VISUAL ARTS & TECHNOLOGY AT STEVENS

The Bachelor of Arts degree in Visual Arts & Technology provides undergraduate students with a thorough and comprehensive understanding of the exciting and multi-faceted relationship between art and technology. Our students are encouraged to merge cutting-edge and traditional processes in art with creativity, critique, and hands-on learning. We also encourage our students to gain invaluable practical experience by participating in our various internship and work opportunities with professional organizations and design studios.

WHAT YOU WILL STUDY

As a Visual Arts & Technology student you will build on a two-year foundations program that covers drawing, 2D and 3D design, humanities and art history courses, as well as introductory courses in photography, video, animation, data visualization, and design. You are then able to select an area of concentration that suits you best, continuing on to pursue advanced courses and applying them to related fields. During your final year, you will develop a year-long thesis project in your area of interest. All of these projects are showcased in a special College of Arts and Letters Senior Exhibition and at the annual Stevens Innovation Expo, featured alongside projects from students across the Institute.

All Visual Arts & Technology students also complete a secondary concentration in any discipline at Stevens. This gives you the chance to explore additional academic interests and collaborate with students outside your major.

FACILITIES

+ The Media Arts Center is outfitted with Macintosh workstations fully loaded with the latest industry software. The computers are available for students to use outside of classroom time for both individual and collaborative projects.

+ The Motion Capture Lab features Organic Motion OpenStage technology which enables computers to track complex movements and generate highly accurate 3D tracking data in real-time without body suits or tracking devices. The lab is used during classes and student projects that involve animation, video, gaming and visualization.

+ The Video Editing Suite includes a 3D monitor, glasses and software and is available for students to use outside classroom time for projects and research.

+ The Visual Arts & Technology Studio serves as a multipurpose workspace for drawing and sculpture classes, photography and video shoots, and collaborative meetings.

PAST INTERNSHIPS

+ Valentina Ivezaj ’15 worked in the creative department of Sony Music in New York City and designed the album cover art for an episode of Glee.

+ Jay Simms ’15 worked as a production assistant for The Chew, a national food-related daytime television show on ABC.

+ Dan Zambrano ’14 worked in the production management department of MTV News & Docs. He currently freelances with their parent company Viacom while operating a successful production business, DZProductions.

STUDENT OUTCOMES

+ Julian Chaves ’15 is an assistant engineer at WorldStage Inc., a firm that provides production technologies to the corporate and creative communities.

+ Frank DiCola ’14 is a game designer at Margrave Games and the co-developer of Mr. Game!, a board game he is bringing to market after completing a successful Kickstarter campaign.

+ Zak Moy ’13 is a designer for VaynerMedia, a social media branding consultancy.