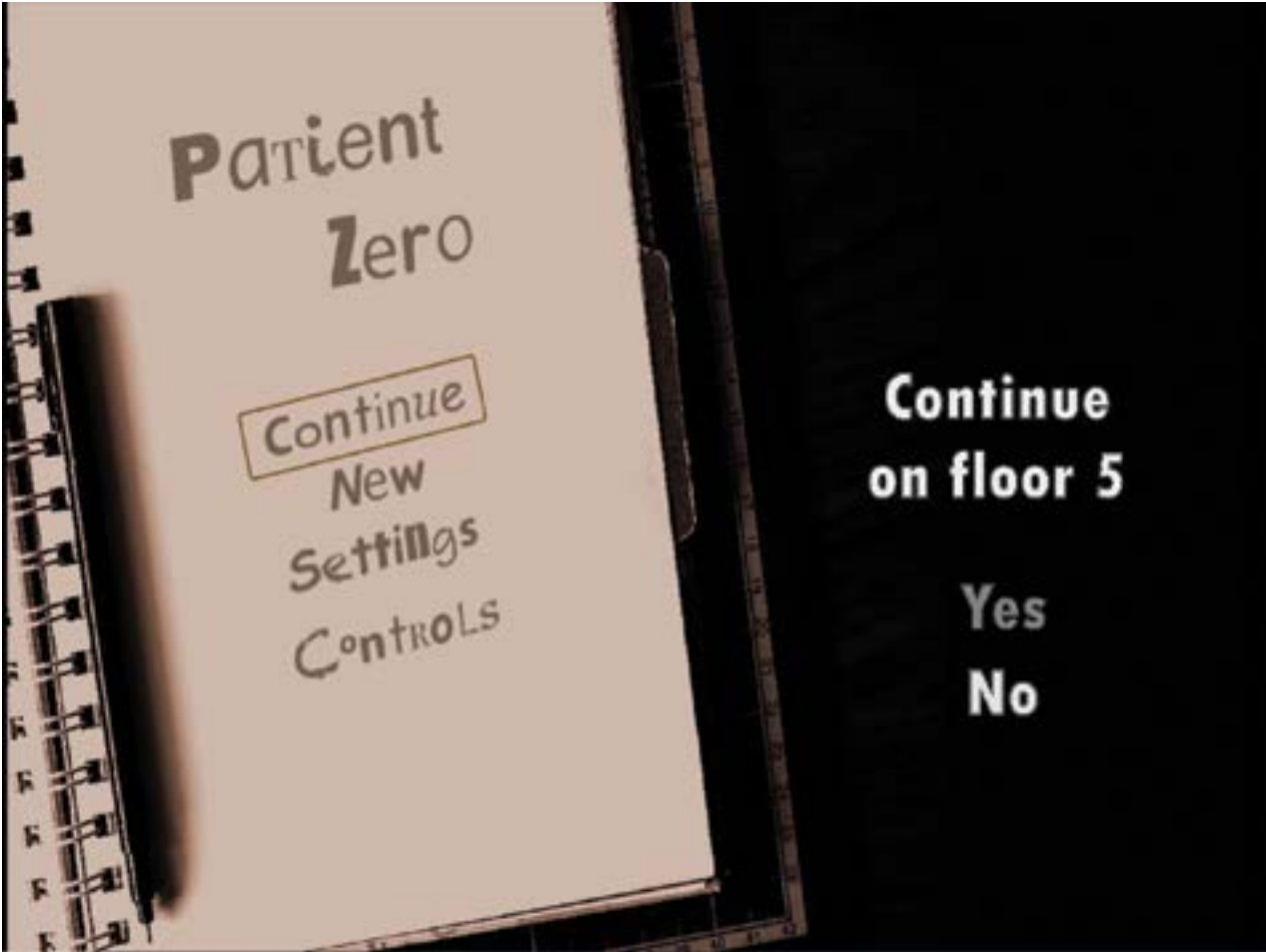


The Duchess
Animation
2550 x 3300px
Fall 2021



Untitled
Animation
1920 x 1080px
Fall 2021

OLIVIA DOERR



Monster, Animation, 1920 x 1080px, Spring 2020



Devour
Digital
11x 17'
Spring 2019



Cernunnos
Monoprint and screenprint
5' x 7.5'
Spring 2021



The Wizards Study, Animation, 1920 x1080px, Fall 2021



Left: Giant, Print, Fall 2020

Top: 'Keep moving forward', Block Monoprint
Print, 5x5', Spring 2021

ELIZA JOHNSON



Graphic Design
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Cicero, NY

BIOGRAPHY

Eliza Johnson is a Graphic Designer and Illustrator from Oneida, New York. After graduating from Vernon-Verona-Sherrill high school in 2017, she transferred to SUNY Oswego in 2018 to pursue graphic design after one year at Elmira College. Her work consists of a wide range of media, with her main areas of concentration being: graphic design, illustration, animation, and screen printing. Much of her work is influenced by her environment, where she often takes inspiration from natural forms and themes. Eliza hopes to be her own boss as a freelance artist and/or work in a corporate setting with other creatives in her field.

ARTIST STATEMENT

Art has always been a part of my personality. Even back when my parents would save each scribble I would make or scold me for drawing all over my math homework, artmaking has been a part of me. It takes up such a large part of my life because it has been with me through every twist and turn of life. Like many artists, my art reflects me. In a way, each theme and medium I use is an extension of my personality. My ultimate goal with my art is to not only make it my career but to make it something I can enjoy for the rest of my life — ever-changing with each cycle.



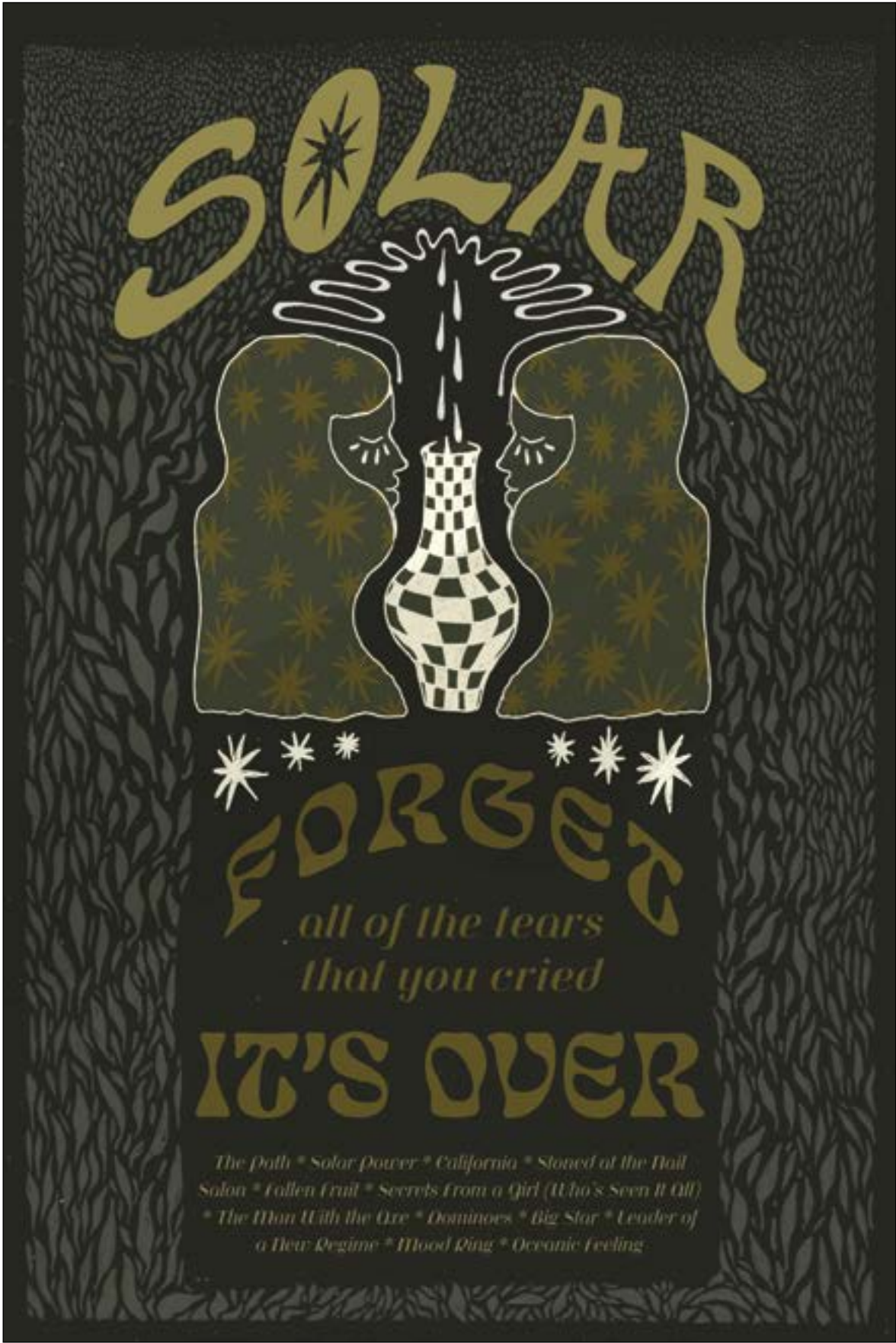
Chillin' in the Eternal Void
Digital Illustration
(Procreate)
11"x17"
October 21, 2020



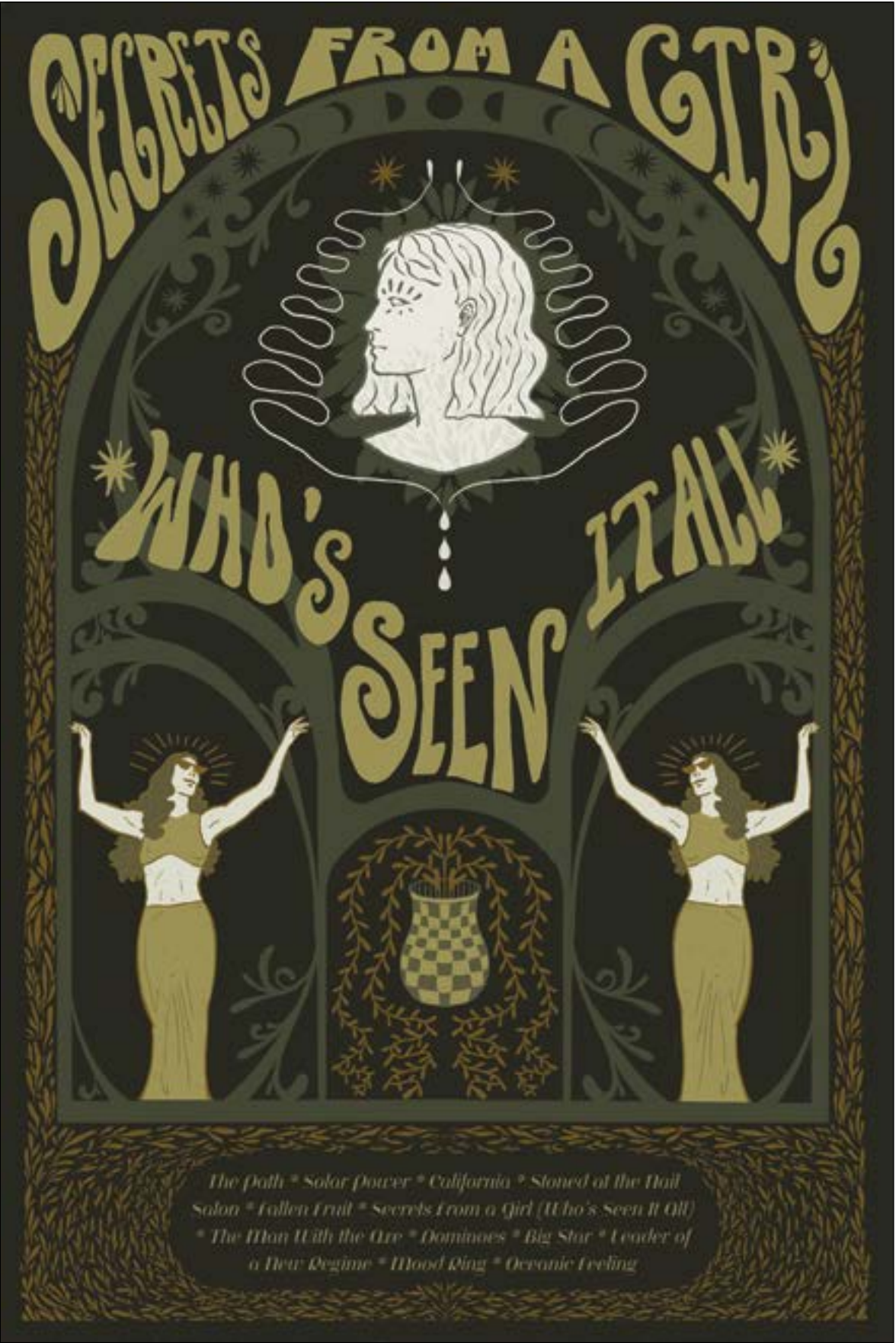
Pumpkin Queen
Digital Illustration
(Procreate)
11"x17"
October 17, 2021



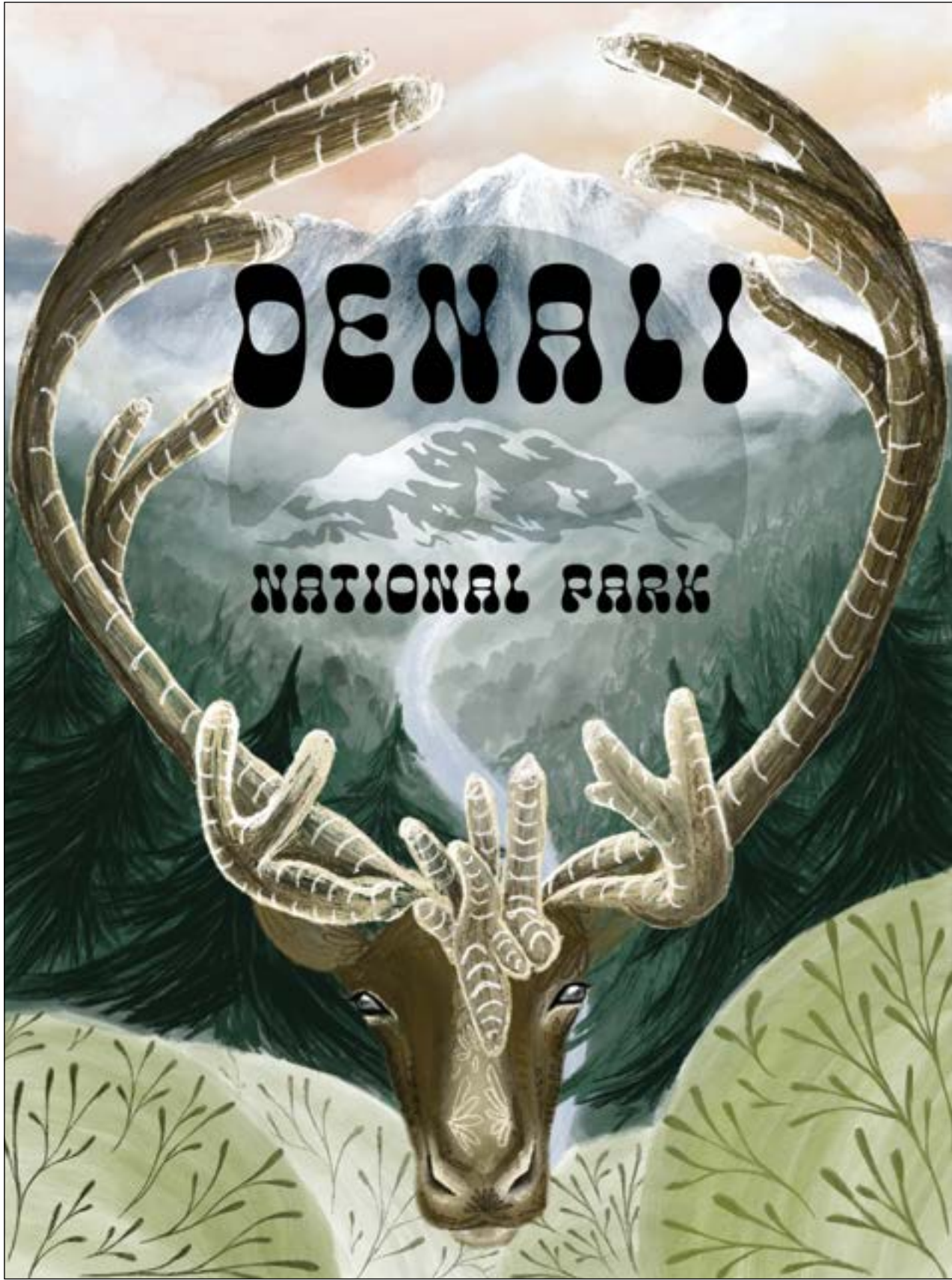
Jive Can Mock-Up Poster
Photoshop
11"x17"
October 25, 2021



Solar Power
Digital Illustration (Procreate), Photoshop, InDesign
24"x36"
October 5, 2021



Stories of a Girl (Who's Seen It All)
Digital Illustration (Procreate), Photoshop, InDesign
24"x36"
November 15, 2021

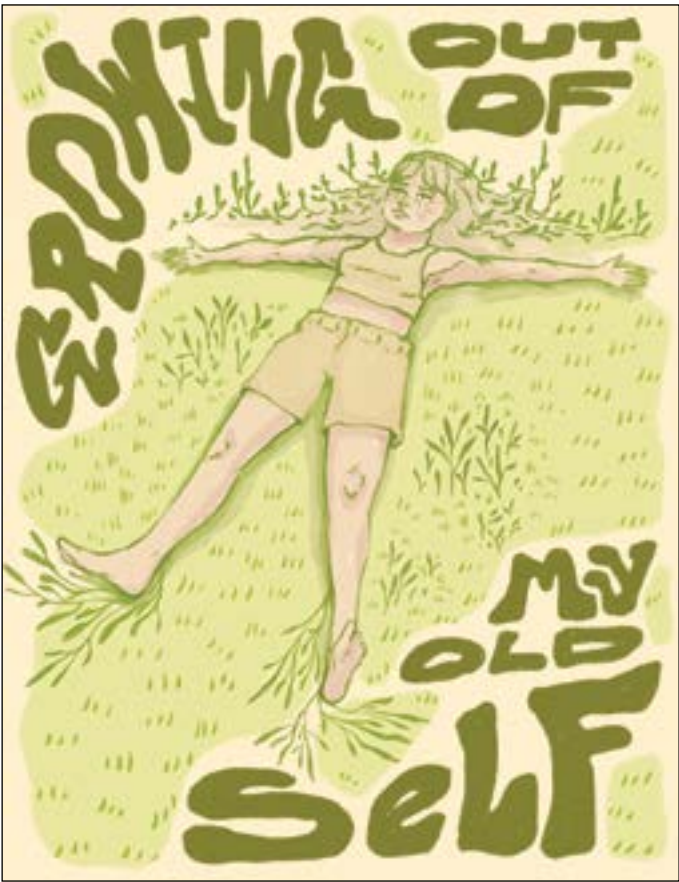


Denali National Park Poster
Digital Illustration (Procreate),
Photoshop, InDesign, and Illustrator.
18"x24"
November 2, 2019

Top:
Eliza Illustration
Digital Illustration
(Procreate)
11"x17"
November 24, 2021

Bottom, Left:
I'm so Tired
Digital Illustration
(Procreate)
11"x17"
November 1, 2021

Bottom, Right:
Growing out of My Old Self
Digital Illustration
(Procreate)
11"x17"
August 20, 2021



NYDIA MORALES



Studio Art, Illustration
Art History Minor
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New York, NY, 10025

BIOGRAPHY

Nydia Morales is an Illustrator and Motion Graphics designer from Manhattan, New York City. While earning her degree, she has won multiple honors and awards, including the Judith Benedict Award and honored on the President’s List. She strives to use her Illustration knowledge and apply it to animation and motion graphics in the future, working for Visual Effects Studios or Art Agencies that deal with work in the media industry. Her work explores the concept of line and shapes and how they define two-dimensional and three-dimensional space. She enjoys playing with this idea by breaking three-dimensional forms into flat shapes that can be illustrated traditionally or digitally. Her line of work will keep her home in New York City or potentially grant her a chance to travel to places such as California. In addition, she desires to see the world and experience all types of art, as visiting museums and galleries are one of her favorite pastimes.

ARTIST STATEMENT

Exploring different mediums allows me to dive into the various dimensions of life. My work explores three-dimensional forms in both abstract and realistic ways. I enjoy playing with a variety of mediums and using two-dimensional shapes to create environments and scenes. My work reflects how I perceive the world and how changing my thinking can change how a form interacts with another in an environment. My creative vision is to use geometry to explore three-dimensional forms in a two-dimensional way and bring life to the forms through animation and motion. My work uses these geometric forms and shows how a seemingly three-dimensional object is made out of two-dimensional shapes that appear that way to the eye because of perspective. The subject of my work can vary from a simple three-dimensional shape to a human figure, which emphasizes the playfulness of my creative vision. Abstraction is a common theme in my work. I enjoy representational art that is not hyper-realistic but gives enough detail to make the viewer perceive the object or form in a specific way. Color is a feature I often play within my work, as I add textures to make the flat colors richer and have more depth. Every color and texture that I use in my work symbolizes a feeling, which makes each piece have a different meaning and serve a different purpose from the next.



Self Portrait (2019)
oil on canvas
16in x 20in
December 12th, 2019



3D Cityscape
Cinema 4D
Spring 2020



The Legacy of Nina Simone
Adobe Illustrator
30in x 20in
Spring 2021



identity
Watercolor on Arches
Watercolor Paper
18in x 20in
Spring 2020



Top, Left:
Wanna get some ramen?
Adobe Illustrator, Adobe After Effects
1080 ppi x 607 ppi
November 12, 2021



Top, Right:
Do you want some pizza?
Adobe Illustrator, Adobe After Effects
1080 ppi x 607 ppi
Fall 2021



Bottom:
Cape May Postcard
Adobe Illustrator
4in x 7in

NYDIA MORALES



Laundry Day
Animation Stills
Adobe Illustrator,
Adobe Animate
Spring 2020



Captured Moments - Springtime, Adobe
Illustrator, 18in x 20in, Spring 2020



Book Cover Illustration
Adobe Photoshop
Spring 2019



The Candyman
Cinema 4D
Spring 2020

SOFÍA LUZ PÉREZ



Studio Art, Painting
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Syracuse, NY 13210



Untitled
Graphite on paper
36 in x 30 in
2021

BIOGRAPHY

Sofía Luz Pérez was born in Austin, Texas, in 1989 and lives in Syracuse, NY. Her work often depicts ancient feminine archetypes while referencing self-portraiture, bringing together the ancient wisdom of her pre-Colombian cultural heritage with her present-day self. Through this subject matter, she conveys empowerment and healing and delves into themes of hybridity and self-discovery.

Pérez’s work has been published in the Women Artists’ Datebook by the Syracuse Cultural Workers and in the Great Lake Review in Oswego, NY. She’s shown her work in numerous juried shows, including at the Community Folk Art Center in Syracuse, NY, Soho20 Gallery in New York, NY, ArtRage Gallery in Syracuse, NY, the Point of Contact Gallery in Syracuse, NY, Stone Quarry Hill Art Park, in Cazenovia, NY, and the Art Association of Oswego, NY. In the Spring of 2021, she received a Student Scholarly and Creative Activity grant at SUNY Oswego to create a series of paintings in which she fused goddess archetypes and imagery from her ancient cultural heritage with herself. She displayed the series at the Art Association of Oswego in the Summer of 2021. She graduated with her BFA in Studio Art with a concentration in painting in December 2021 and is looking forward to attending an MFA program in the near future.

ARTIST STATEMENT

My work is a direct result of my inner process. Much of my work has been inspired by the healing journey I’ve gone through following a major health crisis and the healing of generational family trauma. I address both the physical and nonphysical (spiritual) aspects of those processes. Usually, I depict a fusion of self-portraiture and images of empowerment with symbolism from my ancestral heritage. I often reference pre-Columbian archetypes, specifically through powerful goddess imagery from Aztec mythology. I began my exploration into my ancient Mexican indigenous heritage many years ago, and it has been a key component in my creative practice.

While my work is autobiographical, I also believe it has universal qualities. I portray myself with somewhat unsettling imagery but with a strong, stoic resolve. I’m interested in conveying these polarities. I want to show both the light and shadow aspects of our nature and experience. In my practice, I use color and symbolism to address this duality, which is often characteristic of many of the ancient goddess archetypes.

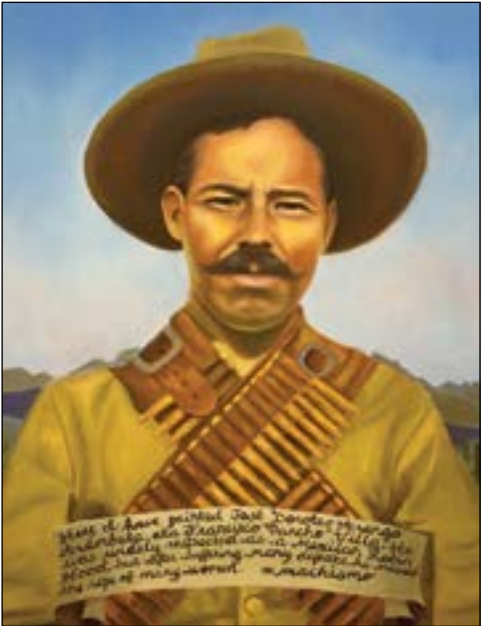
Healing Threads
Oil on canvas
30 in x 24 in
2020



Left:
Tlazolteotl
Colored Pencil
on Paper
30 7/8 in x 24 5/5 in
2011



Right:
Pancho Villa
Oil on wood panel
17 in x 11 in
2020



SOFÍA LUZ PÉREZ



Headpiece, straws, plastic cups, hot glue, wire; 2020



Sugar Skull II, Colored Pencil on Paper, 2011



Mutation, Colored Pencil, Ink, and Magazine Clippings, 2020



Visual Migraine, Oil on Canvas, 12 x 9",2020



Ancestral Strength, Oil on Canvas, 26 x 22", 2019



Coatlicue, Colored Pencil on Paper, 2016



She Eats Your Sins, Oil on Canvas, 60 x40", 2021



Know Thyself, Heal Thyself, Oil on Canvas, 40 x 40", 2021



Catharsis, faux suede, Egyptian cotton, chicken wire, foam, house paint, shoe polish, batting; 2020

DANNY RAFFERTY



Studio Art, Photography
Art History Minor
dannylrafferty@gmail.com
Oswego, NY 13126

BIOGRAPHY

Danny Rafferty was born and grew up in Ithaca, NY. He started archiving his artwork, mostly drawings, at the young age of 12. His interest in photography didn't start until his first semester of college. He studied under several photographers at Tompkins Cortland College in Dryden, NY. He worked at TCC in the photography department as a lab assistant, darkroom technician, and tutor for many years. It was also at TCC that Rafferty had his first solo exhibition and then earned his associate degree in photography. After that, he decided to further his education at SUNY Oswego, adding art history to his photography focus. His plan after graduation is to get his master's degree in photography and then teach as a professor.

ARTIST STATEMENT

Photography and the study of light is one of the most fascinating things in the world to me. My photography series of animals with their handlers is some of my most recent work. My focus in this series is to visually express the emotional bonds and attachments between the handler and the animal. I have a recurring interest in visually capturing the way the handler interacts with their animal and how the animal responds. What influenced me most in creating this series is the need in society for a more positive representation of the pet industry. Conceptually, this work tries to show the viewer positive examples of animals with common shared negative stereotypes. I created this work to change viewers' preconceived negative stereotypes associated with specific animals. To further the visual success of this series, I used a technique based on the zone system, which includes nine shades of gray, pure white, and pure black in each photograph. Although creating this body of work helped me educate people about animals, it also broadened my appreciation of animals.



Zeal
Digital Photography
17 x 22"
2020



Emperor Scorpion
Digital Photography
24 x 32"
2020

DANNY RAFFERTY



Lilith, Digital Photography , 17" x 22", 2020



Leos, Digital Photography, 17 x 22", 2020



Athena, Digital Photography, 17 x 22", 2020

DANNY RAFFERTY



Top:
Akasha
Digital Photography
17" x 22"
2020

Bottom:
Juvenile Alligator
Digital Photography
17" x 22"
2020



Cane Toad, Digital Photography, 17 x 20", 2020

JEFFREY M. RICE



Graphic Design
Business Administration Minor
jeffricestudios@gmail.com
Binghamton NY 13901

BIOGRAPHY

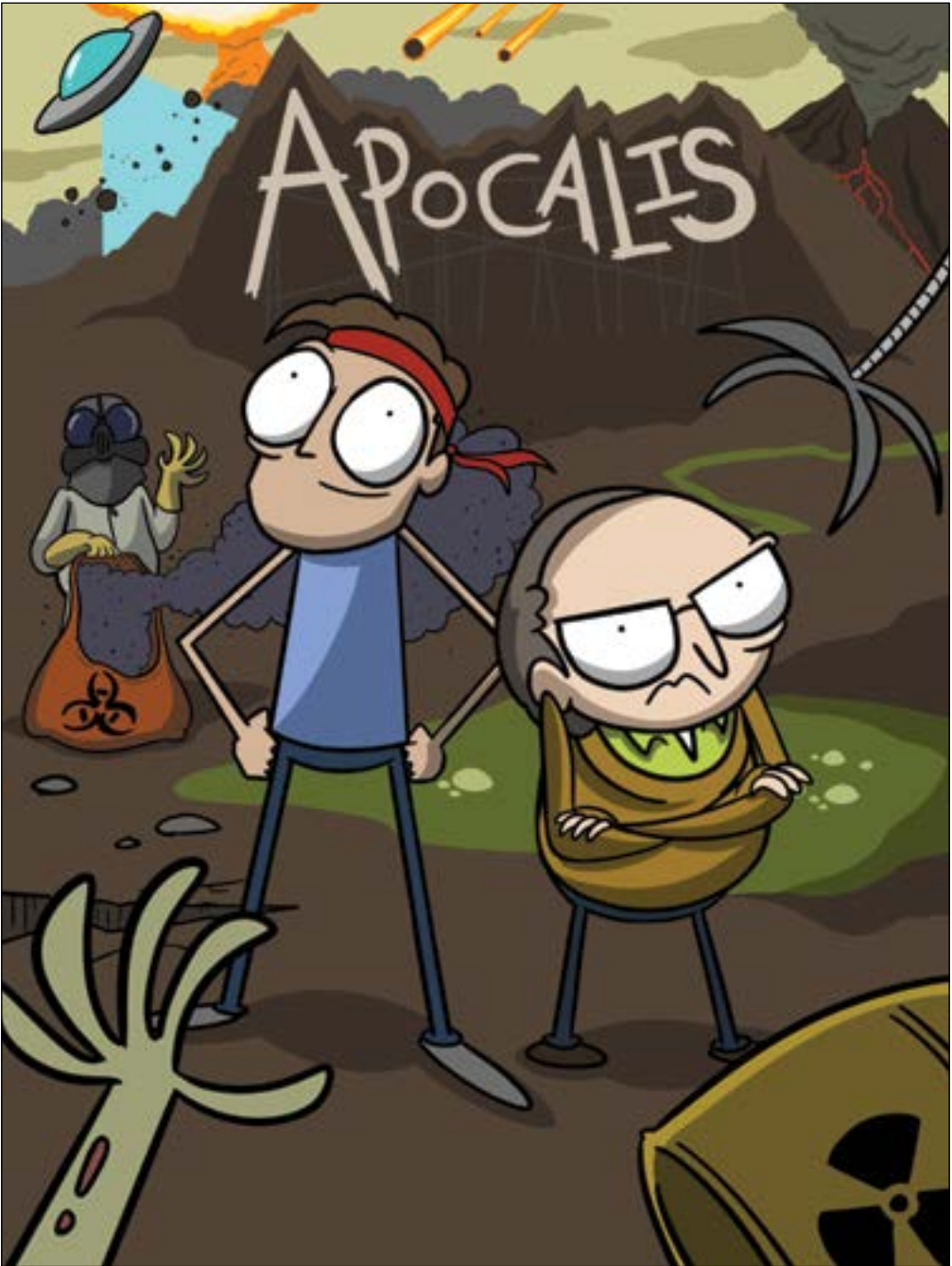
Jeffrey Rice was born in Binghamton, New York, in 2001. He graduated from Oswego State University with a BFA in Graphic Design and a minor in Business Administration. He was a Show Runner and Executive Producer of The MadCaps Live, an original production for the broadcasting station WTOP-10. He also assisted other productions as Associate Director of Original Productions and a crew member. He aims to produce and create more live-action and animated television series as a long-term goal in his career. In his final Fall 2021 semester, he received the SCA Grant to complete his endeavor Apocalis, an animated pilot designed as a television series pitch. Jeffrey values keen storytelling that explores the human condition by putting characters into inventive scenarios that force prolific growth or an ultimate downfall, whether applied to commercial video production or an animated short film. In the means of captivating an audience, he often applies his sense of humor to subvert expectations.

ARTIST STATEMENT

Animation is a predilection for letting these stories living in my head finally escape — it's a much more captivating way to communicate to you the journey that I've been on through the lens of my characters, applied by beautiful visuals. You can pull emotions from life and apply them to your writing and animation, whether mannerisms or dialogue. If these characters weren't all me in some way, they would be insipid cartoons that move. This can be said about any form of multimedia. It's all simply autobiographical. I take pieces from my history or philosophy and provide them for the project that calls for it. It's relatable. It's real. Anyone who is driven to have their story be heard can make it happen; they have every necessary resource available. Doing otherwise is a waste of time and talent. Set your goals high enough to feel in over your head, and then reorient your life to make it happen. Vicariously living through an audience that enjoys my finished projects is the only exhale that I require to keep working. So long as I keep living, I will never run out of stories to tell.



Apocalis Looping Animation
Animation
1920x1080
4/28/21



Top:
Apocalis Promo
Digital Media
22x30"
10/14/21

Bottom:
Apocalis
Video
1080x1920
12/6/21



JEFFREY RICE

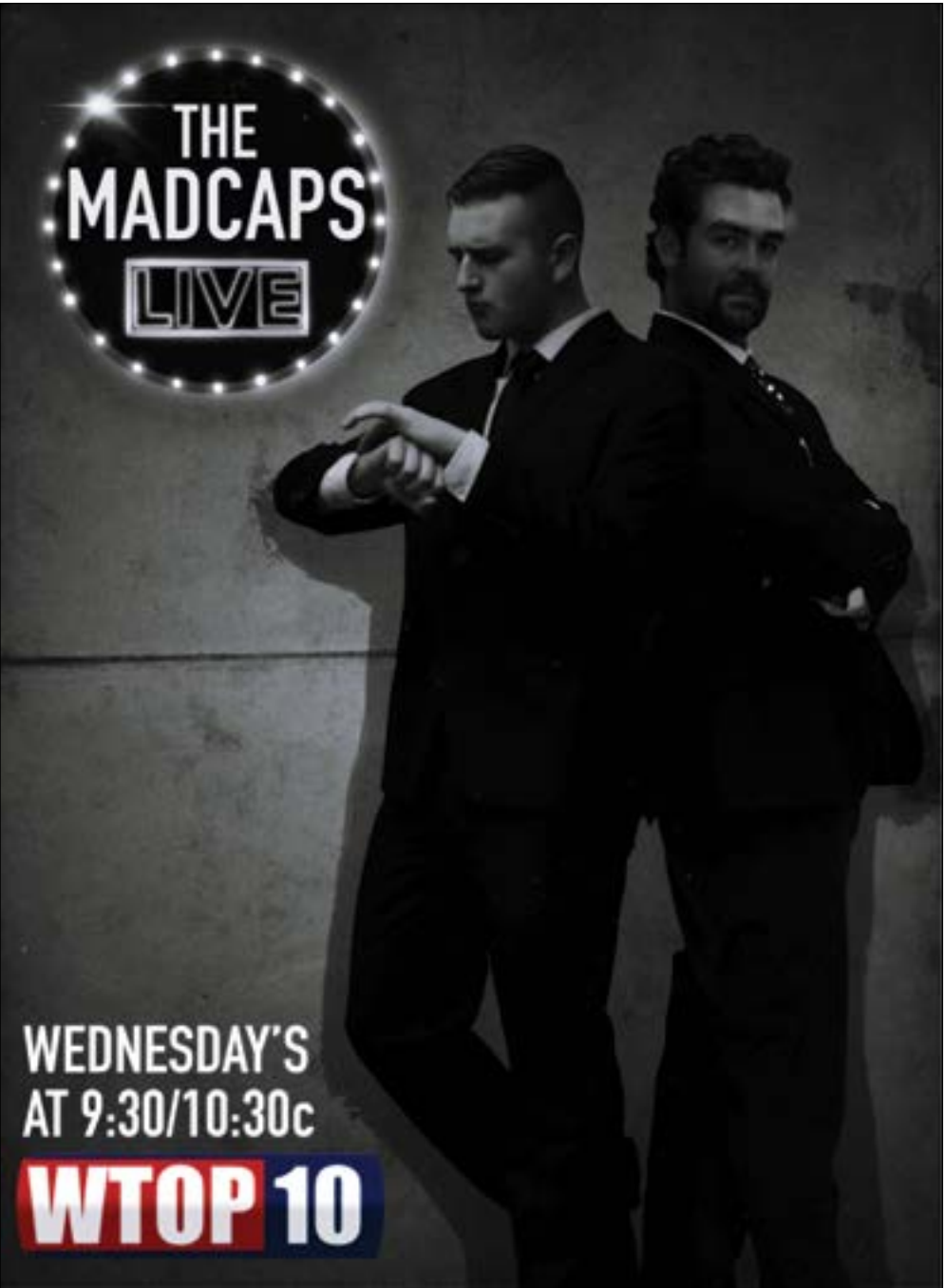


Snowball War Promo
22x30"
Digital Media
9/29/21



Snowball War
Video
1080x1920
12/2/21

The MadCaps LIVE Promo
Digital Media,
Photography
22x30"
11/13/21



The MadCaps LIVE: Pilot
Video
1920x1080
10/2021



JEFFREY RICE

Sprite Hard Seltzer Campaign
Digital Media
2048x2732
5/20/21



Master Copy of Titian’s
Saint Christopher
Oil Paint
1124x1494
11/5/20



onp.int
FOR COLLEGE

IT'S ABOUT THE JOURNEY

About this event: An audio version of this event will air on 89.2/94.1FM which has a local listening audience of 10,000 people across 3 counties in New York as well as an online radio station with national reach. A video version of the event will be aired across On Point's digital channels including Facebook, YouTube and our website.

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On Point "It's About the
Journey" Campaign
Digital Media
1224x1584
6/12/21

Good Friday
Digital Media
2048x2732
4/10/20



GABRIELLE WEST



Graphic Design
gabbywest5@gmail.com
Weedsport, NY 13166

BIOGRAPHY

Gabrielle West is a Graphic Designer and a concept artist from a small town called Jordan-Elbridge, NY. When they were young, they always watched cartoons and YouTube videos surrounding the “let’s play” community. Although their initial goal was to be a concept artist for video games, their wish was to make games or help out and have their art recognized by people they look up to. However, their goals didn’t stop there as she also developed a love for interior design, collecting design magazines and studying them. They were also helping XerStudios with his own game called “A Dark Place 2” with 3D designs and concept art.

ARTIST STATEMENT

When I was younger, around 13, I watched Sonic the Hedgehog on the screen, feeling inspired to create my own characters. Since then, I have been studying human figures and different clothing designs to make more human-like characters. I feel like the character’s design for the game’s theme helps point out that they came from that world and how they dress expresses their own personality. Especially coming from a long history of being exposed to horror movies and art, I love to draw body horror to help express my interest in that field. So many horror creators and gamers inspired me to be adequate in drawing things attaining to that community. These creators are not limited to Markiplier, ManlyBadassHero, Riskrim, and animators alike such as Lumptytouch. To get the feel of horror, you first let your mind go. As crazy as it sounds, draw the first thing that comes into your mind when you go down the list of things you see in a horror film or game. My personal goal is to make a game of my own. The art of a game really captivates people to play the game. It was like the building ground of itself before finalizing ideas. Without this, the game would have no appeal to the eye or any stepping stone of what theme the game is.



A Dark place 2 Logo
3D model



Underground worm
3D model, Cinema 4D



Unperfect Beauty
Digital Poster
11 x 12
2019



Sweet Potato
Photography



Bright Lights on a Bar
Photography



Worst Nightmare
Traditional sketch with ink, 2019



Thing in the woods
Animation
11 x 12"
2020



Warm, Photography, 2020

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