

DIGITAL ARTS

Students in the MFA in Digital Arts program (STEM) at Pratt are immediately engaged in utilizing digital technologies to create artwork. These artists come together to study interactive arts, digital animation and motion arts, and digital imaging. Within a context of new media, students use critical thinking, creative problem solving, technical facility, and conceptual skills to develop a sophisticated body of work.

Studio practice is essential for students of interactive art and imaging. Students working in these areas are provided with studio space for the completion of their theses. This intensive course of study is augmented by internships, special topics courses, and lectures and critiques by visiting artists. Students create work with the guidance of a faculty of professional practicing artists and scholars who serve as models in the pursuit of artistic excellence. Digital Arts' students become part of the thriving New York art scene, establishing a professional network and taking advantage of exhibition opportunities that exist nowhere else in the country. Graduates become leading contributors to the digital arts with a commitment to the cultural enrichment of their world.

The Program's Structure

Students are able to follow one of three tracks: interactive arts, digital animation and motion arts, or digital imaging. This 60-credit, full-time program is to be completed in two calendar years. Students complete required coursework in their primary area of emphasis and one year of work on a thesis, which culminates in a thesis paper, exhibition, or screening of the completed work. Additional degree requirements include completing 6 credits of extra-departmental studio electives, 1 course in art history, and 1 course in liberal arts studies.

FACILITIES

- 10 digital studios
- Imaging center
- Audio room
- Gallery Graduate studios (by concentration)
- Green screen room
- Stop-motion animation studio
- Additional Resources
- B/W laser printers
- 3-D printers
- 3-D scanner
- Color laser and inkjet printers
- Flatbed scanners
- RAID file storage and transfer system
- Plasma screen
- Render farm

SOFTWARE

- Adobe Suite
- AutoDesk Maya
- Apple Logic
- Arnold
- Harmony
- Houdini
- Max/MSP/Jitter

- Nuke
- Processing
- QuickTime Pro
- RealFlow
- Storyboard Pro
- Substance Painter
- Syflex
- Toon Boom
- Touch Designer
- Unity
- Z-Brush

Imaging Center

The Digital Arts Imaging Center has class-related equipment and other services available only to registered digital arts students. Services include:

- Wide-format 2-D printing
- 3-D printing
- 3-D scanning
- Flatbed and slide scanning
- Vinyl cutters
- Laser cutter

EQUIPMENT FOR CHECKOUT INCLUDES

- HD digital video cameras
- Digital still cameras
- Portable lighting kits
- Digital audio recorders
- Go Pro Cameras
- Headphones
- Microphones
- Motion Control System
- 11' × 12' portable green screen
- Portable video projection screens
- Sensor kits
- Video tripods with three-way fluid heads
- Wacom tablets
- Installation computers
- Digital projectors (normal and wide throw)
- Wide array of tutorials and much more

Chair

Douglas Easterly

Assistant Chair

Linda Lauro-Lazin

Lab Managers

Sharlene Medina
Demetrius Peña

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www.pratt.edu/digital-arts-grad (<http://www.pratt.edu/digital-arts-grad/>)

Faculty Bios

[www.pratt.edu/digital-arts-grad/faculty](https://www.pratt.edu/academics/school-of-art/graduate-school-of-art/digital-arts-grad/faculty-and-staff/) (<https://www.pratt.edu/academics/school-of-art/graduate-school-of-art/digital-arts-grad/faculty-and-staff/>)

- Digital Arts, MFA (3-D Animation and Motion Arts Concentration) (<https://catalog.pratt.edu/graduate/art/digital-arts/digital-arts-mfa-3d-animation-motion/>)
- Digital Arts, MFA (Interactive Arts Concentration) (<https://catalog.pratt.edu/graduate/art/digital-arts/digital-arts-mfa-interactive/>)