DEPARTMENT HAPPENINGS

3D Printing Lab Opening in Riley Hall

This spring semester will be the opening of our new Digital Fabrication Studio. The studio was made possible by an internal University Equipment Restoration and Renewal grant which provided the funding to purchase state-of-the-art digital fabrication and rapid prototyping equipment. The studio, located in Riley 101A, houses a 3D scanner, three 3D printers, and a large capacity CNC laser cutter. The various printers will allow students and faculty to create quick, large, and/or high-resolution prototypes.

Max & Emma Lecture 2017: Eddie Opara, Pentagram

Graduate of Yale University, Eddie Opara is a designer and entrepreneur who describes his work as multifaceted, encompassing design and technology, strategy, interactive installations, and websites among many others. Opara is currently a visiting critic at the Yale School of Art and teaches narrative design at the University of the Arts, Philadelphia as well. He is a member of the Alliance Graphique Internationale, on the board of the New York Chapter of AIGA (the professional association for design), and was recently featured in Ebony magazine’s Power 100 Black American list for the December 2011 / January 2012 issue.

Opara is also a partner at Pentagram, New York City. Pentagram is the world’s largest independent design consultancy.

Eddie Opara will be on campus April 20, 2017, to deliver the department’s annual Max and Emma Lecture. Time and location will be announced in the coming weeks. Please see our departmental calendar of events for updates on this event.

STUDENT SPOTLIGHT

2017 Wrappe Award Recipients

The Judith A. Wrappe Memorial Prize, established in 1989 by Sue and Jerry Wrappe, honors the memory of their daughter Judith, a BFA major in painting and 1988 graduate of our
Department. The annual prize is awarded to two outstanding seniors in the department. The award is given for creative and academic excellence in the major, and is awarded by the entire faculty in studio art and design. This year, design student Erin Rice (above, right) and studio art student Mary McGraw (right) were selected as recipients of this prestigious award.

South Bend City Connect
During the 2016 fall semester, MFA candidates Miriam Moore (left) and Robbin Forsyth (below, left), began collaborating on a project that focuses on bringing together local non-profit organizations, banking partners, and mobile technology to help relieve financial instability and promote monetary self-sufficiency within impoverished areas of South Bend, Indiana. Their project, South Bend City Connect, is a mobile application that works as “the interface of an integrated program designed to help the working poor maintain an uninterrupted minimum standard of life utilities at their residence, and extract themselves from the predatory, high-cost financial ecosystem of payday loans and prepaid debit cards.”

The system aims to combine the city’s services with financial education and low-cost banking resources to ease financial burdens. Forsyth and Moore have been doing extensive hands-on research within the city to better understand financial needs of their desired users and further develop this application, and in the process have received positive feedback from South Bend’s Innovation Department and other local interested banking and credit unions. To read more on this story, please visit this link.

Design Students Named Finalists for Disney Imagineering Competition
This year, students in Scott Shim’s Collaborative Product Development course formed interdisciplinary teams and used the principles of design thinking to create concepts for an immersive outdoor space at the University, and then entered in the Walt Disney Imagineering Imaginations Design Competition. Two Notre Dame teams made it to the semifinal round, and one has now advanced to the finals, earning an all-expenses-paid trip to Walt Disney Imagineering—the creative force behind the Disney parks, resorts, and attractions—in Glendale, California. The students are one of just six college teams from across the country to be named finalists. They will spend the week presenting their project to Imagineering executives and will
be judged on their ability to collaborate across disciplines, their individual skills, their ability to tell a compelling story, their knowledge of and passion for the Disney brand, and whether their project provides an engaging guest experience. For their project, “The Spirit of the Isle,” the team envisioned a manmade island where guests enter from behind a waterfall to experience an engaging amphitheater, explore sweeping terraces, or venture into a cave beneath the falls, which can double as an ice-skating rink in winter. For the full story, please follow this link.

FACULTY NEWS

Maria Tomasula: Everpresence, Forum Gallery, Public Talk

Maria Tomasula, Professor of painting in the department, recently held a solo exhibition, Everpresence, consisting of paintings and drawings at Zolla/Lieberman Gallery in Chicago. Currently, she is working on completing a set of paintings for a forthcoming solo exhibition at Forum Gallery in New York City. In March, Tomasula will be giving a public talk about her work at the Kansas City Art Institute, where she will also speak individually with students about their own work. Art functions in many ways, but for Tomasula, creating art is largely a sense-making activity. She is interested in giving visual form to some of the most elusive aspects of human experience as a way to make them more comprehensible: the feeling of individual being, a sense of how we have come to be composed in time, the connections to other humans and things that make us who we are. She draws on the Latinx religious and secular images from her background, as well as ideas about the ‘self’ in traditional and contemporary cultures.

Bill Kremer Hosts Ceramic Symposium: Out of the Ashes

For one week in October 2016, twelve ceramic artists worked together in the Notre Dame ceramic studios. In addition to making their own signature ceramic artworks, the artists interacted and collaborated with each other through the course of the five-day symposium. In early November their new clay works were fired in the Notre Dame wood-fired anagama kiln, which is located at the Michigan studio of ND Professor of Art, William "Bill" Kremer. Selected finished works created during this symposium, and related materials, will be the focus of this exhibition in the Snite Museum of Art.

ALUMNI STORIES

Eileen Murphy: Product Designer at NYT

Eileen Murphy (BFA ‘14) is a Product Designer at the New York Times specializing in video and virtual reality products across all Times’ platforms and properties. Most recently, her team released
The Daily 360, an unprecedented journalistic endeavor to publish one new 360 virtual reality video on every platform each day for over a year. Eileen was the primary product designer for The Daily 360, creating an intuitive and cohesive watching experience across the NYT website, mobile site, iOS and Android native apps. 360 videos transport viewers directly to the center of the story; immersing them into the scene and allowing them to explore the surroundings for themselves. To watch for yourself, visit nytimes.com/thedaily360.