

DIGITAL ARTS

What is a digital artist?

A visual thinker. A researcher.

A programmer. An inventor.

A builder. A storyteller.

A visionary.

Pratt's Digital Arts program offers three distinct areas of emphasis: Interactive Arts, 3-D Animation, and 2-D Animation. In Interactive Arts, students find their creative voices in the exploration of digitally mediated installations, sculptures, mobile apps, and virtual environments. 3-D Animation students create rich virtual worlds and characters to tell fascinating stories. 2-D Animation students explore visual narratives with the immediacy and joy of tactile media. In each area, students have access to a wide variety of high-quality technology in an environment that can only be described as invigorating and innovative.

The Digital Arts program is populated with a faculty of talented artists and professionals who bring the experience of exhibiting artworks or creating for leading production studios to the classroom. Many write for trade and professional journals, and several have authored trendsetting books.

The Program's Structure

Digital Arts, BFA

This hybrid fine arts/commercial arts program helps students master the new technologies that are reshaping the way people interact, communicate, and create new forms of expression. To accomplish this, technical courses are paired with conceptual courses to ensure that your creativity grows with your skills. This curricular approach prepares students for professional positions in the arts and creative industries that currently employ this technology: interactive media, animation, gaming and experimental fine arts. Living and studying in New York City affords students access to galleries and production facilities that few cities can rival. Our students routinely continue to expand their skills and make career-changing contacts working as interns in leading studios and galleries. The four years culminate in an individual senior project that is exhibited/screened in senior shows. Students create traditional portfolios, demo reels, and websites that are used as a part of graduate school applications, gallery and festival entries, and job applications.

This 126-credit program may be completed in four calendar years.

Areas of Emphasis

Each program in Digital Arts consists of a scaffolded curriculum that ensures a steady progression through complex skills and ideas. Students are able to select one of three tracks: Interactive Arts, 3-D Animation, or 2-D Animation.

Chair

Peter Patchen

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Faculty Bios

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

- Digital Arts, BFA (2-D Animation) (<https://catalog.pratt.edu/undergraduate/art/digital-arts/digital-arts-bfa-2d-animation/>)
- Digital Arts, BFA (3-D Animation) (<https://catalog.pratt.edu/undergraduate/art/digital-arts/digital-arts-bfa-3d-animation/>)
- Digital Arts, BFA (Interactive Arts) (<https://catalog.pratt.edu/undergraduate/art/digital-arts/digital-arts-bfa-interactive/>)
- Game Arts, BFA (<https://catalog.pratt.edu/undergraduate/art/digital-arts/game-arts-bfa/>)