SCHOOL OF VISUAL ARTS has been a leader in the education of artists, designers and creative professionals for nearly seven decades.

With a faculty of distinguished working professionals, dynamic curriculum and an emphasis on critical thinking, SVA is a catalyst for innovation and social responsibility.

Comprised of more than 6,000 students at its Manhattan campus and nearly 37,000 alumni in 75 countries, SVA also represents one of the most influential artistic communities in the world.

Undergraduate Programs
- Advertising
- Animation
- Cartooning
- Computer Art, Computer Animation and Visual Effects
- Design
- Film
- Fine Arts
- Illustration
- Interior Design
- Photography
- and Video
- Visual & Critical Studies

Humanities and Sciences
- Art History
- Honors Program

Student Life
- SVA Destinations
- Student Engagement and Leadership
- City Living
- Welcome Center
- SVA Library
- Galleries and Exhibitions
This department distinguishes itself from those of other colleges and universities by teaching students how to come up with new ideas. Not one idea, but many. This is our mantra. Advertising at SVA is a soup-to-nuts proposition. We ground you in the basics and teach a conceptual approach toward problem-solving to broaden your visual literacy.

New York City is the advertising capital of the world, so it should come as no surprise that the advertising program at the School of Visual Arts attracts the finest students and draws faculty from the best of the city’s advertising industry.

Year after year, SVA’s advertising students dominate Graphis New Talent Annual, Red Dot, Clio, The One Club for Creativity, D&AD, Step, Communication Arts and Addy Awards, winning platinum, gold, silver and bronze awards in various categories. BFA Advertising students also garner national and international publicity by producing projects that affect current social issues in and around New York City.

Many of our classes are held at advertising agencies such as 360i, Facebook, Droga5, Google, Jay Walter Thompson (JWT), Young & Rubicam (Y&R), BBDO, R/GA, Work & Co.

Curriculum

72 credits in studio
30 credits in humanities and sciences
15 credits in art history
3 credits in elective courses

Advanced Advertising: Pop Thinking • Advanced Advertising: Thinking Beyond the Print . . . Way, Way Beyond • Basic Integrated Advertising and Communication • Pop Thinking: ACLU • Integrated Advertising and Communication • Unconventional Advertising • Motion Graphics Workshop • Creative Computing for Interaction Experiences • Interaction Design and Communication • Basic Graphic Design • Interdisciplinary Design • Website Design • Three-Dimensional Design • History of Advertising: From the 19th Century to the Present • Visual Identity and Multimedia • The Project Class: Webisodes • Design Thinking/Thinking Design • Design for Social Change • Basic Typography • Principles of Visual Language • Design Principles • History of Type: Stories, Secrets, Experiments and Accidents • Visual Storytelling: Autobiography Through Visual Language
The goal of BFA Animation is to provide the tools that will allow you to hone your voice and art so that you'll be poised to go wherever the amazing world of animation goes next.

You'll work in traditional and stop-motion studios, designed to give every student the maximum personal attention from the instructor and you'll have access to a fully equipped studio for creating sound effects and voice-overs—as well as access to a proprietary music library—which allows you to own the music in your films.

Our special working relationships with alumni-owned Plympton, Titmouse and Augenblick studios—as well as with numerous other independent animation creators throughout New York—provide extraordinary opportunities for internships and part-time employment.

You will train on the latest animation software and hardware:
- After Effects
- Illustrator
- Premier
- Photoshop
- Flash/Animate
- TVPaint
- Toon Boom Harmony
- Storyboard Pro
- Final Cut
- Mocha Pro
- Pro Tools
- Dragonframe
- Canon 60Ds
- Cinema 4D
- Wacom Cintiqs

Our grads have worked on:
- SpongeBob SquarePants
- Penguins of Madagascar
- Pass in Boots
- Kung Fu Panda
- Shrek Forever After
- Monsters vs. Aliens
- King of the Hill
- Doug
- Beavis and Butt-Head
- Mulan
- The Lion King
- Aladdin
- Beauty and the Beast

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- King of the Hill
- Doug
SVA is one of the first colleges to offer cartooning as a major and is now the VANGUARD OF THE DISCIPLINE. We’ve been called “the Harvard of Cartooning.”

The goal is for you to find a clear artistic voice with variety and focus. You will create a portfolio that reflects your interests and vision of the world (be it Ameri-manga, young adult, adventure, fantasy or any other genre), so it will easily make its way into the fascinatingly diverse cartooning marketplace.

You will master plot development and the building of dramatic narrative tension, as cartooning is only one-half of the story. You will learn to break down the sequential action of the story you’re telling.

Raina Telgemeier (BFA 2002) is one of the most recognized children's/young adult authors in the comics arts field with her graphic novels having more than 3.5 million copies in print. She is also the author of best-selling publications such as Ghosts, Smile, and Drama. She has won several major book awards and accolades that include Eisner Award for Best Publication for Kids, Eisner Award for Best Publication for a Teen Audience, USA Today Best Seller, New York Times Best Seller, An Indie Best Seller, A Publishers Weekly Best book, A Little Maverick, Children’s Choice Book Award, ALA Notable Children’s Book, 5 Boston Globe-Horn Book Awards, Kirkus Best Book of 2010, and The New York Times Editors’ Choice.

Each year, the department publishes two publications: Portfolio Illustration Book and the Cartooning Magazine, which serve as a compendium of the best work from the current graduating class.

Each year the department makes several Cartooning scholarships available.
Robert Frankenberg Scholarship
Archie Goodwin Scholarship
Harvey Kurtzman Scholarship
Joe Orlando Scholarship
Lou Stathis Scholarship
Wally Wood Scholarship

SCHOOL OF VISUAL ARTS
Our alumni credits include
Solo: A Star Wars Story; Star Trek: Discovery; Monsters University; Ice Age; Beauty and the Beast; Coco; Cars 3; Finding Dory; Stranger Things; X-Men: Days of Future Past, Deadpool; Spider-Man: Into the Spider-Verse

You’ll develop the personal and professional capabilities to succeed in the highly competitive creative industries of animation, VFX, virtual and augmented reality, and more.

This is a production-based curriculum that gives students the competitive edge to stand out in an industry that thrives on creativity and collaboration.

We complement the art of 3D and visual effects with fully equipped greenscreen and motion-capture studios. You’ll learn narrative and story-development skills that will last a lifetime.

Christina Faraj (BFA 2016), whose thesis film was nominated for an Emmy, started working at Pixar Animation Studios two weeks after graduation. She works as a set modeller/set dresser and technical director, and recently worked on Incredibles 2.

Our alumni credits include
Solo: A Star Wars Story; Star Trek: Discovery; Monsters University; Ice Age; Beauty and the Beast; Coco; Cars 3; Finding Dory; Stranger Things; X-Men: Days of Future Past, Deadpool; Spider-Man: Into the Spider-Verse

sva.edu/comp

Introduction to Imaging Tools and Techniques • Introduction to Computer Animation • Computer Animation: 3D Modeling and Animation • VFX and Motion Graphics • Creature FX • Three-Dimensional Digital Sculpture • Python Scripting for Maya Artists • Advanced Compositing Techniques • Production Resources in Computer Art • Sound and Vision: Producing a Soundtrack • Advanced Sound Design and Mixing • Lighting and Rendering • Digital Matte Painting with Photoshop • VFX Animation with Houdini • The Business of Being an Artist • Virtual Reality Design • Production Skills • Procedural Art • Video Game Design • Advanced Modelling and Rigging • Character FX • Collaboration in Computer Art

NOTABLE SCREENINGS
Animafest Zagreb
Animation Dingle
The American Pavilion at Cannes Annecy
Cannes Short Film Corner
Hiroshima Stars of Students Showcase
Siggraph
Siggraph Asia
Tricky Women Festival

Curriculum
72 credits in studio
30 credits in humanities and sciences
15 credits in art history
3 credits in elective courses

LEARN
3D Modeling
Lighting
Texturing
Character Animation
Motion Capture
Visual Effects
Greenscreen Studio Techniques
Compositing
Rotoscoping
VFX animation
Fluid, Smoke, Fire Simulation
Hair and Fur Simulation
Real-Time Rendering
Visual Storytelling

Courses

SVACOMPUTERART/svacomputerart

check out our student work >>
Our mission is to educate designers who can think conceptually and create innovative solutions to design problems.

Many of our classes are held at design agencies in and around Manhattan and Brooklyn, which include Facebook, Google, Instagram, R/GA and Work & Co.

Our students garner more than half of the 500 entries to design competitions, an unparalleled achievement in design education. These include:

- Graphis New Talent Annual
- Graphic Design USA
- The One Club for Creativity
- D&AD
- The Type Directors Club
- Step Inside Design
- Communication Arts
- Red Dot

**We specialize in**

- Graphic Design
- Motion Graphics
- 3D Design
- Editorial Design
- Interaction Design
- Advertising

**STATS**

- 133 courses
- 841 students
- 112 faculty

**ALUMNI SPOTLIGHT**

Timothy Goodman (BFA 2007) is a designer, illustrator, muralist and author of blog and book 40 Days of Dating and 12 Kinds of Kindness (among others) and recently launched a collection of clothing with Uniqlo.

Our award-winning faculty, which has included ADC Hall of Fame laureates (Richard Wilde, Ed Benguiat, Ivan Chermayeff, Louise Fili, Tom Geismar, Bob Giraldi, Kevin O’Callaghan and Paula Scher), provide instruction, networking and internship opportunities for students.

**COURSES**

- Graphic Design Portfolio: Branding/Brand Identity • Information Graphics • Website Design • Graphic Design Portfolio: Motion Graphics • Interaction Design and Communication • MoGraph Essentials —Cinema 4D and After Effects • Design for Social Change • Graphic Design Portfolio: Interaction Design • Design Thinking/Thinking Design • Three-Dimensional Design • History of Typography: Western Letterforms • The New Editorial Design: Digital • Interdisciplinary Design • Creating Augmented Reality, The Future of Digital Experience • Motion Graphics Workshop • Experimental Book Art • History of Graphic Design • Graphic Design Portfolio: Interdisciplinary Design • Communication Design • Designing a Business • Differentiate or Die: How to Get a Job When You Graduate • Visual Identity and Multimedia • Meditation for Designers • Toys and Games

**Curriculum**

- 72 credits in studio
- 30 credits in humanities and sciences
- 15 credits in art history
- 3 credits in elective courses

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**Timothy Goodman**

(BFA 2007) is a designer, illustrator, muralist and author of blog and book 40 Days of Dating and 12 Kinds of Kindness (among others) and recently launched a collection of clothing with Uniqlo.
To be an independent filmmaker in the age of streaming, you need an education that allows you to succeed in the media you choose—film, television, Internet—to move from one to another, back again and on to whatever comes next.

**Dan Minahan**
(BFA 1987) has directed episodes of Game of Thrones, American Crime Story, House of Cards, Homeland, and many more.

We’re the BFA program with an MFA attitude—work hard and you’ll graduate with a serious body of work. Many students go straight into the companies they intern for. They are welcomed onto sets all over NYC, and sometimes start their own production companies. Professionals know who they can rely on—and SVA Film grads are proud to be recognized in every corner of on-screen story-making.

**Stats**
- 69 courses
- 353 students
- 61 faculty

**Our faculty work at the top of their fields—and insist we stay ahead of the curve in equipment and technology. They bring in their peers to work with our students, and they bring students on set, into studios and to professional events to give them first-hand experience.**

**Specialize in**
- Screenwriting
- Directing
- Cinematography
- Editing
- Sound

**Curriculum**
- 72 credits in studio
- 30 credits in humanities and sciences
- 15 credits in art history
- 3 credits in elective courses

**Course List**
- Writing the Short Film
- Directing for Film
- The Art of Editing
- Advanced Sound Production
- Documentary Workshop
- Introduction to Mixing
- Da Vinci Resolve: Color Correcting Your Film
- Film and Literature
- International Cinema
- Masterclass in Cinematography
- Production Design
- Makeup for Film and Television
- Writing the Feature-Length Script
- Directing Actors
- Pitching and Development
- Creative Producing
- Experimental Cinematography
- Recording Foley and Effects
- Music and Sound Techniques
- Postproduction: Structures in Storytelling
- Sound Production
- After Effects
- Advanced Final Cut Pro
- Advanced Premiere
- Advanced Writing and Directing
- Writing for Television

**Alumni Spotlight**
- Game of Thrones
- Silicon Valley
- Firefly
- Daredevil
- Orange Is the New Black
- Gotham
- Parts Unknown
- True Blood
- Wayward Pines
- American Crime Story

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**Writing the Short Film**

**Directing for Film**

**The Art of Editing**

**Advanced Sound Production**

**Documentary Workshop**

**Introduction to Mixing**

**Da Vinci Resolve: Color Correcting Your Film**

**Film and Literature**

**International Cinema**

**Masterclass in Cinematography**

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**Experimental Cinematography**

**Recording Foley and Effects**

**Music and Sound Techniques**

**Postproduction: Structures in Storytelling**

**Sound Production**

**After Effects**

**Advanced Final Cut Pro**

**Advanced Premiere**

**Advanced Writing and Directing**

**Writing for Television**

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**Alumni credits include**

- Game of Thrones
- Silicon Valley
- Firefly
- Daredevil
- Orange Is the New Black
- Gotham
- Parts Unknown
- True Blood
- Wayward Pines
- American Crime Story
We are committed to creating networking opportunities for our students within the larger art and design worlds—including inviting gallerists and curators to Open Studio events twice per year to give our students a chance to make connections and be seen.

We offer several concentrations in traditional media such as painting, drawing and sculpture, and in new media such as video art, digital sculpture and embroidery, and bioart. We also have collaborations with a bronze foundry, glass atelier and a ceramics studio.

In addition to studio work, courses in art history and contemporary art theory inform creative approaches and aesthetic practices. BFA Fine Arts engages in project-based multidisciplinary learning with experts in several fields.

Alumni spotlight
Gary Simmons (BFA 1988) has had three monographs of his work published and is in the collections of more than 20 institutions, including the Museum of Contemporary Art in Los Angeles, the Museum of Modern Art in New York and the San Francisco Museum of Modern Art.

Curriculum
72 credits in studio
30 credits in humanities and sciences
18 credits in art history

151 courses
257 students
111 faculty

Painting: Refining Visual Language
Soft Sculpture
Printmaking: Etching
Figure Drawing
Urban Botanicals
In Practice: Color Theory
Sculpture Without Limits
Metalworking Techniques for Sculpture
Digital Sculpture: Designing the Future
Electronics and Interactivity

Printmaking: Silkscreen
Ceramics: Unearthing the Possibilities
Contemporary Practices: Exploring Methods and Materials
Fur, Feathers and Scales: Comparative Animal Anatomy
Soft Sculpture
Body Casting
From the Laboratory to the Studio: Practices in Bio Art
Contemporary Imagery: Representational Painting in the 21st Century
Embroidery and the Digital Sewing Machine
Contemporary Watercolor and Beyond
Video Mapping Art

FACILITIES
in our West 16th Street building in the Chelsea gallery district include

- Fibers Lab
- Bio Art Lab
- Digital and 3D Printing
- Metalshop
- Exhibition spaces

- Library
- Woodshop
- Plaster and Mold Making
- Fine Arts Digital Lab
- Ceramics studio
Illustration

Successful illustrators must be able to interpret and illuminate ideas and to put their own personal stamp on visual solutions to the trickiest pictorial problems.

Skill alone does not make the artist. You need to think like an illustrator and attack image-making in creative and communicative graphic ways. Our curriculum allows students to choose their own artistic direction in this ever-evolving field.

SVA teaches the physical crafts of drawing and painting figuratively. Our students become masterful with a brush, pen, pencil or stylus, and on paper, canvas or computer screen.

2018 Society of Illustrators Awards
Cindy Kang, $2,000 Nancy Lee Rhodes Roberts Scholarship Award; Tyler Bantz, $1,000 Carol and Murray Tinkelman Scholarship Award; Minju An, $1,000 The Victo Ngai Scholarship in Honor of Chris Buzelli; Ran Zheng, $1,000 in Memory of Lila Dryer; Patrick Edell, $1,000 Nancy Lee Rhodes Roberts Scholarship Award; Toma Vagner, $500 The Jonathan LeVine Gallery Blurred Line Scholarship Award

Graphis New Talent Design 2019 Awards
(Class of 2018 Alumni)

SCHOLARSHIPS
The department awards the Gilbert Stone Scholarship, a full-tuition award to a student entering their senior year of study. In addition, the department awards various partial-tuition scholarships each year.

Pictorial Fantasy Illustration • Drawing on Location • Experiments in Narrative • Fashion Illustration and Beyond • Puppetry Workshop • The Gouache Experience • Digital Environments and Periods • The Painting of Light • Surface Design • The Drawn Epic • Realistic and Fantastical Digital Painting • Collage Illustration • History of Illustration • Drawing with Ink for Illustrators • Two Eyes, a Nose and a Mouth • Costume, Concept and Environment • Laboratory for Moving Pictures—Adventures in Limited Animation • Children’s Book Illustration • Classical Realist Life Painting: Painting the Illusion of Life • The Beauty Mark • Designing Tattoos and Other Emblems • Watercolor Techniques • Principles of Illustration

Alumni spotlight
Emmy-nominated artist and director Mickey Duzyj (BFA 2004) recently created and directed the Netflix documentary series Losers.

SCHOOL OF VISUAL ARTS
SVA.EDU

Stats
86 courses
685 students
85 faculty

Curriculum

72 credits in studio
30 credits in humanities and sciences
15 credits in art history
3 credits in elective courses

COURSES

@svaIllustrationCartooning
@svaIllustrationCartooning
@svailluscart

SCHOLA / R. SS03 / SHIPS
The department awards the Gilbert Stone Scholarship, a full-tuition award to a student entering their senior year of study. In addition, the department awards various partial-tuition scholarships each year.

Go to sva.edu/ill to learn more.
Learning also occurs outside the classroom. Classes visit furniture, fabric, stone and industry-related showrooms and manufacturing facilities. Students are taught not just to specify and purchase products but to design products themselves, such as furniture, tile, lighting and carpet. Real sites are given as studio problems and hard-hat tours of actual construction sites, led by our faculty of working professionals, are a common part of our curriculum. Students create in a studio environment with their own workspaces starting their freshman year and continuing into their senior year; juniors and seniors have dedicated computers in the studio for their own use.

We teach design and technical skills, along with communication and professional practice skills, to provide a comprehensive education in interior design.

Career outreach Students learn the necessary computer software and design skills by the end of their sophomore year to compete for internships in the NYC market while they are still students. The faculty assists students with portfolio and CV preparation and connects them to interior design and architecture firms for internships.

AMBAR MARGARIDA (BFA 2009), a principal at Spacesmith, was featured in "40 Under 40" by Building Design + Construction.

We keep up with the latest technology, including virtual reality, where you can walk a client through a design. Students present their work to internationally renowned interior designers and architects along with real-life clients.

Our students have won numerous prestigious awards including six Angelo Donghia Foundation Scholarships ($3,000 per award).

The Interior Design Program is accredited by the Council for Interior Design Accreditation (CIDA). We educate students to be professional interior designers. An accredited degree is essential to prepare graduates to join the professional design, architecture and construction industries.

We educate students to be professional interior designers. An accredited degree is essential to prepare graduates to join the professional design, architecture and construction industries.
PHOTOGRAPHY AND VIDEO

Our program grounds you in the creative and technological skills of the photography and video mediums and teaches the practical and strategic knowledge of the professional world.

You will learn how to use the latest equipment and master the technology. We will also help you cultivate a signature artistic style that will set you apart from the competition and get your career started.

SOCIAL MEDIA

/svabfaphotovideo  @svabfaphotovideo  @svabfaphoto

bfaphotovideo.sva.edu

STATS

81 courses
403 students
70 faculty

Students have the opportunity to pursue all genres and aspects of the mediums, including:

Art
Fashion
Portraiture
Documentary
Landscape
Still-life
Experimental
Narrative

S A M P L E C O U R S E S

Photography on Assignment
• Alternative Photographic Processes • Exposing History • Experimental Video • Music Video • Film and Cinematic Narrative • Compositing with Adobe After Effects • 3D Portraiture • Still Life: Objects of Desire and Disgust • Fifteen Short Investigations Through Photo-Based Art • The Professional Community • How to Make It as a Working Photographer • Performance, The Body: Photography (Video) • For Memory’s Sake • Wood, Rubber, Leather and a C-Clamp • Explorations in Abstract Photography • Analog Color Darkroom and Printing • The Visual Diary • Experimental Documentary Video • Commercial Careers • Artists After the Internet • The Big Flat Now: Photography’s Expansive Field • Advanced Fashion Studio • The New Hegemonic: Explorations of Gender, Race, Ethnicity and Sexuality in America

Curriculum

72 credits in studio
30 credits in humanities and sciences
15 credits in art history
3 credits in elective courses

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15 credits in art history
3 credits in elective courses

Alumni work has been featured in the following publications:

Vice Magazine
TIME
The New York Times Magazine
Bloomberg Businessweek
New York Magazine
Interview
British Journal of Photography
GQ
Smithsonian Magazine
The New Yorker
British Journal of Photography
It’s Nice That
Harper’s Magazine
Oxford American
PDN
The New Yorker
Wired

Alumni gallery representation includes:

Julie Saul
Yossi Milo
Yancey Richardson
Daniel Cooney Fine Art
ClampArt

Foley Gallery
Janet Borden
Mitchell-Innes & Nash
Luis De Jesus
Mini Title

Zackary Drucker (BFA 2005) has exhibited her work around the globe, including at the Whitney Biennial 2014, and is a producer on the television series Transparent.

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Bloomberg Businessweek
New York Magazine
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British Journal of Photography
GQ
Smithsonian Magazine
The New Yorker
British Journal of Photography
It’s Nice That
Harper’s Magazine
Oxford American
PDN
The New Yorker
Wired
Visual & Critical Studies

Visual & Critical Studies (VCS) is a program for entrepreneurial students who want the freedom to explore different disciplines and define their own paths.

We place equal emphasis on studio art classes and academics. Our academic program is composed of art history, humanities and sciences courses that are selectively curated for VCS students.

Choose and design your own studio course of study; options include:
- Drawing
- Photography
- Sculpture
- Graphic Design
- Digital Photo
- Fine Arts

You’ll actively engage with emergent issues in contemporary art and culture through exhibiting and creating work, curating exhibitions, and research and writing.

VCS students enjoy a personalized learning experience with facilities that include our own library and a gallery space.

Courses
- Obsessive Painting
- Critical Media Studies
- The History and Practices of Perspective
- The Artist as Programmer
- The Artist’s Journal: Developing Systems for Art Making
- Gender Trouble
- Painting as Sorcery
- Art and Politics
- Watercolor Workshop

Choose and design your own studio course of study; options include:
- History
- Criticism
- Theory
- Philosophy
- History
- Criticism
- Theory
- Philosophy
- History
- Criticism
- Theory
- Philosophy
- History
- Criticism
- Theory
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- Philosophy
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- Criticism
- Theory
- Philosophy
- History
- Criticism
- Theory
- Philosophy
- History
- Criticism
- Theory
- Philosophy

Connect your studio art with:
- Digital Video
- Visuality in Poetry
- Theories of Vision and Color
- Art Writing
- Looking into Music
- Capturing Life with the Camera Obscures

Visual Poetics
Fiber Arts
Make Your Own Art World: Independent Exhibitions, Projects and Spaces
Life Drawing
Aesthetic Theory
Essay Workshop
Advanced Projects in Mixed Media
Digital Video
Visuality in Poetry
Theories of Vision and Color
Art Writing
Looking into Music
Capturing Life with the Camera Obscures

Stats
- 38 courses
- 51 students
- 35 faculty

Social Media
- /visualcritical
- @visualcritical

Alumni Spotlight
Multimedia artist Julia Santoli (BFA 2015) was artist in residence at Issue Project Room in 2018, and is a 2019 Asian Cultural Council Fellow, conducting creative research in Japan.
Humanities and Sciences

OFFERING MORE THAN 200 COURSES in 10 liberal arts and sciences disciplines, H&S provides the literacy and cultural knowledge necessary to make your education and art meaningful. We offer you the chance to explore historical events and social and scientific topics that shape and confront today’s world. From Sophocles to Haruki Murakami, Johann Sebastian Bach to Cardi B, Karl Marx to bell hooks, you gain a cultural grounding that is at once classical and contemporary, canonical and cutting-edge. You’ll discover that the deeper your knowledge, the more impact your work will have on the world.

H&S offers

The Writing Program, which recognizes writing as a complement to all art forms.

The Writing Resource Center, with computers and instructors for tutoring and consultation.

An English and Visual Arts program, with sections of the required first-year writing courses for international students, and peer tutoring, in which native speakers help English language learners.

Words is edited by faculty member Louis Phillips, who has edited the biannual journal for the past four decades.

The Match Factory grew out of the Writing Program and is now in its fifth year. Edwin Rivera, faculty member and editor, also oversees the annual Writing Contest for undergraduate students.

Words and The Match Factory

Publications featuring the written word and other creations from the SVA community.

All students, staff and faculty at the College have the opportunity to see their work featured in either publication. Words is distributed around campus and you can view The Match Factory at svathematchfactory.com.

Statistics

272 courses

115 faculty
We undertake a comprehensive examination of art, art movements and aesthetics from the dawn of civilization to 21st-century new media.

With its abundant museums, libraries and contemporary art scene, New York City is the ideal place to study art history.

We offer unique, hands-on class exercises distinct from traditional art history lectures.

We believe that knowing the history of art is integral to every artist’s development.

We have an integrated curriculum of modern philosophy, political science and art history.

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

Our program is augmented by public and private lectures, museum visits and events in artists’ studios and theaters—utilizing the many opportunities attending art school in NYC has to offer.

Highly motivated students can apply to the SVA Honors Program, an intensive, interdisciplinary course of study that unites the liberal arts with studio practice.
Students who would like to spend some time studying art while traveling or living outside of New York City have a number of opportunities, either for fully immersive semester-long living or for shorter weeks-long courses.

The International Exchange Program allows students to attend a partner school abroad for a full semester. We currently have partnerships with universities in the following countries: the Netherlands, France, Germany, Sweden, Switzerland, Finland, Czech Republic, Norway, UK, Belgium, Spain and Japan.

SVA in Rome is a unique program that offers a small group of students a chance to experience living in the Eternal City in the spring semester. Students will study and work with local artists, as well as a historian of ancient and medieval Rome.

SVA Destinations offers shorter opportunities to get away. Most of the programs are one to three weeks long and may offer credits. Current destinations include Alaska, Los Angeles, San Francisco and New Mexico and abroad in England, France, Cuba, Mexico, Italy, Ireland, Japan and Spain.
“The architecture, paintings and basilicas, the collections of sculptures, the drama surrounding the many patrons of the arts, and the origins of Christianity, were all so profound in my growth that I am still unpacking many of my notes and observations.”

Gerald Sheffield, BFA Fine Arts, on the SVA in Rome program.

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

Paula Trivino, BFA Interior Design, on her experience studying in Oslo, Norway.

“Havana is an open book of colors, typography, graphics, street art and a different story happening on every corner.”

Davina Hwang, BFA Design, on her experience in the Printmaking in Havana program.
Connecting

Student Engagement and Leadership

The college experience is much more than time spent in the classroom or studio. The office of Student Engagement and Leadership understands this and is devoted to enhancing the overall college experience, from orientation through graduation. The office oversees a number of student-run organizations, such as student government (VASA), the student radio station (WSVA), student clubs and Visual Opinion—the student magazine.

Maria McCune, associate director of Student Affairs, says, “Getting involved in college provides multiple benefits. It creates opportunities to meet new people who could become your lifelong friends, and maybe provide future work opportunities. It also helps you develop skills that can enhance your résumé, like teamwork and professionalism. And it helps you discover who you are. I learned a lot about myself through the involvement opportunities I participated in while I was in college. I learned that I have a strength for resolving conflict, that I don’t have to let fear of an interaction hold me back from experiencing something new, and that I can be goofy. If I had not exposed myself to the different involvement opportunities that helped me discover these things about myself, I would not have been able to articulate them as well during a job interview or develop a deeper appreciation for my quirks.”

The office also offers volunteer and paid opportunities for students to get involved in the SVA community, such as orientation leaders or student government positions. Additionally, numerous campus events are organized through the office, such as discount theater and sporting outings.

Orientation

Orientation is a time for new students to get acclimated to our campus and the New York City neighborhoods of Chelsea and Gramercy that host the bulk of our campus buildings. Practical help for students is available, such as checking into residence halls and getting SVA IDs. Students also have the chance to meet the chairs of their department, as well as discuss financial aid and health insurance with school staff, explore career counseling and internship opportunities on and off campus, and more.

Students can take tours of the neighborhoods and attend open-house events at the SVA Library, the SNA Campus Store and SNA Chelsea Gallery. In addition to presentations on wellness and safety, there are tailored gatherings for international students, commuter students and transfer students. Club representatives are also on hand, along with VASA members, to let students know about how they can join the SNA community.

Guiding and Welcoming New Students

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“When the games are over, the students have made connections.”

Meet Your Classmates

Rounding out the Orientation are numerous opportunities for amusement, including karaoke, trivia, frozen-yogurt socials, games nights, and more. Lifelong friendships are formed during college, and those first few days on campus can be intimidating when you don’t know anyone. To give students a chance to meet each other in a relaxed environment, VASA, Residence Life, and Student Engagement and Leadership help arrange various icebreaker events starting with Orientation and continuing through the year.

“These events provide opportunities for making friends right from the start of the year, when it’s easier to connect with other students before they focus on their specific majors. We know from experience that strong bonds are formed during this time,” says Maria McCune, associate director of Student Affairs.
Below is a sampling of just some of the clubs offered. Club registration happens at the start of each semester.

Black Student Union empowers, unites and shares knowledge among those who identify with the African Diaspora (global communities that have resulted by descent from the historical migrations of Africans). All are welcome to come and join the conversation.

Cards and Dice is a group that talks, plays and learns more about games. The primary activities include playing board games and Dungeons & Dragons. Email: cardsanddicesva@gmail.com

Cartoon Allies unites students with a shared love for comics and cartoonists of all majors while strengthening ties to the larger cartoonosphere. Cartoon Allies has tables at multiple major conventions and hosts the annual comics festival Fresh Meat. It also provides SVA students with access to professional guest lectures and panels related to the professional cartooning career path. Email: cartoonallies@gmail.com

Chinese Student Organization is a cultural club that provides a place for students to come together to develop and promote Chinese culture. Email: hpang@sva.edu

Dead Storytellers Society is a club for all students who enjoy the art of storytelling. Weekly meetings include screenings of movies and short films and reading stories and comics. Members are encouraged to share personal work and their favorite stories. Email: deadstorytellers@gmail.com

Dungeons & Dragons. Email: cardsanddicesva@gmail.com

Figure Drawing Club aims to build a community of artists (all majors invited) who are interested in getting together to improve their drawing ability and build stronger bonds with their fellow students. Email: figuredrawingclubsva@gmail.com

Film Club invites students to get together and watch a variety of films, followed by a discussion on how the film affected them. Students do not have to participate in the discussion to attend. Email: blee26@sva.edu

Film for Everyone exemplifies the fact that you can make a great film without expensive equipment. All members will work toward creating a reel—all shot on mobile phones. Weekly meetings include learning about the basics and aesthetics of cinematography. Email: cbraze@gmail.com

Furry SVA is an inclusive club for everyone to enjoy a safe place to talk about fursonas, fursuits, history, and more. Email: furryclubsav@gmail.com

Hiking Club offers members the opportunity to leave the city and immerse themselves in nature. It involves the beautiful outdoors, physical activity, mental soundness, environmental awareness and a friendly community. Email: hikingclubsva@gmail.com

K9 Feline explores the many different ways one can help shelter animals and raise awareness of dog and cat adoption. There will be multiple community service trips to adoption organizations in New York City, as well as visits to dog parks and cat cafes. Email: k9felineloclub@gmail.com

La Bodega provides an opportunity to learn and appreciate Latino/Hispanic culture through games, music and food. Its aim is to bring not only Latino/Hispanic students at SVA together but also to promote the culture and inspire their own personal projects. Email: svafrodeos@gmail.com

League of Exceptional Content Curators (LECC) aims to help students improve their storytelling, writing, staging and other skills by dissecting carefully curated, exceptionally bad media. Each meeting will focus on a different flawed movie or episode(s) of a television show, and how they could have been improved, or how members can avoid making similar mistakes in their own work. Email: svaleec@gmail.com

LGBT SVA provides students with a community space to share LGBT experiences with fellow students, educational resources related to queer culture and safe sex, and a platform for students to be activists within the community. Activities will consist of regular group meetings, organized events and informative presentations. Email: queersvaclub@gmail.com

Music Club provides an opportunity for members to share and discuss music and attend music events. Email: svamusicclub@gmail.com

Screenies aims to help students explore important films spanning the 1950s to the present to allow them to gain more of an understanding of what makes a film successful and discover new and interesting ways to set up scenes through watching a variety of films. We will also have special movie nights for independent films. Snacks provided. Email: screenies20@gmail.com

Veteran Coalition of Arts is a collective of veteran-artists whose work reflects their personal experiences as a way to shape their artistic practices. Email: nwoods-wells@sva.edu
Be a Leader and Gain Great Experience

VASA (Visual Arts Student Association) was formed in the 1960s to represent the interests of the students at SVA, acting as a liaison with faculty and staff. Elected VASA officers work with Student Engagement and Leadership to develop and manage events and programs based on students’ needs and suggestions. They also have regular meetings with the president of the college to discuss student concerns and initiatives.

One of VASA's biggest missions is to foster community at SVA by providing opportunities where students from all majors can meet and get to know one another. In addition to overseeing student clubs, VASA hosts events such as the annual Halloween Party, as well as Finals Week, a weeklong series of programs that give students opportunities to focus on wellness and managing stress.

When asked to pitch why students should get involved and run for VASA, one-time president Kenneth Varvel said: “It’s a lot of work but there’s a lot of life experience that comes with it. In terms of managing a group of people, communicating with a large student body and actively trying to get people engaged. It can be tough sometimes, but it’s great experience to have going forward.”

You can follow VASA on Facebook: facebook.com/vasasva.

Visual Opinion (VO) is a student-run magazine founded more than 20 years ago. It publishes several issues each year and serves as a showcase for student art-work from across all departments, and covers a diverse set of visual narratives and themes. One issue might focus on a single topic—abstract or real—while another issue might be purely a visual exploration (recent thematic examples include “Home,” “Voice” and “Illusion”). VO is a work in progress and reflects the changing nature of its staff, the students and the times. Although the magazine’s issues change, the team’s commitment to representing students and staying focused on the SVA student voice remain important tenets of the publication. You can see past issues at issuu.com/visualopinion. All students are welcome to submit their work to vo@sva.edu.

Here to Help

Student Health and Counseling Services provides health and wellness information and mental health support for the SVA student body. This includes helping international students navigate the U.S. health-care system, promoting important health initiatives such as flu vaccinations, and providing short-term, confidential, free-of-charge counseling services for students in need. As counselor Jennifer Wilson puts it: “Not everyone needs therapy, but everyone can benefit from therapy.”

The office hosts a number of events on campus to promote health issues and bring awareness of its services, including dog-therapy visits, yoga classes, aromatherapy workshops, and more.

Museums

SVA students get free admission to the Brooklyn Museum, Cooper Hewitt, the Museum of Modern Art, MoMA PS1, the Whitney Museum of American Art and the New Museum.

With New York City as our campus, SVA wants to encourage students to take advantage of all the city has to offer. To promote this, the College offers students various free and discounted opportunities.

Special Events

Student Engagement and Leadership offers SVA students opportunities for discounted tickets to select sporting and theater events throughout the year. Events in the past have included tickets to Nets basketball games, and Broadway shows including Cats and Wicked.

Discount movie tickets are sold year-round at the SVA Campus Store. Additionally, free screenings at the SVA Theatre are often announced through the e-newsletter SVA Today.

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City LIVING

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

We opened the doors to our newest residence hall in 2016. The serene and modern interiors host double and triple rooms in a micro-apartment format. All rooms have climate control and an HDTV—free cable included. And it’s a stop on the SVA Shuttle.

Outdoor communal space includes an expansive terrace with tables, lounge chairs, grills and grilling equipment, as well as a projector and screening area. Each room has a full bathroom and a kitchenette with a mini fridge, microwave and a sink. A larger dining space with a dishwasher, a convection oven and an ice maker is located on every floor, and there’s a communal kitchen for group cooking on the seventh floor.

The residence also has a fully equipped fitness center with cardio machines, weights and a yoga room. A student lounge offers comfortable seating and places to study, relax or play Ping-Pong.
23rd Street Residence
Prime Spot for First-Year Students

This residence is next door to the main campus building on the east side and is on the SVA Shuttle route for access to west-side campus buildings. The apartment-style residence, with two- and three-bedroom options, is for freshmen only. It’s also connected to the Student Center, a communal space for students to rest or study between classes or attend special events or club meetings.

Each apartment has a full kitchen with a gas stove, a microwave, a refrigerator and a dishwasher, as well as a full bathroom with a shower and tub. A community room features a TV lounge and Ping-Pong and foosball tables, as well as drafting tables and easels. There are also laundry facilities and free Wi-Fi and cable TV.

Ludlow Residence
Lower East Side Cool

This residence is situated in a super-hip downtown neighborhood, surrounded by trendy shops, restaurants, galleries, museums, and more. It offers suite-style single and double rooms with adjoined bathrooms. The high-rise building in an otherwise low-rise part of town means many of the rooms have killer city views.

An outdoor terrace boasts a grill and tables to gather with friends and watch the sun set over Manhattan. There are free laundry facilities, a community room with foosball, pool tables and a TV lounge. There are trains and buses available nearby 24/7—and students are provided with a free monthly MetroCard for transport to campus buildings.

Gramercy Women’s Residence
Pre-war Charm on the Park

This residence, located on the south side of beautiful and historic Gramercy Park—and just a few blocks from the College’s east-side buildings—provides female students with a safe, comfortable living environment. It is composed of fully furnished studio and two-bedroom apartments.

The red-brick building was built in 1938 and boasts pre-war charm, including parquet floors and crown molding. The apartments have air-conditioning, full kitchens with a dinette set and full bathrooms with a shower and tub, as well as free Wi-Fi, Ethernet and cable television. A roof deck is also available for respite and gorgeous views of the city skyline.
Welcome to SVA

The Welcome Center, located in the lobby of the 24th Street Residence, houses the offices of Admissions, Financial Aid and Student Accounts and is close to the offices of Student Affairs and the International Student Office. The custom-designed space, opened in 2017, includes a 40-seat presentation room where prospective students and parents can be introduced to the College, as well as glass suites for one-on-one portfolio reviews. The space highlights original work by students, alumni and faculty from across SVA’s programs, including reproductions of SVA’s iconic subway posters adorning the windows facing First Avenue and 24th Street, a large-scale indoor mural created by MFA Illustration graduate and faculty member Riccardo Vecchio, a custom-wallpapered vestibule by BFA Design alumnus Zipeng Zhu, and a ribbon display of rotating student work.

Welcome to SVA

The Welcome Center displays a collection of artworks created by students of the College. Video displays continuously cycle motion and video work from students of all disciplines.
The SVA Library is a major resource for art and design study developed over the course of 60 years to foster the College’s intellectual and creative life. Its rich print and digital collections directly support SVA’s undergraduate and graduate curricula. In addition, library collections provide inspiration, establish context and widen perspectives. Library instructional services have been developed to sharpen students’ critical thinking and provide basic tools for lifelong learning.
opened in 2018 to better serve our expanding campus. It features a selection of books, DVDs, video games and magazines on display to browse or borrow, and all materials from the main library can be delivered by request. A group study room equipped with a flat-screen monitor is available, along with other spaces for students, faculty and alumni to relax, study and collaborate. Staff is available to assist with collections and services.

The Milton Glaser Design Study Center and Archives

is dedicated to preserving and making accessible design works of significant artistic, cultural and historical value by preeminent designers, illustrators and art directors who have close ties to the School of Visual Arts. It is named after SVA’s acting chair and design legend Milton Glaser.

The School of Visual Arts Archives documents the history of the College and provides source material for those who seek to evaluate the impact of its activities within the context of the institution as well as on the art and design communities at large.
The College has three galleries, with the SVA Chelsea Gallery serving as the premier exhibition facility. It is located on the 15th floor of the landmark Starrett-Lehigh Building on West 26th Street in New York City’s Chelsea neighborhood, in the heart of the city’s most renowned gallery district. The space, which underwent a renovation in 2016, comprises four state-of-the-art galleries and has a large terrace with a commanding view of lower Manhattan and the Hudson River. The gallery is staffed by six full-time professionals, and offers select students the opportunity to exhibit and sell their work in the same environment as some of the country’s leading artists.

Since the SVA Chelsea Gallery moved from 137 Wooster Street in Soho (where it was known as the Visual Arts Gallery) to its present location in 2004, it has featured works by notable SVA alumni such as Renee Cox, Inka Essenhigh, Joseph Kosuth, Robert Lazzarini, Sol LeVitt, Vera Lutter, Elizabeth Peyton, Alexis Rockman, Collier Schorr, Lorna Simpson and Sarah Sze. Works by Richard Avedon, Milton Glaser, Anish Kapoor, Stefan Sagmeister and Sebastião Salgado have also been showcased at the SVA Chelsea Gallery.

The two smaller galleries—the SVA Flatiron Gallery, located at street level of 133/141 West 21st Street, and the SVA Gramercy Gallery, located at 209 East 23rd Street—provide additional fully equipped spaces for students to exhibit their work, either as part of a department-organized show or as a juried student exhibition.

SVA students of every discipline derive great educational benefits from being able to study the work of celebrated artists, hear them speak at lectures or even get the chance to meet them in person—all right here at the College.
Located on the ground floor of SVA's main campus building at 209 East 23rd Street, this two-room gallery hosts exhibitions from across the College’s departments. Kevin O’Callaghan, chair of 3D Design, often curates shows here, as with 2018’s “One of a Kind Luxury,” shown here.

This gallery space serves as an exhibition venue for the west-side campus. Housed at 133/141 West 21st Street, this gallery offers matriculated students a fully equipped venue in which to exhibit their work. The MFA Computer Arts Department hosted “Left to Devices” here.
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 Practices, Design Research, Writing and Criticism, and to confer the degree of Master of Arts in Teaching on graduates of the program in Art Education; and to confer the degree of Master of Fine Arts on graduates of programs in Art Practice, 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 Interior Design program leading to the Bachelor of Fine Arts in Interior Design is accredited by the Council for Interior Design Accreditation (accredit-id.org), 206 Grandville Avenue, Suite 305, Grand Rapids, MI, 49503–4014.

The Master of Arts in Teaching in Art Education program is accredited by the Council for the Accreditation of Educator Preparation (CAEP).

The Master of Professional Studies in Art Therapy degree program is approved by the American Art Therapy Association, Inc., and as such meets the Education Standards of the art therapy profession.

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

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

The School of Visual Arts does not discriminate on the basis of gender, race, color, creed, disability, age, sexual orientation, marital status, national origin or any other legally protected status.
“Keep making things. In the process of doing that, you make discoveries.”

—Paula Scher, faculty, Design
Our mission is to educate future generations of global creative citizens to foster cultural and social change that promotes our core values through the pursuit and achievement of their professional goals.
If you work hard enough, someone will take notice.

—Brian O’Donnell, Animation
SVA was founded as the Cartoonists and Illustrators School in 1947. It was renamed the School of Visual Arts in 1956.
Getting feedback is something you should take advantage of, especially from teachers who want to help you cultivate your voice.

—Nasha Hashemi, Film
“Your work will change. And that’s kind of the point of going to art school.”

—Timothy Bair, Fine Arts
undergraduate students

graduate students
“Having my own personal space to work has been amazing for my productivity. Also my studio-mates and I have become kind of a family.”

—Stephanie J. Kim, Illustration
"Work smarter, not harder."

Always learn how to contextualize your work.

No artwork ever came out of a vacuum.

—Timothy Bair, Fine Arts
“The best advice I’ve gotten: Use this time to explore and mess up. Have fun with your art and always try something new! School is the time to wander and discover what works for you.”

— Cody Evan Silver, Cartooning
“I carry a sketchbook with me at all times. If I have an idea I can write it down or doodle it. Whether I’m on the train or waiting for my next class. It’s always better to be prepared.”

—Gabriel Aguirre, Computer Art, Computer Animation and Visual Effects
“What sets SVA apart is the instructors. They all work in the field, and they always have your best interests in mind. They can answer questions about the industry and bring valuable knowledge into the classroom that you don’t find elsewhere.”

—Tut Pinto, Design
“If you have an idea that you think is too outlandish, do it anyway. You can figure out what it means later.”

—Stephanie J. Kim, Illustration
“Regardless of what any one person sees or does not see in your work, you have to always follow your intuition.”

—Dylan Prince, Visual & Critical Studies
A dreadful roar from the battlefield,
SVA students represent 46 states and 55 countries.
"The most important thing is to think outside the box.

Giving a little twist to an ordinary idea can give it a totally different view.

—Ha Jung Song, Advertising
“I’ve learned to dream bigger and I’ve become more ambitious. Since SVA gives you so much freedom and support, you feel safe to challenge yourself and to take risks.”

—Anastasia Erastova, Film
How to Find Inspiration
An Art Student's Guide

1. Go Outside!
2. Listen to Music
3. Keep a Sketchbook
4. Follow Other Artists
5. Move Your Body
6. Try Something New
7. Get Yer Heart Broken

By David Leutert
“CHALLENGE YOURSELF just a little bit every time you want to work on something.”

—Chenwei Lin, Illustration
“It’s great to meet people in other majors because you’ll end up collaborating on projects and get different perspectives on your work.”

—Tamara Yakov, Advertising
HOW TO FIX YOUR LAPTOP

1. Pray for it & light a candle
2. Throw salt over your shoulder
3. Take its temperature
4. Turn it off & on
5. Call your mom
6. Go to the campus store!
Our faculty numbers more than 1200 and they are working artists, designers, filmmakers, photographers and other creative professionals.
"You never know how your tastes will change."

Be open to learning new things and allow yourself to explore.

—Sammy Savos, Cartooning
“The best part about NYC is that you can find almost anything.

Like witchcraft? There’s a store for that.

Parkour? There are meetups everywhere.

Hungry? Just take two steps outside and there will be restaurants and food carts at your disposal.”

—Flip Santa, Film
HOW BAD DO YOU WANT TO BE GOOD?
“The most interesting critique I received was in Cartooning class during sophomore year. The instructor told me to make my piece ‘weird.’ It felt as if he had given me permission to do something I had been wanting to do for so long, and it drastically changed the way I approached making comics.”

—Iliana Jimenez, Cartooning
There are more than 2,500 courses at SVA.
These four years pass by really fast."

—Isabelle Ravix, Cartooning

"Walk around The City and see the other boroughs."
“Working on projects at SVA allows you to be as creative as you want without any clients or bosses telling you not to do something.

It will also make for a greater portfolio and show the type of artist you truly are.”

—Tamara Yakov, Advertising
“I have found that there is nothing as satisfying as being CREATIVE. You are in touch with deep resources and with yourself.

This leads to greater self-knowledge and a hard-to-define feeling of WELL-BEING.”

—Steve Brodner, faculty, Illustration
"I love to grab my sketchbook and get lost at the MET for a day."

—Preston Nelson, Cartooning
"If you want to be an artist, if it’s something you need to do in your heart, if that’s who you are as a human being, then you have to do it."

—Phil Jimenez, faculty, Cartooning
HOW TO LOOK LIKE AN ARTIST

1. Have a pencil in hand
2. Get a chic new hairdo
3. Buy thick-framed glasses
4. Hang out at coffee shops
5. Wear black
6. Carry a sketchbook
7. Adopt a tired look
8. Get a tattoo
"Achieve 'good' rather than 'perfect.'

As artists we often want to create 'perfect' work, sometimes to the point of OBSESSION, and then we hate the art we make because it isn't good enough."

—Isabelle Ravix, Cartooning
89% of alumni report they had a good or great experience at SVA.

84% of alumni would recommend SVA to other students.

(SNAAP survey, 2015)
It helps to be nice to people.

Word of mouth can really help get you a job. I could be sitting next to my future boss or supervisor one day.

"Your network is really important.

People will hire you based on your personality and your ability to work well with others.

—Gabriel Aguirre, Computer Art, Computer Animation and Visual Effects
“SVA really accommodates people with interests in more than one media.

Since my time here I have done . . .

silkscreen, film, photography,
digital embroidery,
SCULPTURE, painting,
drawing and bio art”

—Adrian Schachter, Fine Arts
“Being in a city filled with so many different cultures & people really opens you up to new experiences.” — Nasha Hashemi, Film
SVA has nearly 37,000 alumni, making it one of the largest creative communities in the world.
HOW TO FIND A BATHROOM IN NEW YORK CITY

1. Are you willing to spend a few bucks?
   - Yes → Starbucks
   - No, I'm broke → Are you near a transportation hub?

2. Are you near a transportation hub?
   - Yes → Grand Central
   - No, too much pressure → Are you willing to pretend you're willing to spend money?

3. Are you willing to pretend you're willing to spend money?
   - Yes → Chain stores: Barnes & Noble, Crate and Barrel, Apple Store, etc.
   - No → I'm looking for a more majestic retail space

4. I'm looking for a more majestic retail space
   - Yes → City Park Bathrooms
   - No → Hotel lobbies

5. Hotel lobbies
   - Yes → Penn Station
   - No → Port Authority

6. Port Authority
   - Yes → Bryant Park Bathroom
   - No, I am not a good actor → Can you be cool and act like you own the place?

7. Can you be cool and act like you own the place?
   - Yes → Bryant Park Bathroom
   - No → I need a beautiful bathroom with marble sinks & an attendant

8. I need a beautiful bathroom with marble sinks & an attendant
   - Yes → Bryant Park Bathroom
   - No → Department stores: Macy's, Bloomingdale's, etc.
“Be true to yourself, no matter what.

You bring yourself to your art, therefore understanding what makes you, you, you is the best way to evolve and become a successful artist.”

—Gabriella Lincoln, Photography and Video
“Never lose your voice when it comes to creating things. You will always go back to your roots if they’ve been wholly significant to you as an artist.”

—Erin Checkosky, Interior Design
"Just north of New York City, up in the Hudson Valley, there are plenty of locations to get away from the busy city. There are plenty of outdoor activities that can be a great inspiration for anything that you are working on."

Jake Masakayan, Design

Great forests to hike in, museums to visit.
”Don’t edit ideas in your head.

Get everything out on paper, no matter what it is, and then edit.”

—Stephanie J. Kim, Illustration
“ARTISTS develop their skills at different paces.

Everything will work out if you give your best in each moment.

Sometimes we get caught up in the future instead of living in the present.”

—Preston Nelson, Cartooning
How to stop procrastinating.
A basic guide to get things done.

- Glue your butt to the chair.
- Stop looking at your phone.
- Don’t let time slip away.
- Wake up early.
- Have a routine.
- Make a list.
- Focus on what is important.
- Do it today.
Every instructor I’ve met at SVA gave me the same advice:

“Go outside, explore and play.”

—Ha Jung Song, Advertising
“What’s great about SVA is the focus on personal voice. I say to my students,

‘You’re different from the person sitting next to you, so let’s try and work on creating something that’s very specifically your own.’”
“I love creating mood boards. It really helps you hone in—and it’s a great tool for others to understand your design direction.”

—Erin Checkosky, Interior Design
“Every instructor has such good connections, which can be shared with you for future endeavors.”

—Razan Elbaba, Photography and Video
“I think the most unique and exciting thing about SVA is the number of opportunities students are provided. From outside scholarships, design competitions and professional exhibitions, we are constantly motivated to get our hands in the art and design world.”

—Erin Checkosky, Interior Design
“SVA is easily one of the most colorful, LOUD and accepting communities that exists. The campus is practically a rainbow.”

—Daniel J. Montenegro, Illustration
75% of SVA alumni report overall satisfaction with their current jobs.
“The GREAT THING about going to school in NYC is that you are in the center of a city full of job opportunities. The city has plenty of studios, big and small, that are always looking for junior artists.”

—Jessica Kim, Computer Art, Computer Animation and Visual Effects
This year’s viewbook is filled with artwork, personal memories and quotes from just a few of our students. We thank them for their participation—and extend our thanks to all of SVA’s students, past and present: Gabriel Aguirre, Alexander Alavi, Mert Avadya, Timothy Bair, Chengmin Bao, Maria Barquet, Saturn Brandt, Alejandro Cabezut, Yijin Cai, Julio Cesar Candelario, Tung Thanh Cao, Brian Cardona, Erin Checkosky, Chiao Ying Chen, Yuo Ning Chien, Erin Choi, Ching Yu Chou, Max Debczak, Nicholas Dimas, Branwyn Driscoll, Razan Elbaba, Anastasia Erastova, Kimberly Erquinigo, Ana Espinal, Yuan Fang, James Fitzgerald, Jamye Fontillas, Derrick Forkel, Moonwon Gang, Keith Garces, Hugo Garcia, Jay Giraldo, Chloe Giroux, Joey Gonnella, Danae Gosset, Amit Greenberg, Ori Haiblum, Seewoo Han, Nasha Hashemi, Rachel Heller, Michael Lee Houck, Christopher Hunter, Elizabeth Itzkowitz, Mitchell Jao, Iliana Jimenez, Ein Jung, Katherine Kast, Fuad Khazam, Haeun Kim, Jessica (Seulmi) Kim, Min Ha Kim, Stephanie J. Kim, Sofiya Kuzima, Emily Larosa, Gina Lee, Olivia Li, Yu Fei Liang, Morgan Light, Brian Lim, Chenwei Lin, Gabriella Lincoln, Zhilin Liu, Sage Love, Christine Marsigliano, Jake Masakayan, Katy McCaffrey, Paula Cury Melo, Maya Mendonca, Chaei Mo, Daniel J. Montenegro, Preston Nelson, William Nordlund, Lucas Northwood, Brian O’Donnell, Cheryl Okonkwo, Hao Ou, Jaewoo Park, Yearin Park, Brandon Perler, Tut Pinto, Darius Pippi, Patricia Preuss, Dylan Prince, Rianne Pyle, Georgia Raddon, Isabelle Ravix, Artemis Razzberry, Amber Ross, Sophia Santella, Flip Sarta, Sammy Savos, Brian Scagnelli, Adrian Schachter, Austin Shafkowitz, Calvin Sheely, Xiaoyu Shi, Xixian Shu, Millina Sierra, Cody Evan Silver, Kyle Smeallie, Katherine Sokolova, Ha Jung Song, Gerald Soto, Emma Hyo Jung Tak, Paul Tush, Domenica Garcia Uribe, Brian Vasquez, Mauricio Velazco, S. von Puttkammer, Isabel Waller, Chenyu Wang, Tamara Yakov, Bowook Yoon, Yifei You, Taylor Zarif, Wenxuan Zhuang