

NOSTOS

**SUNY NEW PALTZ
GRAPHIC DESIGN BFA
THESIS 2021-22**

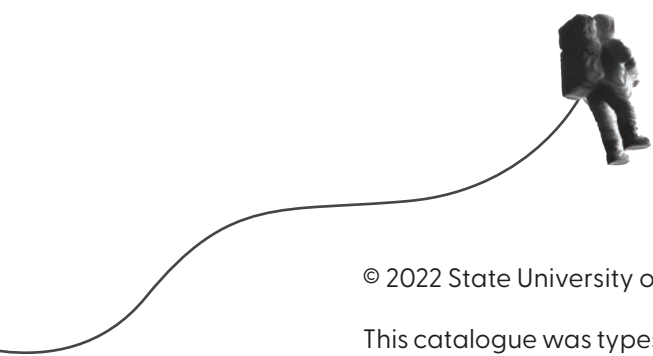
NOSTOS

“THE RETURN TO NEWPALTZ”

Nostos. Based on Greek literature, describing an epic hero voyage back home. Through the many hurdles of an ongoing pandemic, we use this expression to showcase our accomplishments and thesis projects. For the year-long graphic design thesis project, students position their investigations relative to conventional and contemporary design practices and use visual communication to help inform and engage a defined audience. The first semester, students research and write a detailed thesis proposal, apply design research practices, gather content, and develop prototypes. In the second semester, students refine their ideas and execute the project goals and outcomes.

The thesis show showcases senior designers from SUNY New Paltz’s Graphic Design BFA.

THESIS2022.NEWPALTZ.DESIGN



© 2022 State University of New York at New Paltz

This catalogue was typeset in Acier Bat and Greycliff CF. Composed, printed and bound by the Office of Communication and Marketing Print Services. Designed by Graphic Design BFA students Kirstin Phillips and Giselle Quinones.

Additional branding and cover imagery by Graphic Design BFA students on the Thesis Show Branding Team—Rebecca Angelou, Finneas Biles, Sierra Ford and Celine Wang.

TABLE OF CONTENTS

Rebecca Angelou	4	Kyla Jakubowski	22
Emmanuel Aponte	5	Jillian Kahrs	23
Karen Aponte	6	Jonah Koen	24
Eric Baloyo	7	Sabrina Lodato	25
Finneas Biles	8	Bryan Michaels	26
Vanessa Bosch	9	Amber Molchon	27
Kate Brodowska	10	Marcus Urban-Mosenson	28
Andrew Brunjes	11	Nishi Patel	29
Sabrina Burdick	12	Teresa Pellegrini	30
Eve Carmody	13	Kirstin Phillips	31
Diana Chau Hu	14	Giselle Quinones	32
Sam Comes	15	Grace Rocks	33
Noah Crean	16	K'ylam Sanchez	34
Mackie Farooqi	17	Kaia Sherman	35
Sierra Ford	18	Hannah Taddonio	36
Emma Franznick	19	Elyssa VanBenschoten	37
Sarah Glascock	20	Celine Wang	38
Michelle Grieco	21	Emma Warner	39

Eating Through Fusion Cuisine

Learning about fusion cuisine through reading, designing and eating
by Rebecca Angelou



Around the world, food is a representation of one's culture by using local ingredients and techniques. The combinations of these recipes to create a unique dish are perfect (and delicious) examples of fusion cuisine. I explored the definition of fusion food: its connections to the cultural histories of colonialism and human migration, as well as innovations in culinary experiences.

Eating Through Fusion Cuisine is a website designed to showcase the importance of fusion food. The site includes my research into the topic, the resources I've collected along the way as a printable "menu" and reviews of fusion-food restaurants through immersive storytelling. It aims to effectively display the importance of food in all cultures to show how delicious and groundbreaking these dishes can be.

Surefire Tools

A website showcasing tabletop role playing games

by Emmanuel Aponte



Surefire Tools draws people into the world of tabletop role playing games (TTRPGs). I love TTRPGs because they allow you to be a storyteller, whether you are the one in control of the game or the one playing the game. Places, characters and creatures are so unique and there are game systems for every level of player, from casual to competitive. There are hundreds of stories to be explored: traveling to space in giant robots, pulling off a heist to steal a time machine, becoming friends with cute creatures and befriending the gods of the world that you will explore. There is almost no limit to the games available for you to play and the best part is that you get to build the story with your friends. No two games will ever play out the same story.

This website makes tabletop role playing games easier to access for people curious about playing these games casually with friends. The main feature of this site is the resources page, which highlights different websites that will aid you in exploring tabletop role playing games.

Expect the Unexpected: Conversations On Trauma, Resilience & Healing

Normalizing adversity by sharing about one's own struggle

by Karen Aponte



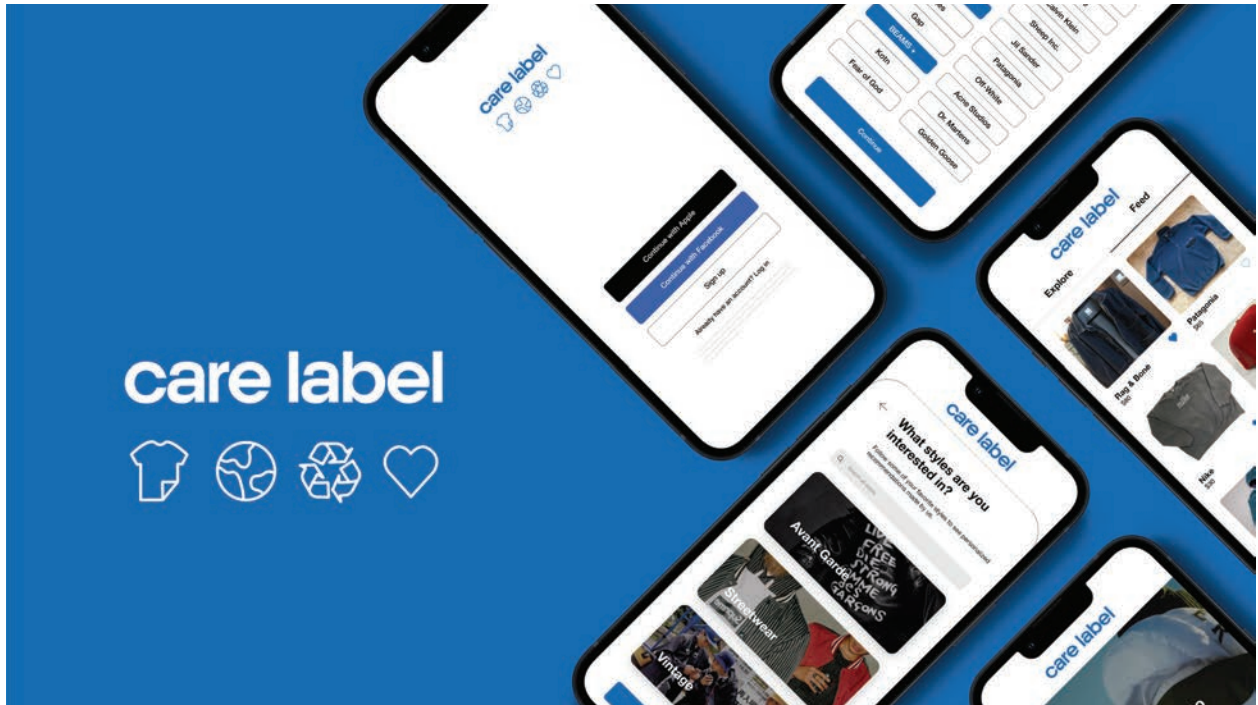
People of all ages go through some sort of struggle unexpectedly in their life: death in their family or friend group, loss of job, or physical and mental illness. For my thesis project, I explored how college students in SUNY New Paltz can come together and normalize struggle by having conversations about it. Learning how to identify, cope, accept and speak about one's own struggle allows us to persevere.

Expect the Unexpected: Conversations on Trauma, Resilience, & Healing is an interactive publication featuring stories of SUNY New Paltz students who faced some sort of adversity through their college years. The book offers coping strategies, techniques and tools to help readers move from surviving to thriving through adversity. These stories give the readers a glimpse of the trauma these students have faced, how they were able to process it and the many ways they healed from it. The book serves as a slow start to understanding what it means to accept and normalize adversity while providing a variety of perspectives and experiences.

Care Label

A focus on sustainable care for clothes

by Eric Baloyo



Fashion has become one of the most resource-intensive industries on the planet. The textile factories that produce these clothes are associated with negative impacts such as water pollution, microfiber pollution in the ocean, waste accumulation, chemical usage and much more. The solution to this problem begins by learning how to take care of the clothes that we own, so that we can make them last longer.

Care Label is an online news outlet and marketplace that focuses on sustainable care for clothes. Using simple and effective design, it aims to spread awareness on the issues of fast fashion and take an active role in slowly working towards solutions. The app works with sellers to offer a unique selection of clothes to people who are looking to save money, salvage resources and shop high-quality brands. We encourage people to buy clothing of better quality that will last, rather than buying into trends.

class projectName()

An exploration of the making and creating of generative art

by Finneas Biles



When most people think of art they usually imagine paintings or sculptures on display in museums. My project, class projectName(), aims to introduce creatives to a new artform, Generative Art. With generative art, the artist creates a process, ruleset, or system that, when set into motion, contributes to or creates a finished work. Each time a piece of generative art is created it will always be different even if the same system or ruleset is applied.

Through web design and the programming language, processing, I want to introduce my audience to the concepts surrounding it as well as to inspire creativity. My website showcases some of the pieces I made and takes my viewers through the process and learning experience of making each piece. Additionally, it provides many of the resources I found useful when learning how to make it myself.

Branding of Distilleries Within the Hudson Valley

An analysis of the branding and visual identity of local distilleries
by Vanessa Bosch



Craft distilling has skyrocketed over the past decade and with so many either already growing or starting-up, how does a distillery stand out and guarantee they don't get overlooked at the bar or in a cram-packed shelf at the liquor store? Just like in any business venture, branding your craft spirits company is central to your success and you must create a brand that people will recognize and ask for. Your brand is the first thing a customer will notice about your product and often can be the determining factor in a customer's purchasing decision. It's important to make it memorable and for it to convey a message that compliments the quality and story of the product.

For this project, I designed a web-based visual analysis of distilleries in the Hudson Valley to explore how their branding helps them stand out from others in the same region.

Reality: An Augmented Print Experience

An immersive experience aided by augmented reality technology

by Kate Brodowska



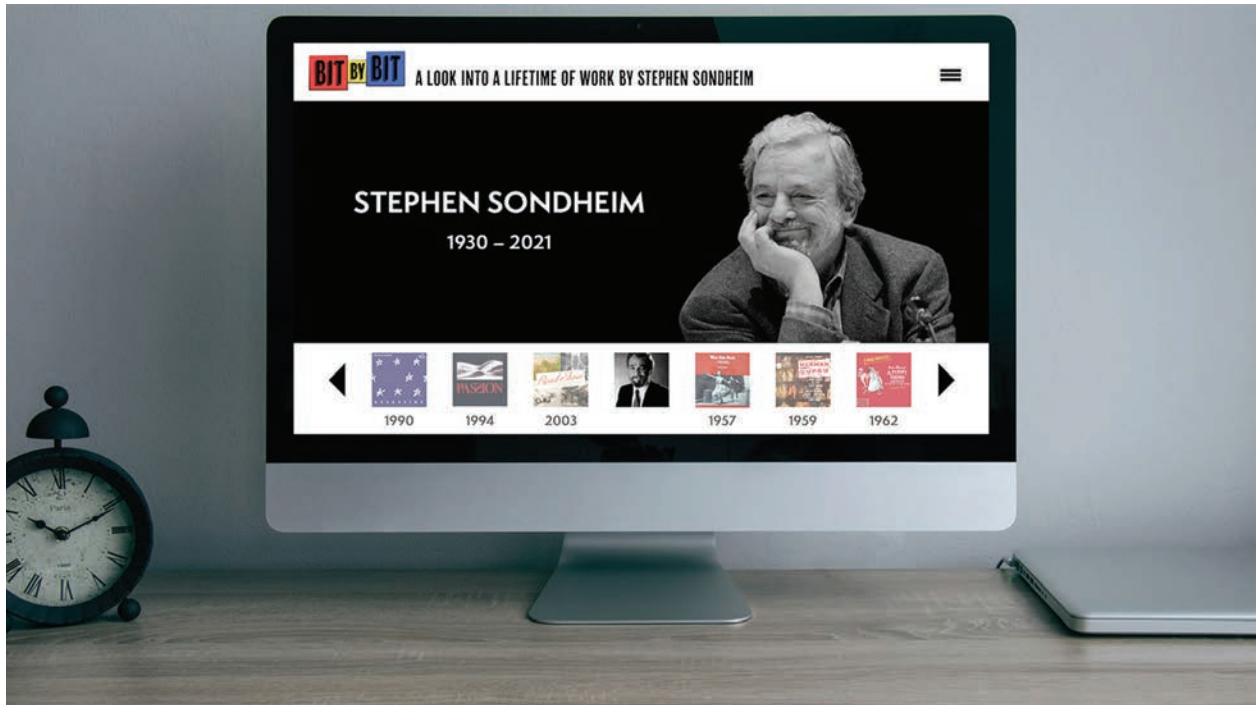
I have created a print book using augmented reality (AR) technology to improve and enhance the user experience in line with commonly used smart devices. The subject of the book is 'Reality' and the ways in which it can be reinterpreted through the lens of AR. The visuals on the pages are viewed through a smartphone/smart device using existing downloadable AR software. Readers without a smart device can still enjoy the book without the AR component, but utilizing the AR technology will dramatically enhance the experience.

The aim of the book is to showcase the potential impact AR could have on print media of all natures. Once this technology has been developed and incorporated into magazines and books the commercial potential is enormous. Magazine publishers could offer AR enhanced editorial pieces alongside AR advertising, which would allow creatives and graphic designers enormous scope and flexibility in the presentation of their messages. There is also considerable scope for use in instruction manuals and educational material to simplify and improve learning experiences.

Bit by Bit

A look into a lifetime of work by Stephen Sondheim

by Andrew Brunjes



Legendary composer and lyricist, Stephen Sondheim, has been changing the world of American Musical Theatre since the 1950s. Unfortunately Sondheim passed away on November 26, 2021 at the age of 91. Sondheim's musicals are still revered by many as some of the best and most influential musicals of all time. The most famous Broadway composers of more recent decades have looked up to him, including Lin-Manuel Miranda and Jonathan Larson.

Bit by Bit is a website which honors Stephen Sondheim's life work by providing a virtual tour of each of his musicals. Since I discovered Sondheim's music in high school, I have always been inspired and touched by his work. Through my research and experience learning about interaction design, I created a timeline based website that is both easy to navigate and educational. With this project, I intend to honor Sondheim's legacy and give back to him by sharing his work with a modern audience and keeping it alive.

Reefs at Risk

An interactive website that dives into issues facing the coral reefs

by Sabrina Burdick



Reefs at Risk takes a deep dive into the Florida reef system where the corals have been impacted by forces of climate change caused by human behavior. Through research from scientific articles and books on the topic, this project highlights the main issues that affect the reefs. This interactive site focuses on environmental subjects ranging from human pollution and warming water temperatures to dangerous chemicals that negatively affect the corals.

It tells a story about the reefs through a digital narrative that allows people to explore the issues and understand the harm that can be done by human beings. The site shows the horrors of what is taking place on the reef through photos and text, and the imperative to take care of the natural reef system. It's intended for those who are looking to learn about the reefs or young adults advocating for the reefs in Florida. Reefs at Risk exposes what goes on beneath the surface and shows the urgency of how everyday people can make a powerful impact in taking care of them.

Dressing America: 50 Years of Women's Fashion

A history of the styles we wear and love

by Eve Carmody



Dressing America: 50 Years of Women's Fashion covers the common styles of fashion and icons from the 1960s to the 2000s through a lens of inclusivity. Fashion has always been a universal outlet for individuals to express themselves; the way we dress is a form of visual language. Recently, fashion has experienced a revival of past trends, specifically from these five decades. Historically, the fashion world focuses on the dress of white women.

This book attempts to acknowledge the history of women of color and their influence on the fashion industry, while also emphasizing how our fashion today is greatly inspired by the past. We dress ourselves every day without knowing the history of the styles we wear or love. For the design of the book, I was inspired by the nostalgia of scrapbooking, digital collage techniques and the visual design trends of each decade.

What We Own

What can we learn about someone from their objects?

by Diana Chau Hu



Objects are all around us. The objects we own carry personal meaning beyond their original function. More importantly, our personal objects can tell stories about us. Material possessions can give us a sense of someone's identity, who they are and what things they value.

What We Own is a book featuring a collection of objects and their stories from a handful of people. Through explorations of layouts, patterns and typography combined with photographs and narratives, this book provides a window into the powerful relationships that exist between people and their possessions. Each object acts like a puzzle piece, revealing something new about their owner.

Moving On

A collection of breakups between friends & lovers

by Sam Comes



It's not you, it's me—actually it's everyone. Breakups happen every day and fuel an entire media industry—movies, television, novels, music... Yet, one breakup that gets little mention is the platonic breakup, the fall-out of friends.

Moving On is a collection of breakups between friends and lovers, focusing on those that occurred in people's 20s. This project features 60 stories from people of all ages across the country. It is organized by time—ranging from 6 days to over 50 years post-breakup. Utilizing collage and a playful tone, Moving On offers an interactive zine for readers to fill-in, draw, crumple, rip-out and re-imagine, in an attempt to give them a hands-on, cathartic experience and remind people that breakups are another part of life!

The Diamond League

A branding for a new independent minor league

by Noah Crean



Branding in baseball is one of the most important aspects of the game. A well-branded team helps to create a bond within the organization. A team name can have ties to the area, which strengthens the relationship of the team and the surrounding community.

The Diamond League is a brand new independent minor league. Included in this league are six teams, each home to one of the fastest growing cities in the US. Through my research into each city, I created team names and corresponding identity designs. The six teams in the league are Concord Swallowtails, Lafayette Crawfish, Las Vegas Dust Devils, Provo Iguanodons, Temecula Rainbow Trout and The Woodlands Termites. This project highlights the development of each team's branding, including logos, hat designs, jersey designs and a website design.

Memori

Connecting with friends and family, one memory at a time

by Mackie Farooqi



Have you ever found yourself with too many photos and not sure what to do with them? Or, have you ever spent time looking for photos you can't find? It's easy to snap photos and videos, but how often do we take the time to really look back at the precious moments?

Memori makes it possible to explore the different ways we can connect with friends and family and cherish these moments forever. Using Adobe Illustrator, Photoshop, Figma and XD, I created a digital prototype and promotional website to serve as proof of concept for a digital album app. Through user experience research, I adjusted elements of Memori to allow users to create, share and reflect on their memories.

Weird

Using personal storytelling to show that being weird is normal

by Sierra Ford



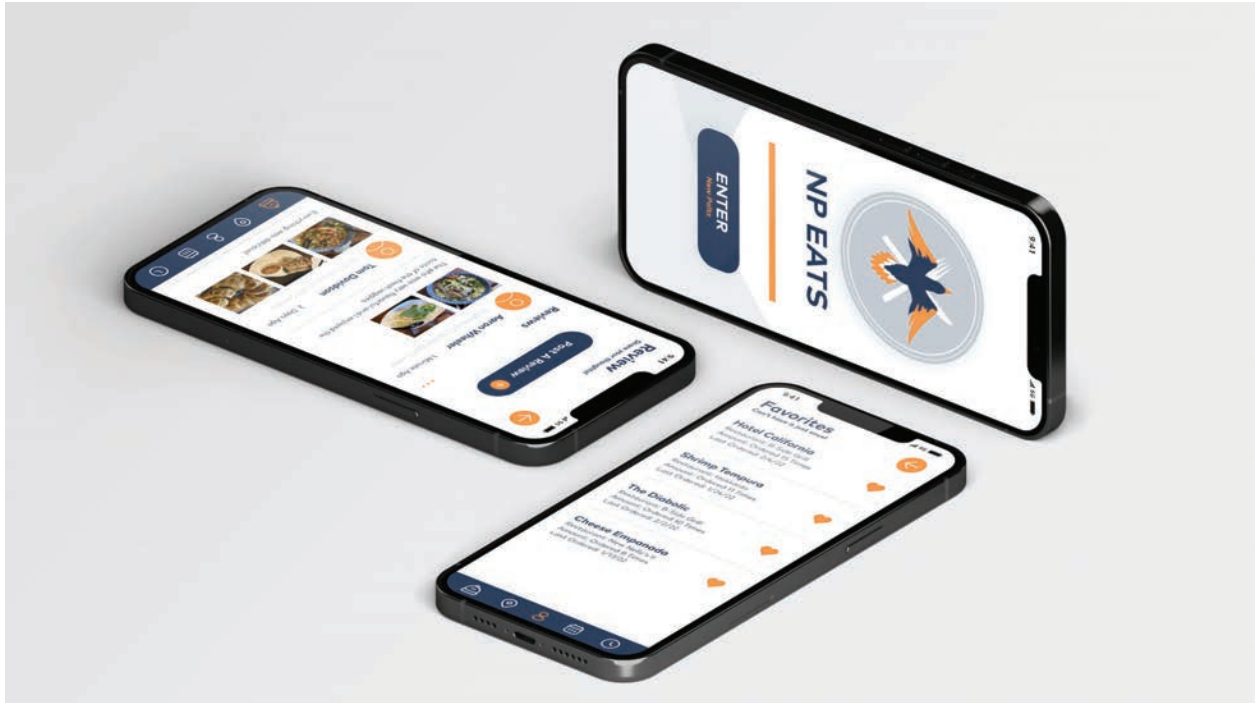
Coming from my own experience, I was called “weird,” “annoying” and “fat” for most of my childhood. I have since grown to learn to love and accept those parts of myself; instead of fat, I see myself as curvy, instead of annoying, I have found people who care about what I have to say and instead of weird, I see myself as unique. I’ve started to embrace the parts of my personality that others may not like.

Weird is a project exploring insecurities and the process of coming to terms with them. This book weaves together the stories and statements from individuals who trusted me with their most authentic selves. Through expressive typography, collage and book design, responses from individuals show that being different is normal. These designs are translated to posters where the two can be directly compared, uncovering the bigger picture. I hope you are able to understand where we come from and relate and see that you are ready to show the world your truth, your beauty, your weird.

NP Eats

An app for New Paltz students to discover new restaurants

by Emma Franznick



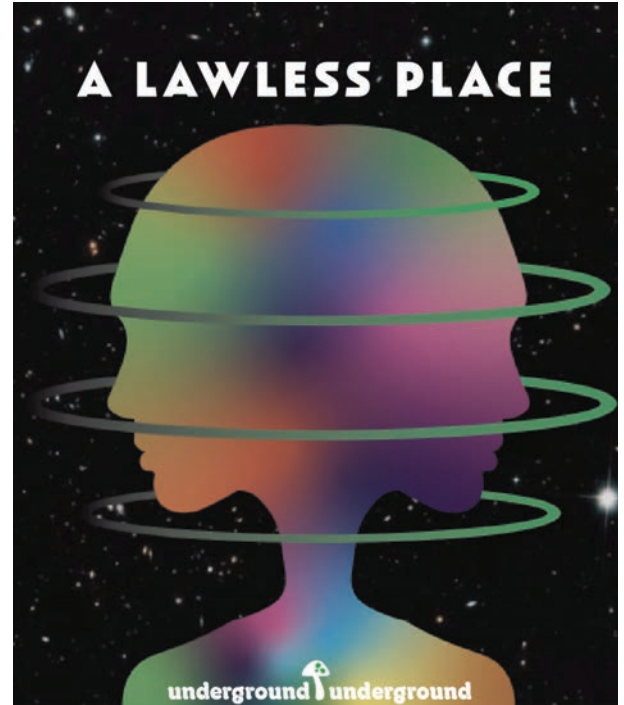
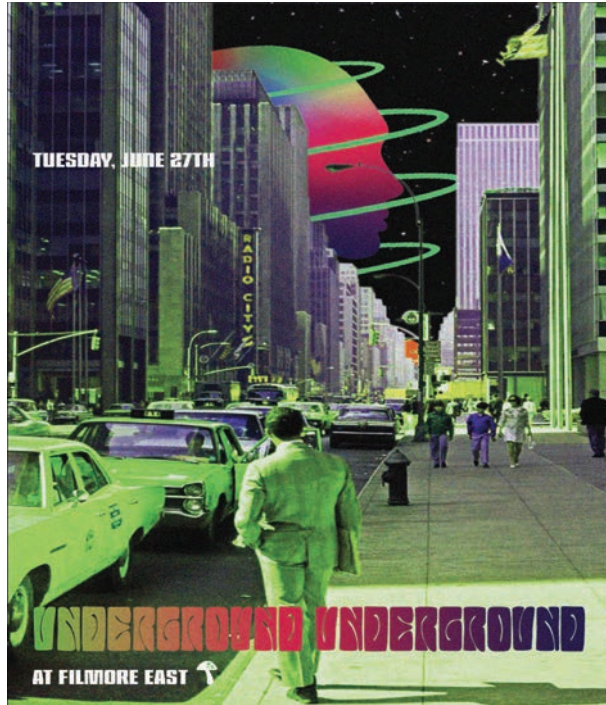
Local restaurants and eateries can help build a sense of shared community culture and identity through their food. NP Eats showcases the different types of cuisines offered in the town of New Paltz as an exclusive app for SUNY New Paltz students. Through interviews with owners and staff, I asked them for the history of their restaurant and what makes their restaurant unique from others.

I created an app for students that helps them discover all the popular restaurants in New Paltz. This app aims to help eliminate the risk involved in trying a new restaurant without knowing anything about its cuisine or ambiance. The app utilizes features such as coupons, a leveling system and photo galleries to help keep students curious to try new restaurants in town.

Stardom Is A Curse, Man!

A reflection on fame and infamy

by Sarah Glascock



What is the first thing that pops into your head when you hear “1970s rock scene?” You’re probably thinking about how good the music was or perhaps the legendary parties that occurred. However, many are too blinded by nostalgia to discuss the grooming, statutory rape and drug abuse that too often occurred in private.

In my project, the toxicity behind the scenes becomes the focus. Through the story of the fictional band “Underground Underground” you will see just how venomous that side of rock was. Furthermore, you’ll explore a different reality in which these celebrities were actually held accountable. This project takes the form of a retrospective, digital article 50 years after the story takes place and with visual artifacts displaying what once was. Using both creative and visual storytelling, through both written word and design, you will find that fame is indeed a curse. And through the nostalgic eyes of the narrator, and the presence of the influential Layla Evans, you will truly see how much struggle is within stardom and the hidden darkness there is behind the scenes.

Innerface

A promotion of self understanding through a digital interface simulation
by Michelle Grieco



Many of us go through life in search of love, acceptance and belonging from the world around us. Doing so can cause us to forget who we are. “Innerface” is a video walk-through of a digitally simulated computer interface that reflects the experience of losing touch with your sense of self due to outside influences. These influences include toxic personal relationships, societal standards and capitalism represented through text messages, a social media feed and pop-up advertisements, respectively. In letting the world around us dictate who we are, we lose sight of our true selves.

The design of “Innerface” compares the influence of these external forces on our view of ourselves to the intrusiveness of the digital world. As the story of “Innerface” progresses, more influences are introduced to the user, causing the design style to alter from inviting and warm to loud and confusing. Color combinations that appear to vibrate are used throughout to reflect the disorienting feeling of losing yourself. The goal of “Innerface” is to encourage people to explore themselves and question if the face they present to the world is their true one by displaying how we construct meaning about ourselves from the world around us.

Rainbow Sunshine Zine

A meta exploration of the fanzine making process

by Kyla Jakubowski



In 1967 sci-fi zines erupted from crude typewriters and hungry fans when Star Trek hit the big screen. Fanzines are small self-published magazines that can range in topics and even styles. Zines keep evolving as each new technology energizes their content and format.

Rainbow Sunshine Zine delves into the material creation of the zine format spanning the late 1960s to the present and beyond. This project incorporates the physical, to the static digital, to the prototyped fanzine. Rainbow Sunshine is a meta-zine, creating a physical timeline of zine production from the limitations of early home brew design to the limitless digital creation and dissemination. This zine is also more than that, it's a love letter to all fan creators as well as fandom itself.

Crystalline

A beginner's guide to healing with crystals

by Jillian Kahrs



Crystals are as old as our earth. They litter our earth's crust with their beauty, but crystals aren't just pretty rocks to look at. While crystals are geologically fascinating and visually appealing, they also have a plethora of different healing properties. Crystal healing is a practice that has been used for centuries to help alleviate joint and muscle pain, chronic migraines, as well as reduce stress, boost confidence and immunity.

Crystalline is a publication that showcases the origins of crystal healing, do's and don'ts of healing practices and gives an in depth look at four beginner crystals: Amethyst, Tourmaline, Opal and Quartz. Each section dives into its healing properties, geological origin and guidance on finding quality. Through information design, attention to typography and page layout, my goal is to make learning about crystals fun and engaging. The project encourages people to do more research, visit local crystal shop and develop relationships with their crystals as well as use these stones to heal emotional, physical, or spiritual issues.

Throw with Us: Stories from the New York Yoyo Community

Intertwining design/storytelling to document and publicize the yoyo community
by Jonah Koen



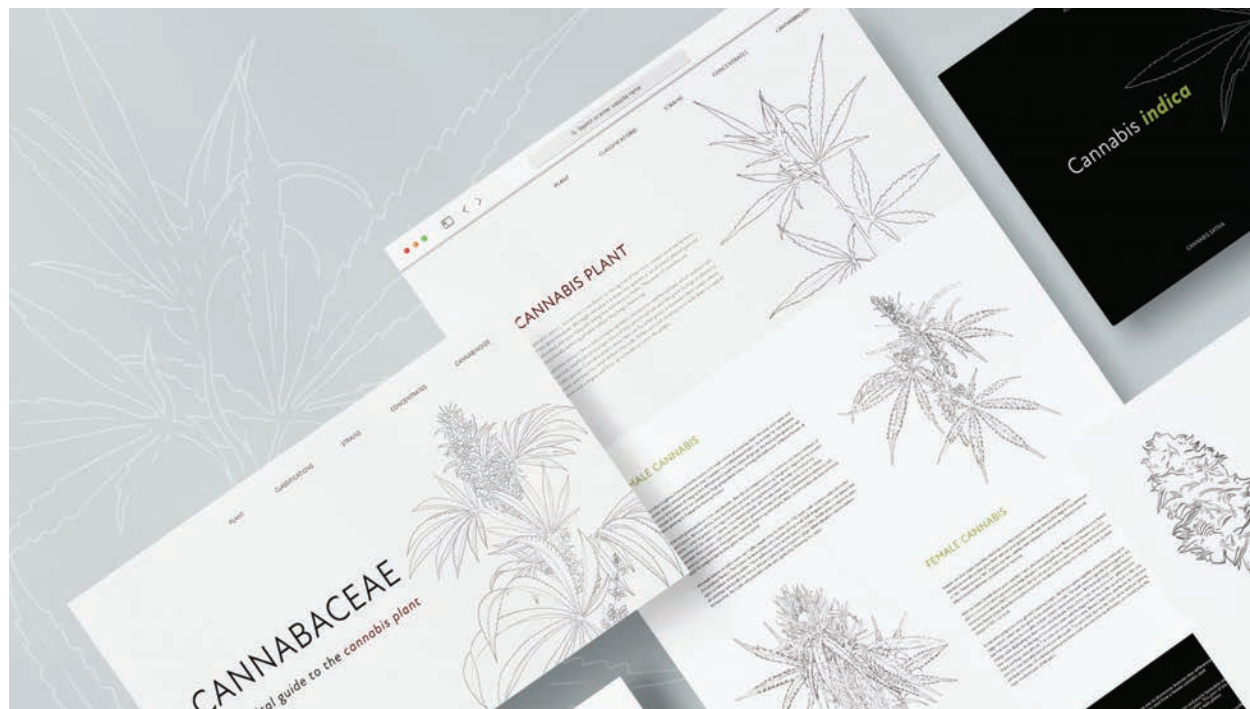
What is your first thought when you hear someone mention a yoyo? For some it's nostalgia, or curiosity and intrigue; while others may associate it with the idea of a children's toy. As I enter my eighth year of yoyoing, I've learned that a simple string and spinning circle can open entirely new worlds. Yoyo is not only a toy, a hobby, a skill, a passion and a sport, but also a place for community, new friends, shared experiences and the true ability to play and thrive in joy with others.

Throw with Us: Stories from the New York Yoyo Community is a book focused on representing and documenting the community aspects of yoyoing, including the people involved and a range of public activities. The book showcases experiences, stories and events from the yoyo community through layout design, thoughtful typography and photography. Part of this documentation includes Community Yoyo Day, an event held on April 2nd in New Paltz, which brought community members together to learn how to yoyo. This book delves into one of my deepest passions and how the yoyo is something more than a toy, becoming a string that interlaces people, places, experiences and the stories that tie them together.

Cannabaceae: A Botanical Guide to the Cannabis Plant

An introductory botanical guide to the cannabis plant

by Sabrina Lodato



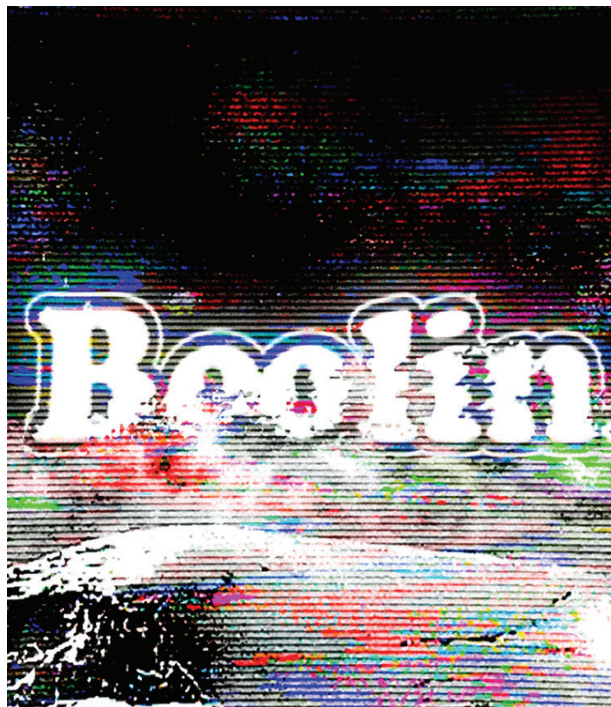
Cannabis has been a controversially debated topic for decades. Although the cannabis plant is one of the most versatile textile fibers and known for its resourcefulness in medicine, politics have prevented access for those who can medicinally benefit from it. Due to recent legality changes in numerous states in the U.S., a progressive education reform is necessary in order to reintroduce cannabis as a healthy medicinal alternative, without carrying over years of stigmatization, misinformation and fear.

Cannabaceae is a cannabis botanical guide that provides a source of accurate introductory information/education on the cannabis plant with the support of scientific illustrations, diagrams and infographics.

Stay Boolin

A clothing brand that expresses personal growth

by Bryan Michaels



Somedays, you wake up and come up with tons of ideas, but ultimately, do not follow through with them. Sometimes, you actually follow through with an idea, and that is how Boolin came to be. As an artist and designer, I have been drawn to clothing and fashion because it is a way for people to express themselves.

Boolin is a clothing brand that is used to express myself as an artist and an individual. I have carefully curated a line of products, branding and ideas, which represent my growth as a person over the past couple of years. From going through an “edgy teen” phase, to being depressed, to maturing over time, the products I designed each represent a different phase in my life. The word Boolin means chilling, and relating it back to the brand, no matter what phase of life you are in, good or bad, it is always important to “Stay Boolin.”

Mind Central

Using video games to positively cope with mental illness

by Amber Molchon



According to a Microsoft Study, “84% of respondents agreed gaming has positively impacted their mental health over the past year, while 71% said gaming helped them feel less isolated.” Mind Central helps people that are dealing with mental health issues in a fun way through innovative gaming. Some of the app’s features are journaling, mood tracking with games tailored to responses, chatrooms, a place to blog and even access to professionally licensed therapists.

Mind Central helps members of the gaming community to use games as a positive way to deal with stress and anxiety. The app connects members with each other, professionals and healthy coping techniques through gaming and expression of one’s feelings. This project focused on an iterative process of user interface design and visual branding. Merch design, such as posters and t-shirts helps build community engagement.

Copyright in Graphic Design

Teaching graphic designers about copyright and protecting their work

by Marcus Urban-Mosenon

How To: **Protect Your Work** | Publishing Online | Legal Documents

Introduction

Copyright protections are automatic, but that doesn't mean your work will never be taken. As designers we often have a lot of work published online through our websites, social media and more. This brings a good amount of risk for people stealing your work and using it illegally.



Watermarks are a great way of providing clear distinction that a work belongs to you, they do obscure your work, which is not always desirable.

Watermarks are a great way of providing clear distinction that a work belongs to you, they do obscure your work, which is not always desirable.

When you need a quick way to prevent art theft



This watermark trades composition for

When you find a quality image with no watermark



This watermark does the opposite. It

Watermarks might be the easiest way to provide a little bit of protection, but keep these examples in mind when deciding if/how to use a watermark for your work.



Construct entire image



Allow use of image

WATERMARKS

03. Terms of Service

If you do decide to upload your work to a third-party platform, make sure you read their terms of service. Many sites allow you to upload content under specific licenses, so you want to make sure you upload it under the correct license.

Other websites have you sign away rights to the content. Like so many of us, we see a terms of service and simply click through, but make sure you know exactly what the website requires of you before posting your work with them.

How To: **Legally Use Work** | Obtaining Content | Fair Use & Derivatives

Introduction

While we make a lot of the work we produce, there is a lot of content we use that we didn't create. Think of typefaces, icons, stock images, mock-ups. We utilize a lot of content others have created.



NOT SURE IF LEGAL OR COPYRIGHT INFRINGEMENT

Obtaining Content

01. Licensing

Just like when you upload work to a third-party website, when you download work from a website, you need to consider what license it's under. One of the most recognizable sources of free-content licenses are from the Creative Commons.

- CC - Public Domain. Completely free to use however you wish without any credit towards anyone.
- CC BY - Free to use however you wish, but you must attribute the original creator.
- CC BY-SA - Free to use, with attribution, and the republishing must be under the same license.
- CC BY-NC - Free to use, with attribution, but cannot be used commercially.

02. Google Image Search

We all sometimes take images from a free website, which is perfectly fine, but sometimes people will upload pirated images that they do not own to these websites, so it's always a good idea to double check by searching for that image's origin.



Google will let you upload an image to its search engine, and it will search the internet for any instance of that image. You'll be able to quickly know whether that image is free or not.

Fairey v. Associated Press, 2010



A famous case of derivative work that violates the original copyright is that of the Barack Obama Hope Poster, created by Shepard Fairey.

This extremely recognizable poster became synonymous with Former President Barack Obama's first presidential campaign, but this poster was actually created illegally.

The original photograph was taken by

Patrick Cariou v. Richard Prince 2013



Another famous case derives from the work of Patrick Cariou's 'Yes, Rasta'. Richard Prince made 30 works for his series "Canal Zone".

Initially losing the lawsuit, it was eventually determined that 25 of the 30 works are transformative enough to be protected under fair use.

This image, Graduation, is actually one of the 5 that are not protected, even though it's the most recognizable image.

 Read the Full Story

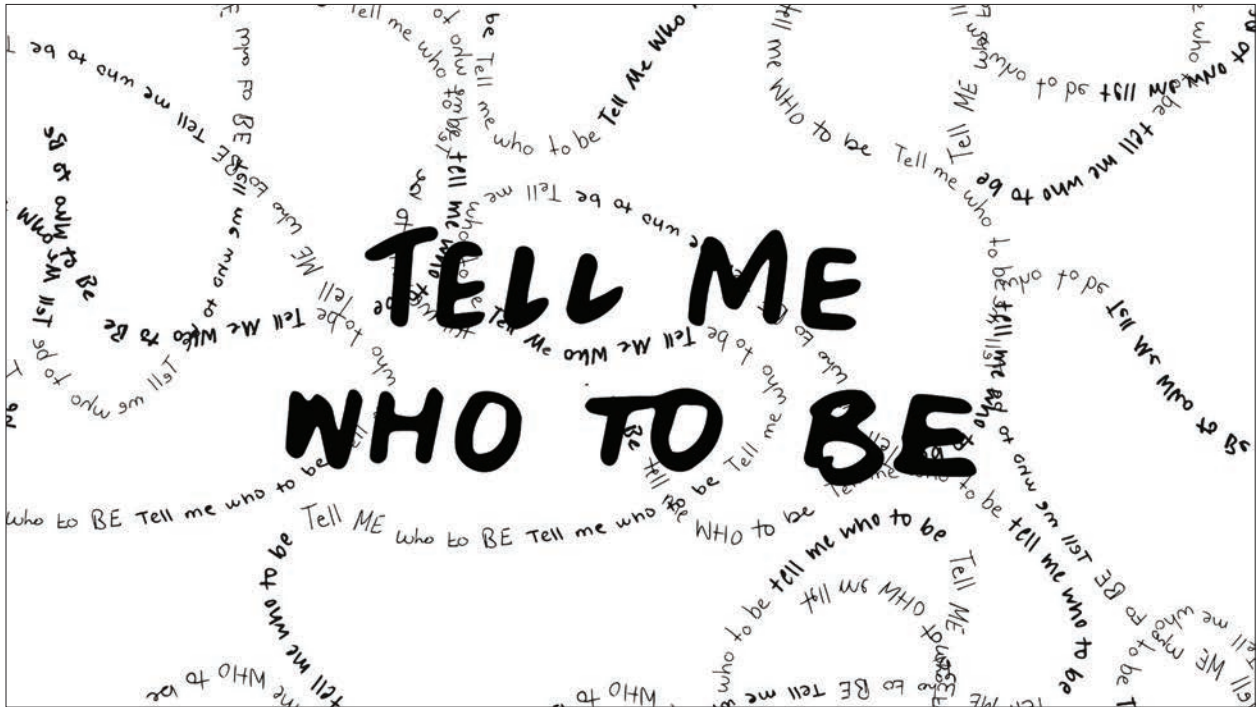
As students, graphic designers are taught formal skills and conceptual development, but we also need to protect our work and use others' work properly. In 2020, there were 10,472 copyright-related lawsuits in New York alone. Imagine how many lawsuits could be prevented if we teach students how to protect their work and properly use someone else's.

Copyright in Graphic Design is a website that provides explanations, tips and tricks, and resources for graphic designers to better understand the ins and outs of copyright law. This website allows users to explore different ways they can protect their work, how to make sure they do not inadvertently infringe on someone else's copyrights when using work they did not create, and provides access to resources to better understand both. Through research in U.S. copyright and website design, Copyright in Graphic Design helps new and experienced designers maintain their rights and navigate through such a complicated overlap between graphic design and the law.

Tell Me Who To Be

A collection of bicultural stories

by Nishi Patel



If you identify as bicultural, you most likely were raised in a household that nourished two cultures. But, this rarely means that someone is 50 percent one culture and 50 percent the other. As a first generation American in an Indian family, I never really felt like I was American enough or Indian enough. Having gone through most of my schooling in India, I was always the odd one out, because I was the American. But, after moving back to the United States, I didn't feel American enough either. That's when I realized that being bicultural is more of a spectrum—where you land depends on how you were raised and your choices in life.

Tell Me Who To Be is a printed zine that features a collection of stories from people of color who have struggled with their bicultural identity. Through the use of expressive typography, handwriting and digital illustration, the zine creates an overall personal experience for the reader. It is also supported by an Instagram account, @tellmewhotobe, that introduces each story and will promote other resources about biculturality. The project aims to spark conversations about bicultural journeys between people with similar and different backgrounds to support and celebrate each other.

The Joy of Mandalas

To facilitate a moment of quiet

by Teresa Pellegrini



“The lesson of renewal is that from small seeds big things grow. From the seeds of our own joy, a whole world can be reborn.” This quote is by Ingrid Fetell Lee, author and founder of The Aesthetics of Joy reveals that the pursuit of happiness is a process; many of us work our entire life to attain “happiness.” Joy is the rainbow that shows itself and fades creating a smile from ear to ear.

With this project, I created a set of eight visual, centering mandalas with a positive affirmation for each, a prompt for contemplation. I hope to create a space for anyone to take a moment, a breath. We all need to slow down, go deeply inward, reflect and relax. My intention is to provide that opportunity with the visuals created. I began this process with laser cutting/printing the mandalas on wood. I attempted to engrave and cut into the wood to create 2-sided images. They did not turn out as planned so I printed them onto cards to create a deck for contemplation, to create joy. There is a set of 8 mandalas, or circles(Sanskrit interpretation). Using Adobe Illustrator, on one side there is a mandala image created, on the other side is a word prompt for contemplation to facilitate joy. The eight words are: perspective, humility, humor, acceptance, forgiveness, gratitude, compassion, and generosity.

poetry abound

A celebration of diverse contemporary voices

by Kirstin Phillips



As Ada Limón explains it best, “For those of us in the between spaces...if your identity is a little slippery, poetry is the place where you can go to explore that.” poetry abound searches the diverse world of contemporary poets and brings them to the forefront. All the poets featured in the display are writers who are part of historically marginalized communities and they all search within their identities for inspiration.

This project resulted in a two-week exhibition at the Sojourner Truth Library during National Poetry Month. By placing poetry in public spaces and making it more approachable through vibrant and expressive design, more people can realize the universal power of poetry and how it connects us all through shared words and experiences.

deafinition

Sharing the beauty of language to educate and eliminate barriers

by Giselle Quinones



“I doubt whether people are more curious about anything in life than other people—especially other people with another culture. This is especially true for relatively invisible cultures like Deaf Culture. How are outsiders to learn about it—to learn even the rudiments; for example that there is such a culture?”

—Harlan Lane

deafinition, a year-long research-intensive project, hopes to broaden perspectives of human differences within the Deaf Community. It seeks to promote awareness of a linguistic minority through a sampling from *For Hearing People Only: Fourth Edition* by Mathew S. Moore & Linda Levitan; a book focused on the most commonly asked questions regarding the Deaf Reality. Through an illustrative process of drawing and designing introductory American Sign Language signs, a website and zine share the beauty of language with all of humanity to educate and eliminate barriers.

Mindful Moments

Illustrating mental illness to make meditation accessible and approachable
by Grace Rocks



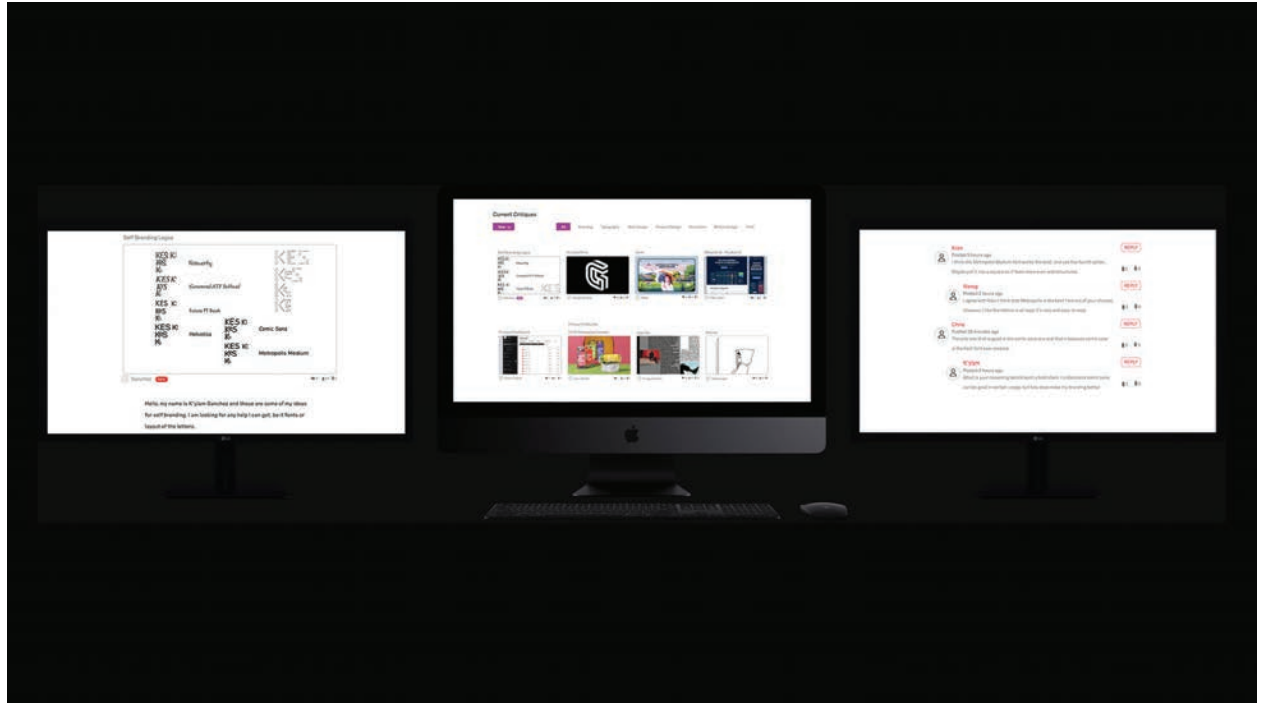
In today's world, the average person is plagued with a high level of culturally normalized stress. Prolonged stress can lead to anxiety, depression and other mental health difficulties. When it is seemingly normal to be overly-stressed, and a stigma continues to exist around mental health, it is harder for individuals to take action to take care of themselves. Therapy, while great, is unfortunately not a resource that is easily accessible to everyone. Mindfulness meditation can be used by anyone, anywhere, at any time and has been proven to significantly reduce anxiety and depression.

Mindful Moments is a series of card decks to be used to prompt and/or guide a meditation. Each card contains one mantra, or affirmation, that the user will be able to refer back to throughout their practice to focus their energy where they need it most. Through illustrating abstract feelings and concepts, they become easier to grasp, understand and work through.

Criti

A constructive feedback platform for designers

by K'ylam Sanchez



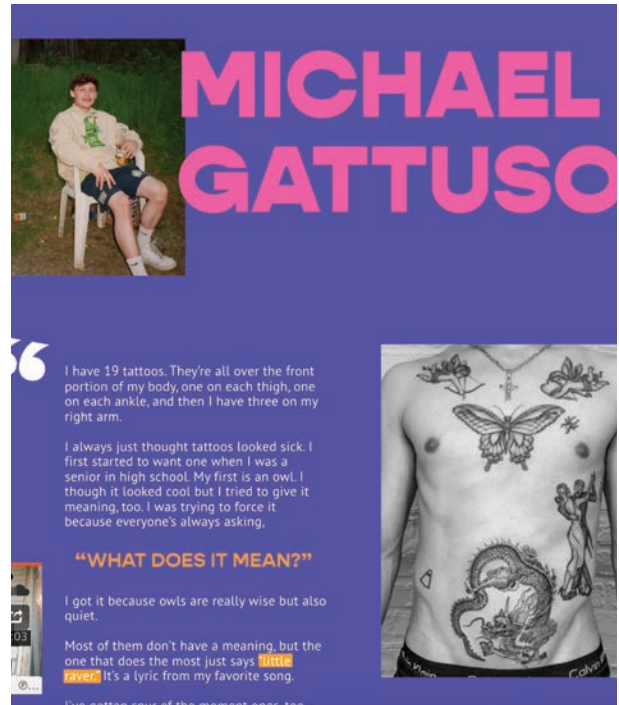
Criti is a platform for designers to receive constructive feedback they need to improve their work. Constructive criticism is a helpful way of giving feedback that provides specific, actionable suggestions. Rather than providing general advice, constructive criticism gives specific recommendations on how to make positive improvements. It is clear, to the point, and easy to put into action.

Criti is different from other existing platforms by offering suggestions for ways to make constructive comments. This is one of Criti's main features. Another main feature is the tutorial page, which offers different types of articles and videos to further deepen users' knowledge on critiques and criticism. The last main feature of Criti that sets it apart from the others will be its live critiques. This allows users to go live and have other individuals join and give live feedback.

INK: Stories on Tattoos

An insight into the lives of individuals through their tattoos

by Kaia Sherman



The art that people choose to place permanently on their body and their personal interpretations can often tell us a lot about who they are. The practice of tattooing has been embedded in cultures across the globe for over 4,000 years developing a rich history holding significance to this day.

INK: Stories on Tattoos uses digital storytelling to explore the role that tattoos play in our culture through documented personal stories and experiences. By looking into a person's life through their body art, we are offered insight into their relation to self and their view of the world around them.

Accessible Sustainability

A promotion of inclusive sustainability, activism awareness and resources
by Hannah Taddonio



The main discourse about living a more sustainable lifestyle is aimed at what products we can buy or avoid to offset climate change, but did you know many people cannot make those changes and end up feeling powerless? My younger brother is on the autism spectrum, so when I started transitioning to a low-waste lifestyle, I noticed some eco-friendly products do not take his safety into account, such as reusable straws or eating unprepared and unpackaged foods. Eco-Ableism is a form of ableism described as the neglect/oversight by non-disabled environmental activists to recognize that some of the climate actions and/or sustainable products they promote are not created with disabled people in mind and can make their lives unnecessarily more difficult.

Accessible Sustainability is a social media campaign on Instagram where New Paltz students and community members can learn about inclusive sustainability, understand the issue of Eco-Ableism and see campus resources for positive change as well as events related to these topics. It is a beginner's guide to eco-consciousness that brings people with disabilities to the forefront of these conversations and informs followers on the many ways to help.

Hidden Gems

A magazine of Kingston's creative people, places, events and opportunities
by Elyssa VanBenschoten



Growing up in High Falls, I've always known that the Hudson Valley is a creative area, especially Kingston—a city that's burgeoning with artistic spaces and individuals. Art has been an essential aspect of bringing this community together. With as many creative people and places as there are in the area, there's no one place dedicated to showcasing all of the art and creative pursuits embedded and emerging within its historic boundaries.

That's why I created Hidden Gems, a seasonal magazine that is meant to showcase Kingston's creative people, places, events and opportunities. I've researched the city, interviewed creative people and organizations, compiled and edited the content, and took my own photos around the area to bring this magazine to fruition.

Hey Stranger

Encouraging people to strengthen their social connections

by Celine Wang



Social connection is a fundamental human need, especially in our post-pandemic world today. When we take the time to reflect and have meaningful conversations, our connection muscles are strengthened. The best conversations are a result of learning about the stuff below “surface level”—a person’s stories, aspirations, fears and more. This process requires some vulnerability and compassion which many of us lack. The saying, “hey stranger,” is used to greet someone whom you haven’t connected with in some time. This project serves as a starting point for doing so.

Hey Stranger encourages social connection, self-reflection and better conversations by engaging people with thought provoking questions. By combining secondary research and elements of user experience design, the final outcomes are: a brand identity, a responsive website where people can access resources for connection and promotional materials that serve as a proof of concept for this project on a grander scale.

A Beginner's Guide to Medicinal Plants & Herbs

Illustrating simple ways people can use medicinal plants and herbs

by Emma Warner



A Beginner's Guide to Medicinal Plants & Herbs offers simple ways for people to utilize medicinal plants and herbs. It also provides plant background information and directions on making teas, tinctures, essential oils, salves and more. There are a vast array of common plants that have healing abilities such as Echinacea, Lemon Balm and Dandelions.

Through illustration, book design and research into existing sources, I highlight some of these common medicinal plants and herbs and their health benefits.

THANK YOU TO THE INDIVIDUALS WHO HAVE WORKED TO MAKE THIS YEAR'S THESIS SHOW AND PROMOTION POSSIBLE.

Congratulations, Class of 2022, you all inspire me! It's been an honor working with you during this year, watching you and your projects develop and evolve. Stay in touch and let us know how you're doing. And of course, come back and visit!

–Amy Papaelias, Associate Professor & Thesis Advisor

You were true examples of grace under pressure, real troopers through COVID. It was such a pleasure to work with you online and live. Wishing you all much success and happiness in your futures!

–Anne Galperin, Program Director & Associate Professor

As you move forward and through your first few design positions, developing good work habits is likely more useful than accomplishing specific goals. Work earnestly and enjoy your colleagues and the diversity of design, the details will sort themselves out.

–Arthur Hoener, Associate Professor

I think the main message I've learned is from this story when I was in Costa Rica and stumbled across hatchling sea turtles making their way from the beach to ocean.

It was breathtaking and quite dramatic watching their ancient journey from the beach, where they hatch under the sand, to sea—a considerable distance for newborn creatures that are about as big as your thumb. When the tiny turtles reached the water lapping at the shore, many were pushed backward or flipped in all directions. They were so light! But then a few more currents would come in, and you could see them find their groove in the ocean waters and begin paddling away until you could no longer spot them. One baby turtle seemed to have something wrong with a flipper, and it took him much longer than the others to get to the sea. A big crowd of people was there to coax him forward. At times, he seemed exhausted and disoriented, waddling sideways and struggling over tiny dunes of sand sculpted by the air and human footprints. At that moment, I've never wanted something so badly as to see the little guy make it to the sea! Even at the shore, the water wasn't strong enough to pull him in—he even flipped over on his back right beneath me after one wave, his legs wriggling in the air. Eventually, a conservation manager picked him up at the shore and put him into the ocean, where he swam away.

My takeaway is that as long you keep trying to pursue your authentic goal, the universe will eventually help you out. People will notice that you're trying, and they will want to help you out.

The other is to assume positive intent in others, consonant with reality. This is advice from the philosopher Martin Buber. It's called 'confirmation': confirm the goodness in other people.

–Joshua Korenblat, Associate Professor

Congrats all! For the next phase... Just DO the work. There will always be resistance but if you do the work, things work out.

You can't control what the world does to you. However, you can control how you respond to what's done to you. It ain't easy but try to turn setbacks into opportunities.

You risk failure no matter what you do. So, might as well risk failing doing something that you love.

–Chris Andreola, Adjunct Faculty

Follow your dreams, listen to the truth your heart speaks. Remember work should be fun, so play hard and have that fun. Show the world who you are but more importantly, show you who you are. Best of luck in all your endeavors!! Sending you off into the world with love.

–Diane Attebury, Adjunct Faculty

I am so proud of each and every one of you. It's been an absolute privilege to be your professor. Y'all will always hold a special place in my heart as my first group of students. We have faced so much together in the last two years and I have been so impressed with the great work y'all have been able to do through it all. I know you will all go on to do great things, please stay in touch and always know I'm here to help!

–Shauna Keating, Adjunct Faculty

Congratulations Class of 2022! I wish you all terrific success as you forge the newest chapter in your careers!

–Brianna Rascoe, Adjunct Faculty

Dear Class of 2022,

Thank you for letting me be a part of your journey into graphic design, I know you didn't really have a choice, but thank you for all your hard work, your openness, and your growth. Nothing is more fulfilling to me than that. I am proud to have been part of your time here at New Paltz and can tell with certainty that your growth in the coming years will be transformative and nothing short of amazing. Congratulations for persevering and so proud of each and every one of you.

–Dimitry Tetin, Associate Professor (2015–2019)

Etsuko Roseblum, Portfolio Advisor
William van Roden, Portfolio Advisor
Kristoff Lalicki, Adjunct Faculty
Keith Ferris, Instructional Support
Peter Demuth, Academic Computing

