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Ever since its founding—indeed, as a foundational principle—working professionals have made up the School of Visual Arts faculty. In our classrooms and studios they pass on the hard-earned lessons and skills they have acquired and point to what’s ahead. Since SVA has always been based in New York City—the global capital of art, design and their related fields—the pool of talent from which we draw our faculty is exceptional. It is largely for this reason, I believe, that SVA has been successful as an educational institution.

The diversity and currency of SVA’s 21 graduate programs further testify to the benefits of our pedagogical approach. Our department chairs—who are themselves also active professionals of distinction—work with our faculty to design rigorous yet pragmatic curricula that reflect today’s industry practices and anticipate oncoming challenges and opportunities. Indeed, this forward-thinking philosophy has formed the basis of entire degree programs at the College. SVA’s MFA Computer Arts program, begun in 1986, was arguably the first of its kind. And our newer offerings, such as MFA Design for Social Innovation and MFA Products of Design, are likewise pioneers, charting new and fertile territory for future generations of creative thinkers.

As you will see in this catalog, our graduate departments span a range of disciplines and offer a variety of study options and specialized facilities. Together, they share the Visible Futures Lab (vfl.sva.edu), a workshop that provides all SVA graduate students with a full complement of traditional and digital fabrication tools, everything from woodworking machines to embroidery machines to 3D printers. On any given day, a visitor to this lab—or for that matter to any of our graduate programs’ studios, reading rooms, kitchens and lounges—will find students sharing space, trading ideas and forging the connections that will give rise to new enterprises, new projects and new creative breakthroughs. Increasingly, I find the possibility of such collaborations as inspiring and as intrinsic to SVA’s continued success as our renowned faculty. After all, a good education is not just about who you learn from; it’s also about who you learn with.

Thank you for your interest in the School of Visual Arts and our community of graduate programs. I hope to welcome you on campus soon.

—David Rhodes, President
SVA is dedicated to providing its students with resources and facilities necessary to enhance their study, including the SVA Theatre (far left) and the new SVA Library West (below).
The main branch of the SVA Library is located on the east side at 380 Second Avenue.
The graduate programs at SVA foster a community of artists and scholars. With more than 35,000 graduates based across 100 countries, SVA alumni make up one of the most influential creative communities in the world.
Start teaching next fall with our one-year intensive program, or attend part-time with our two-year program, both of which lead to K-12 teacher certification.

Develop your educational philosophy and teaching portfolio while continuing to maintain your art practice in a supportive environment of teachers and peers.

Gain specialized teaching experience in diverse settings such as homeless shelters and museums.

Catherine Rosamond, chair
Jamie Chan, assistant to the chair
Barbara Salander, thesis director
Michael Filan, student teaching supervisor
Anna Roman, secretary

Tel: 212.592.2445
Email: matarted@sva.edu
Site: sva.edu/arted

facebook.com/sva.arteducation
instagram.com/sva_art_education
Multidisciplinary program that addresses the intellectual, aesthetic, technical and practical concerns of the artist.

Low-residency format combines online coursework with three summers of studio practice in NYC.

Students will engage with artists, designers, curators and others from New York’s art world and beyond.

David A. Ross, chair
Jacquelyn Strycker, director of operations
Allison Hewitt Ward, assistant to the chair

Tel: 212.592.2781
Fax: 212.592.2245
Email: artpractice@sva.edu
Site: sva.edu/artpractice
Department Site: artpractice.sva.edu

facebook.com/svaartpractice
twitter.com/svaartpractice

Monika Lin (MFA 2017), Philosopher’s Walnut.
The MPS in Art Therapy program at SVA is interdisciplinary in approach, integrating the experiential components of art therapy practice within a comprehensive framework of academic theory and clinical application.

Students learn to adapt the creative process to the specific therapeutic needs of the individual, population and setting, with a consideration of how socio-political and cultural issues impact treatment.

SVA believes in active engagement with the community utilizing the diverse, multi-dimensional, artistic and innovative atmosphere of NYC and beyond to enhance training.

The Department offers larger group information sessions and experiential workshops each year, as well as individual information sessions.
One of the only graduate writing programs that focuses specifically on criticism.

For us, criticism is a way to ask bigger and better questions.

We want students with wide-ranging curiosity about contemporary culture.

Emphasis on the history and current transformations of the image.

David Levi Strauss, chair
Annette Wehrahn, assistant to the chair

Tel: 212.592.2408
Email: artwriting@sva.edu
Site: sva.edu/artwriting
Department Site: artwriting.sva.edu

vimeo.com/user6822793
facebook.com/artwritingsva
twitter.com/artwritingsva
instagram.com/degrecritical/
The Masters in Branding program is the first of its kind in the world, providing a radical, innovative look at the relationship between design, branding, science and strategy. Curriculum integrates behavioral psychology, cultural anthropology, market research, data analysis, business strategy, trend forecasting, statistics and economics.

A one-year degree built on rigorous academics that are taught by industry leaders with classes at night to accommodate working professionals. Students leave with the knowledge, frameworks, skills and tactics to critically evaluate culture and lead brands into the future.

Debbie Millman, chair
Emily Weiland, director of operations, graduate advisor
Katie Scott, studio manager

Tel: 212.592.2744
Email: branding@sva.edu
Site: sva.edu/branding
Department Site: branding.sva.edu

facebook.com/svampsb
twitter.com/svampsb
Founded in 1986 and with a network of over 1,000 alumni, the MFA Computer Arts Department was the first MFA program in the U.S. to focus on computer art.

The MFA Computer Arts Department emphasizes creativity and a multidisciplinary approach to making art with computers and emerging technologies.

Dedicated to producing digital artists of the highest caliber, the department guides students in the development of a personal artistic style in a course of study that is individually tailored to meet their needs.

Students come from around the world, providing unique cultural perspectives to the creative process.

The Department has distinguished itself with nine Student Academy Awards.

The faculty comprises established fine artists and industry professionals from the greater NYC area, ensuring our students receive the most up to date and highest level of professional instruction.

The facilities consist of state-of-the-art computer labs, classrooms, audio/video production suites, equipment library, gaming lounge and digital fabrication studios. Students have 24/7 access to 4K video editing, 3D printing and virtual reality to assist in their creative process.
MA Critical Theory and the Arts

30 CREDITS | ONE-YEAR RESIDENCY

- A program of study in critical theory, social justice and the arts—meaning the visual arts, literature, dance, music and architecture.
- The Serious Times Lecture Series and the Situation of the Arts Seminar are the center of the curriculum.
- Taught by distinguished faculty, the MA degree is completed in three consecutive semesters and culminates in the Comprehensive Thesis.
- Graduates go on to PhD studies in various areas: to work in galleries, museums, schools and nonprofit institutions; to teach at the college level; and to speak out as public intellectuals.
- The demanding year of study, writing and discussion is meant for students with a lot on their minds who are prepared to have a whole lot more on their minds.
- To read more about the MA Program in Critical Theory and the Arts, visit the Department Site: cta.sva.edu.

Jeremy Cohan, director of operations
Meghan Roe-Mesenbourg, assistant to the chair
Tel: 212.592.2172
Fax: 212.592.2168
Email: theoryart@sva.edu
Department Site: cta.sva.edu
College Site: sva.edu/cta

facebook.com/TheoryArt

Program graduates Mang Su, Paloma Crousillat and Jamie Keesling.
MA Curatorial Practice

50 CREDITS | TWO-YEAR RESIDENCY

- Rigorous curatorial training in the heart of Manhattan with leading curators and experts from New York’s major arts institutions.
- Historical and theoretical study of the expanded curatorial field.
- International network of institutions and organizations for career development.

Steven Henry Madoff, chair
Michael Severance, director of operations
Brian Kuan Wood, director of curatorial research
Deirdre Nolan, administrative assistant

Tel: 212.592.2274
Fax: 212.592.2555
Email: macp@sva.edu
Site: sva.edu/macp
Department Site: macp.sva.edu

facebook.com/SVAMACP
twitter.com/svacuratorial
vimeo.com/svacuratorialpractice
instagram.com/svacuratorialpractice
We emphasize entrepreneurship as an alternative to conventional practice, and as a means to raise the level of design expertise and achievement.

- We teach a broad set of visual, verbal and textual approaches as foundation for design.
- We focus on creation to optimize the designer’s abilities to rise to the next professional level.

Steven Heller, co-chair
Lita Talarico, co-chair
Veronika Golova, director of operations
Ron Callahan, senior systems administrator

Email: mfadesign@sva.edu
Site: design.sva.edu
Department Site: sva.edu/mfadesign

facebook.com/mfadesign
twitter.com/svamfadesign
vimeo.com/svamfadesign
@svamfadesign

Identity for “Behind the Curtain,” an app designed to enhance the Broadway experience by Jessica Lin for her thesis Venture - MFA Design / Designer as Author + Entrepreneur 2018.
Design for Social Innovation works at a systems level, igniting collective creativity, and realizing the kind of transformational opportunities for business and society that we need most right now.

We offer a uniquely holistic approach—at the intersection of design, social innovation and enterprise.

The DSI curriculum encompasses a broad range of issues including conservation, health, food and agriculture, poverty, women's rights, social justice, fair trade, education and community revitalization.

DSI students work with real clients throughout the program, gaining hands-on experience.

Graduates are prepared to work in business, government, creative services, philanthropy, non-profits and as entrepreneurs.

Cheryl Heller, chair
Chessa Cahill, director of operations
Ansley Pentz, assistant to the chair
Aaron Holland-Plum, systems administrator

Tel: 212.592.2205
Email: dsiinfo@sva.edu
Site: sva.edu/dsi
Department Site: dsi.sva.edu

facebook.com/svadsi
twitter.com/svadsi
instagram.com/svadsi

TOP: 2018 thesis project by Yuka Fukuoka, VRbal, uses virtual reality to help stutterers gain the confidence to handle stressful situations.

BOTTOM: 2018 thesis project by Hrudaya Veena Yanamandala and Stephen Morrison, Headway, delivers support to cancer survivors through connections to each other and expert help.
The MA in Design Research, Writing and Criticism is one of the only graduate programs of its kind in the U.S.

Prepare for careers in design research, publishing, curating, education and management.

Contribute to the public discourse on design, architecture and cities.

Enrich your multi-dimensional practice with research, writing and critical tools.

Learn how to create compelling narratives about images, objects and spaces.

Molly Heintz, chair
Eric Schwartau, director of operations

Tel: 212.592.2228
Email: designresearch@sva.edu
Site: sva.edu/designresearch
Department Site: designresearch.sva.edu

facebook.com/svadesignresearch
flickr.com/groups/dcrit
twitter.com/dcrit
vimeo.com/dcrit

Metropolitan Magazine editor in chief Avinash Rajagopal (MA 2011) discusses thesis presentations with Emma Ng, Paul Olmer and Molly Woodward at “Sightlines,” the graduate conference of the Class of 2017.
MPS Digital Photography

30 CREDITS | ONE-YEAR RESIDENCY

- Master the technical, creative, conceptual and business aspects of current digital image and video practices, which professionals require to be successful in their fine art, commercial, portrait and fashion photography careers.
- Study with working professionals that bring a wide variety of real-world experience into each class. Be inspired by numerous guest lecturers and site visits that enrich the technical and creative curriculum.
- Benefit from 24/7 access to our dedicated photo studio and workspace to create compelling still and video projects.
- Graduates of the MPS in Digital Photography program are working as commercial, fine art, editorial, and fashion photographers; conceptual illustrators; imaging software developers; photographic authors, editors, and educators; image asset, color management, and digital printing consultants; and portrait, beauty, and product retouchers.

Katrin Eismann, chair
Thomas P. Ashe, associate chair

Tel: 212.592.2170
Email: mpsphoto@sva.edu
Site: sva.edu/mpsphoto

facebook.com/masterdigitalphoto
twitter.com/svadigitalphoto
vimeo.com/masterdigitalphoto
instagram.com/sva_digitalphoto

Joy Li (MPS 2018), Dreams, 2017.
Learn filmmaking in this unique nine-month program chaired by legendary commercial and video director Bob Giraldi.

Transform an idea into a film using the latest in digital technology.

Connect with industry professionals: working directors, screenwriters, editors and producers.

Gain experience in every aspect of filmmaking through practical, hands-on curriculum designed to get you ready to work as a professional director.

Bob Giraldi, chair
Megan Hessenthaler, director of operations

Tel: 212.592.2705
Email: directing@sva.edu
Site: sva.edu/mpsdirecting
Department Site: directing.sva.edu

facebook.com/svadirecting
instagram.com/svadirecting
twitter.com/futureisshort
vimeo.com/svadirecting

TOP: On the set of Sweetie, a film by Miaosi Li (MPS 2018).

BOTTOM: On the set of Silencio, a film by Dee Paphangkorn (MPS 2018).
Study fashion photography in the fashion capital of the world: New York City.

The only graduate program in the U.S. specifically devoted to fashion photography.

A program aimed at proficient photographers who want to develop their craft in this genre.

The program utilizes the resources of NYC as a world fashion and media capital.

Merit-based scholarships available.

Barry Sutton, director of operations
Tiffany Smith, systems support specialist
Tel: 212.592.2368
Email: mpsfashionphotography@sva.edu
Site: sva.edu/mpsfashionphoto
Department Site: mpsfashionphoto.sva.edu
facebook.com/mpsfashionphotography
twitter.com/svafashionphoto
vimeo.com/mpsfashionphoto
instagram.com/svafashionphoto

Hailun Ma (MPS 2018).
MFA Fine Arts

60 CREDITS | TWO-YEAR RESIDENCY

- Interdisciplinary studio program emphasizes exploration and experimentation.
- The faculty comprise internationally renowned artists.
- Visiting artists, curators and critics give lectures and visit students’ studios.

Mark Tribe, chair
Alison Kuo, program coordinator
Mark Ramos, academic advisor
Michelle Sumaray, assistant to the chair

Tel: 212.592.2500
Email: mfafinearts@sva.edu
Site: sva.edu/mfafinearts
Department Site: mfafinearts.sva.edu

facebook.com/svamfafinearts
instagram.com/svamfafinearts

Jihyun Lee (MFA 2018).
MFA Illustration as Visual Essay

60 CREDITS | TWO-YEAR RESIDENCY

- Develop your personal vision in our highly selective program.
- Classroom-based curriculum, where close interaction between faculty and other classmates is an essential part of the creative process of the program.
- New York City’s diverse and celebrated professional world provides mentors, guest lecturers, advisors and faculty.

Marshall Arisman, chair
Kim Ablondi, director of operations

Tel: 212.592.2210
Email: mfaillustration@sva.edu
Site: sva.edu/mfaillustration
Department Site: mfaillustration.sva.edu

facebook.com/pages/mfa-illustration-as-visual-essay-school-of-visual-arts/213766128697609
mfaillustration.tumblr.com
vimeo.com/channels/310230
instagram.com/svamfaillustration

Colin Verdi (MFA 2018), Bumblebee.
MFA Interaction Design

60 CREDITS | TWO-YEAR RESIDENCY

MFA Interaction Design is a progressive and inventive degree, training students to research, analyze, prototype and design concepts in their business, social and cultural contexts in order to shape everyday life.

- Create innovative approaches to human problems.
- Develop fluency in prototyping and the practical application of visionary ideas.
- Transform entrepreneurial concepts into new products and services.

Liz Danzico, chair
Gwendolyn Kurtz, director of operations
Wolfgang Gil, senior systems administrator
Eric Forman, student advisor
Jason Rabie, communications and projects coordinator

Tel: 212.592.2703
Fax: 212.592.2135
Email: interactiondesign@sva.edu
Site: interactiondesign.sva.edu

facebook.com/svaixd
instagram.com/svaixd
twitter.com/svaixd
vimeo.com/svaixd
MFA Photography, Video and Related Media

60 CREDITS | TWO-YEAR PROGRAM
72–90 CREDITS | THREE-YEAR PROGRAM

Extensive and innovative courses in all aspects of the lens arts—still and moving.

Understanding the need to create new technologies, new histories, new criticism and professional practices for success in a changing world.

New York City is the creative hub of a worldwide network from which we readily draw our mentors, faculty and lecturers.

Charles H. Traub, chair
Randy West, director of operations
Brenda Hung, assistant to the chair
Adam Bell, academic advisor
Liz Zito, coordinator of special projects
Seth Lambert, senior systems support specialist

Tel: 212.592.2360
Fax: 212.592.2366
Email: mfaphoto@sva.edu
Site: sva.edu/mfaphotovideo
Department Site: mfaphoto.sva.edu

facebook.com/mfaphotovideo
twitter.com/mfaphotovideo
vimeo.com/mfaphotovideo
instagram.com/mfaphotovideo
youtube.com/mfaphotovideo

Alexander Fengli Yuan (MFA 2016).
Products of Design transforms designers, educating head, heart and hands to reinvent systems, create new types of value and catalyze positive change through the business of making.

An optimistic reimagining of the artifacts of design, reconciling the challenges of production and consumption, systems and consequence.

Students use a hands-on, making-driven approach to master strategic, technical and narrative skills.

Industry leaders, interdisciplinary practitioners, passionate iconoclasts and savvy entrepreneurs comprise the faculty.

Allan Chochinov, chair
Alisha Wessler, director of operations
Krithi Rao, program coordinator
Marko Manriquez, systems administrator
John Heida, director, VFL
Oya Kosebay, manager, VFL
Maya Ragazzo, manager, VFL
Tak Cheung, prototyping coordinator, VFL
Anne-Marie Lavigne, lab assistant, VFL

Tel: 212.592.2149
Email: productsofdesign@sva.edu
Site: sva.edu/productsofdesign
Department Site: productsofdesign.sva.edu

instagram.com/svapod/
facebook.com/productsofdesign
twitter.com/svapod
vimeo.com/user6147977

Richard Clarkson (MFA 2014), Smart Cloud.
The MFA in Social Documentary Film program guides and supports emerging artists to fully explore the social documentary film form.

- Trains students to find innovative ways to examine and communicate the core experiences and events that define us.
- Open to qualified students at any level—no filmmaking background required.
- A tailored curriculum designed for students to attain artistic and technical fluency in documentary filmmaking.

Maro Chermayeff, chair
Rose Vincelli Gustine, director of operations
Timothy Doyle, assistant to the chair
Kristian Gonzales, senior systems administrator
Joseph Eisenstein, video production manager
SVA offers a low-residency MFA program in visual narrative with two years online and three summers in NYC, a visionary approach to storytelling that equally emphasizes creative writing and visual communication across all media.

- Develop an understanding of what Story is and how it functions most effectively when visual and written media merge, by sharpening your writing skills and integrating them into your creative process and professional practice.
- Create original works as both author and artist within a supportive and transformative creative community, with visiting artists and mentoring by a top professional in your field.
- Connect and collaborate with a professional network in NYC and beyond.
- Prepare to compete in creative industries such as advertising, video, gaming, film, animation, sequential arts, illustration, design and more.
- Benefit from scholarships, housing grants and our rolling admissions policy. Undergraduate degrees welcome from any area of study, including sciences, humanities, arts or business.

Nathan Fox, chair
Joan McCabe, director of operations
Lucea Spinelli, project manager
Panayiotis Terzis, RisolAB technician
Andrew Alexander, assistant RisolAB technician

Tel: 212.592.2388
Email: mfavn@sva.edu
Site: sva.edu/mfavn
Department Site: mfavn.sva.edu

facebook.com/MFAVisualNarrative
instagram.com/mfavn
pinterest.com/mfavn
twitter.com/mfavn

MFA Visual Narrative

When you get people together with this kind of talent in the world of story and the world of visual art, all kinds of magic can happen. And it does.

—Craig Coss ’15
Graduate Resources at SVA and in NYC

Just a sample of some of the resources available to our graduate students.

NEW YORK CITY RESOURCES
- New York City info: nyc.go
- Transportation info: mta.info

SVA LIBRARY: library.sva.edu
The main library is on the east side at 320 Second Avenue. Library West, recently renovated, offers study and work spaces for students on the west side. Requests for circulating items from the main SVA Library are delivered next day.
- Over 80,000 titles
- 40 image and article databases, including over 150,000 ebooks
- 350 subscriptions to periodicals, 700 historical runs
- 10,000 DVD/Blu-Ray collection, video and tabletop games
- 8,000 comic-related items
- 200,000 images in the Picture Collection
- Computer Lab and study rooms available

OTHER SHARED SPACES AT SVA
- SVA Campus Store: svacampusstore.com
- SVA Theatre: svatheatre.com
- SVA Galleries: sva.edu/exhibitions

FACILITIES ACCESS
Many of SVA’s facilities are accessible to graduate students for a fee.
- RisoLAB: risolab.sva.edu
- Visual Futures Lab vfl.sva.edu
- Fine Arts Digital Lab
- Sculpture Center
- Printmaking Workshop
- Darkroom Access

DISCOUNT OPPORTUNITIES
Many eateries around both the east- and west-side campus buildings offer discounts to SVA students with ID. Keep an eye out for signs.
- 10% discount at DaVinci Artist Supply with SVA ID
- Educational pricing through SVA Campus Store
- Movie tickets: $10 for AMC and $8.50 for Regal, available for purchase at SVA Campus Store

AUDITING COURSES
Graduate students may be able to audit up to two classes per year from either the undergraduate departments or the Division of Continuing Education.

MUSEUMS
FREE ADMISSION WITH SVA ID
SVA has corporate memberships with the following institutions that allow free entry with an SVA ID.
- Brooklyn Museum
- Cooper Hewitt
- MoMA PS1
- Museum of
  Modern Art
- New Museum of
  Contemporary Art
- Whitney Museum
  of American Art

FREE OR PAY-AS-YOU-WISH ENTRY
For full listing, go to: nyc-arts.org/collections/35/
free-museum-days-or-pay-
what-you-wish.

ALWAYS FREE OR PAY-AS-YOU-WISH
- American Folk Art
  Museum
- Bronx Museum
- El Museo del Barrio
- Metropolitan
  Museum of Art,
  pay-as-you-wish for
  NYC students

MONTHLY FREE HOURS
- Noguchi Museum
  First Friday,
  pay-as-you-wish
- Neue Galerie
  First Friday, 6–8pm

WEEKLY
- Frick Collection
  Sunday, 11am–1pm
- Solomon R.
  Guggenheim Museum
  Saturday,
  5:45–7:45pm
- International Center
  of Photography
  Thursday, 6–9pm
At SVA, we strive to support our students both inside and outside the classroom. Students living on campus join a unique community of artists in a safe, diverse and supportive living environment. While all SVA housing is open to all students, our graduate students can enjoy the privacy of single room accommodations in our Ludlow Residence Hall, built in 2009. Located in the hip and historic Lower East Side, this residence is surrounded by many trendy shops, restaurants, galleries, museums and more. Subway and bus transportation is also conveniently accessible just a block away.

THE LUDLOW RESIDENCE is comprised of 259 single and 47 double rooms, and houses more than 350 students. The rooms are joined together by a shared bathroom, single-to-single or single-to-double, making them suite-style rooms. Double rooms have lofted beds to accommodate a larger living area for the residents. Single rooms’ beds are not lofted. Single rooms are on average 8 x 10’, and double rooms are on average 16 x 20’.

Building amenities:
- 24-hour security
- Free laundry facilities
- Free WiFi and high-speed Internet
- Free cable TV
- Free monthly unlimited MetroCards (academic year only)
- Community room with TV and DVD player
- Pool and foosball tables
- Communal kitchen
- Outdoor terrace with a grill
- Vending machines
- Key card access into rooms and the building
- River and city views
- Elevators
- Mail area
- Live-in student and professional staff

Room amenities:
- Extra long twin bed with mattress
- Desk and chair
- Mini-refrigerator and microwave
- Closet and dresser drawers
- Central air conditioning and heating
- Storage cabinet
- Overhead lighting
- Large windows with privacy shades
- Cable and ethernet port connections
- Smoke and carbon monoxide detectors
- Security intercom
- Suite-style bathrooms with shower, toilet, vanity, mirrored medicine cabinet and under-cabinet storage
Admissions Information

GENERAL APPLICATION REQUIREMENTS (REQUIRED FOR ALL PROGRAMS)
For detailed instructions and submission guidelines, visit: sva.edu/grad/howtoapply
- Online Application and $80 Application Fee: sva.edu/apply
- Statement of Intent/Personal Statement
- Résumé
- Official College Transcript

Some applicants may be required to submit the following:
- Proof of English Proficiency
- Copy of Permanent Resident Card
- Declaration of Finances
- Verification of Finances
- Foreign Transcript Evaluation

DEPARTMENTAL REQUIREMENTS
Submission of the materials listed below varies by program. For detailed instructions, visit: sva.edu/grad/deptreq
- Portfolio
- Writing Sample
- Letters of Recommendation
- Interview

IMPORTANT LINKS
- FAQ: sva.edu/grad/faq
- International students: sva.edu/grad/intl
- Tuition and fees: sva.edu/tuition
- Visit SVA: sva.edu/grad/visit

CONTACT US
SVA Graduate Admissions
- Phone: 212.592.2107
- Email: gradadmissions@sva.edu

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; Cartooning; 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 the programs in Critical Theory and the Arts; Curatorial Practice; Design Research, Writing and Criticism; and to confer the degree of Master of Arts in Teaching on graduates of programs in Art Education; and to confer the degree of Master of Fine Arts on graduates of programs in Art Practice; Art Writing; 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 the programs in Art Therapy; Branding; Digital Photography; Directing; Fashion Photography; Data required by the U.S. Department of Education on “Gainful Employment” for each of the above programs may be found on each individual program page at sva.edu/ge.

The School of Visual Arts is accredited by the Middle States Commission on Higher Education (msche.org), 3624 Market Street, Philadelphia, PA 19104, 267.284.5000. 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 School of Visual Arts is an accredited institutional member of the National Association of Schools of Art and Design (nasad.arts-accredit.org).

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 other legally protected statuses.

The College reserves the right to make changes from time to time affecting policies, fees, curricula and other matters announced in this or any other publication. Statements in this and other publications do not constitute a contract.

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Executive creative director:
Anthony P. Rhodes
Creative director: Gail Anderson
Design: Ryan Durinick
Editorial: Sheilah Ledwidge, Abby Kreh