



2022 Exhibition

Series

AD Pennsylvania College
of Art & Design

This publication has been produced to accompany the 2022
Senior Exhibition for the Class of 2022
at Pennsylvania College of Art & Design in Lancaster, PA

Curated by Alex Schaufele, Director of Exhibitions

Forewords written by President Michael Molla
& Provost Carissa Massey, Ph.D.

Artist text was written by the Senior Class of 2022

Edited by Jennifer Kopf

Catalog designed by The Agency at PCA&D:
Bill Dussinger- Coordinator of The Agency
Frankie Reed, Paige Alana, Sami Halfpenny,
Jasmyn Stokes, Austin Taylor, Cleo Kendrick,
Hannah Groff, Olivia Kenny, Madison Milewski,
and Sadie Berndt

ISBN: 978-1-73747757-6-1

© 2022 The Gallery at Pennsylvania College of Art & Design
204 North Prince Street, Lancaster, PA 17603

All Rights Reserved.

www.PCAD.edu

2022
Exhibition
Series

Table of contents



02 To The Class of 2022

Graphic Design

06

24 Photography & Video

Illustration

38

70 Fine Art

Animation & Game Art

88

108 Acknowledgments

FROM THE PRESIDENT TO THE CLASS OF 2022

For most of you, we began our journeys at Pennsylvania College of Art & Design together - you as new Foundation students and me as the College's new president. Together we shared many firsts together - first-day jitters, the first time we got lost in the building, and our first critiques. For all of us, including students who came to PCA&D as transfer students, we further shared many firsts, and hopefully one important last - the pandemic. What I think we've learned together is our tremendous capacity to weather and even embrace change. Together, these trials and growth opportunities have shaped us all into the people we are today. Together, we have emerged into something quite remarkable.

I have seen you become a community of innovative and deeply creative thinkers and makers who are unwavering in your support and care for each other. Living through this global crisis together will bond you in a way that few other experiences can, and it will shape your work in powerful and resonant ways. As you have heard me say through your time here, we need artists and designers more than ever to help us understand this tectonic culture shift. You are the ones who will help us figure out how to survive and thrive while imagining our future together.

I am grateful for each of you and I am inspired by your purposeful energy. It is my great joy to walk through campus admiring your senior studio spaces. I marvel at your making and wonder where your passions, drive, and determination would lead you next. It thrills me to watch your first experiences here soon become a career or to see how your time here serves as a creative ignition to spark something new. More importantly, I wonder how the world events you have witnessed will continue to shape you and how you will shape our world. As you know,

it is the artists and designers who best make sense of chaos, who best can live in ambiguity, and who point the way to understanding and compassion. This world has shown you all, in the greatest waves of certainty of uncertainty, that we need your creativity and ingenuity now more than ever.

As you navigate what's next, remember to look back on your time at the College with a reflection not only on what you have gained, what you accomplished, and what you discovered (even when you thought you couldn't). When you think about how your faculty and the staff supported, pushed, and challenged your growth, remember you gave these gifts to each other as well. Please always know that your presence here shaped the College. You helped launch new initiatives, sparked fresh ideas, and created lifelong bonds, memories, and movements. Your curiosity and dynamic energy as students have invigorated us and we count on your continued inventive spirits as alumni to infuse the College and inspire new classes of students.

We treasure you for all the enthusiasm and energy you brought to our campus community. And we are so delighted to have witnessed the journey into the brilliant creatives you have become, pursuing your dreams with passion and purpose. We can't wait to follow your future.

Take care of yourselves and others,

Michael Molla
President

FROM THE PROVOST TO THE CLASS OF 2022

May 6th is here. 1,322 days since your first day of class on September 4, 2018. You have earned 120 credits of coursework through 187 hours of class and studio time. And it has been 784 days since you were sent home at the start of the pandemic. Numbers tell a powerful story. But there is more to your story.

You are the last generation of PCA&D students to hold memories of our community before the pandemic spread across the globe. You are strong and resilient, and know firsthand how important it is to persist. And now, as you prepare to walk into the post-pandemic world with your professional degree, you carry with you a special experience and unique knowledge. You know how to create connections and routines when faced with the upheaval of our day-to-day lives. You created, expanded, and preserved your communities while keeping them safe. Your vigilance helped others as well as yourselves. You learned how to self-regulate, lean on each other, and champion each other to make sure you all reach this milestone together. And now you are ready to walk forward with your diploma in hand into an uncharted future that is full of promise.

You are creative professionals, with sincerity and gravitas, who know fully the importance of artists and designers in improving our world. Your friends and family now get to see the promise of that future of change and innovation through your Senior Exhibition work. Decades from now, college archivists will look at this catalog and scan for clues of this historic moment. How did our animators humanize this story? How did our fine artists express ideas unique to this moment? How did our graphic designers design our understanding of the world during

this time? How did our illustrators capture the truth and tell the story of “now”? How did our photographers document themselves and others, inadvertently crystalizing clues about this moment in time?

What the catalog will not show future archivists is the future you are about to shape. Your professional pathway is already under your feet, a path you have been walking as you get to the culminating experiences of Senior Exhibition and Commencement.

You are the artists and designers our community needs. And you are colleagues and citizens who will shape our society for the better. We are so proud of you and your achievements. We know also that you have only just begun. Thank you for your leadership, humor, and care for others. Know that we are still here for you, now that you are alumni, and will continue to cheer you on, help you expand your network, and bring you opportunities to continue to learn through the decades to come.

Kind Regards,

Dr. Carissa Massey
Provost

Graphic Design

***“There are three responses
to a piece of design –
yes, no, and WOW!
Wow is the one to aim for.”***

-Milton Glaser



Christina CLEMENTE

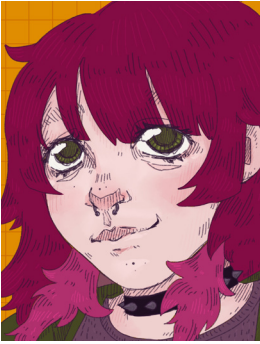
Graphic Design

Christina Clemente's work features vibrant and bold colors within her simple designs through the use of digital tools. Her senior thesis is a vintage thrift store inspired by her love for '70's patterns, clothing, and music, all while promoting the benefits of thrift shopping.

Clemente transferred her junior year to PCA&D. During her time here she served as secretary for the local American Institute of Graphic Arts Chapter (AIGA), had her book cover design chosen for Sunbury Press, and made the Dean's List multiple times. Following graduation, Clemente plans to work in branding or packaging design.







Mars **KEEFE**

Utilizing human nature and our curiosity, be it natural or morbid, is what Mars hopes to evoke from their thesis. Their thesis explores oddities and their presentation in an ethical and humane manner. Using digital software and physical specimens, Mars brought Monstrum to life with inspiration from the Mütter Museum and the Oddities and Curiosities Expo. They continue to accept freelance jobs as a graphic designer and illustrator.

Graphic Design



ANTIQUES & ODDITIES

MOREM



5 • 6 – 5 • 8

COMING TO LANCASTER

VISIT MOREM.COM FOR MORE INFO



Madeleine **NORRIS**

Inspired by artists such as Ewan McLaughlin, Riniifish, and Velvetzienz, Madeleine creates work which often uses stylized illustrations of varying subjects. Madeleine primarily uses Photoshop, Procreate, and Adobe Illustrator. Graphic designer Madeleine displays her thesis, called "Bear the Trails". Through graphic lines and animal illustrations, Madeleine attempts to create what would be interactive and educational experiences outdoors. Using bright colors, textures, and hand lettering, Madeleine's thesis collection examines hands-on learning with the intent to benefit the environment.

Madeleine would like her thesis to be an in-person event where people would walk along a trail in the Teton Mountains and collect trading cards depicting Native life. It would be non-profit and proceeds would ideally go towards Native land conservation. She finds inspiration in the outdoors and the people in her life.







Kelly PHAN

Kelly Phan's work consists of using bold colors, fun typography, and flat-style illustrations. Her senior thesis is a cat cafe (yes, with actual cats). Cranky Cat Cafe strives to spread awareness about cats in shelters and the dangers of being euthanized. There is a cafe in one room and adoptable cats in another separate room.

During her time at PCA&D, she was AIGA's president, PCA&D's Senior Show branding winner, a GDUSA Student to Watch 2022, and made the Dean's List every semester. Following graduation, Kelly would love to explore job opportunities in UI/UX, package design, and publication design.

Graphic Design



crankycatcafe.com



cranky
A CAT CAFE

**CATS &
COFFEE**
NEED I SAY MORE?



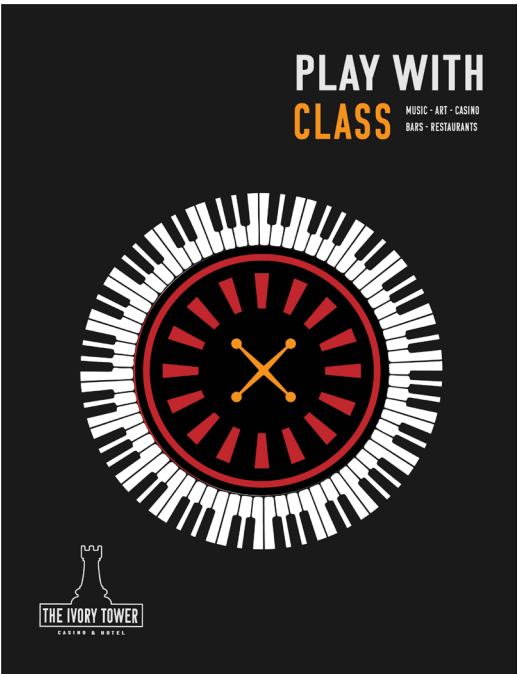
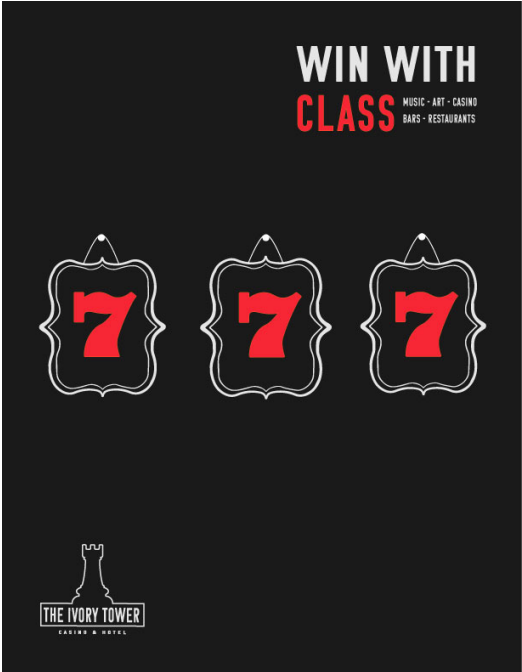
Jose **ROSADO** Jr.

Graphic Design

Through graphic design and the use of branding Jose Rosado explores the casino industry and how it impacts our economy and communities. With the casino industry displaying the reputation of a dirty and greedy business, his work seeks to redefine that premise and give the casino industry a new face for future generations. Using a branding format and a business pitch, Jose seeks to create a whole new idea for what casinos can be. Rather than the idea of just winning and burning money, you'll always have the comfort of knowing it goes back into the community in some form or another. Jose assumed the role of Student Ambassador of the Graphic Design program in early 2021 and published a book cover design for author Wade Fowler for the book "Death by Beer".

Coming from the Philadelphia area, Jose has always produced freelance work for multiple clients in his area and has kept that going out in the Lancaster area. He has now obtained an internship position with FORCEpkg in Lancaster City and hopes to move forward as a full-time Graphic Designer.



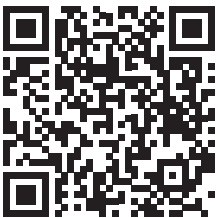




Chase **RUSINKO**

Chase Rusinko is a graphic designer who specializes in typography, color theory, geometric elements, and precise measurements. His senior thesis project is creating an identity as a musician, doing all of the self-marketing, and getting ready to make a song in the future.

During his time at PCA&D, he became an AIGA member and treasurer for the local chapter. He founded the club that turned into the PCA&D Esports Team, and has participated in Designathon for 3 years. Chase started as an intern at Unique Apparel during the 2021 Summer, and within a week became a full-time employee, then turned part time during the Fall semester as he worked as a Student Ambassador. He has a handful of full-time post-graduate job offers from a few CEOs and is ready to get into the workforce as soon as he graduates.





BACK UP BEFORE YOU
END UP LYING BROKEN, CRYING HOPELESS. IF YOU YOUT
GONNA GET THROUGH THIS, TRUST ME, I'VE BEEN THERE. I'VE
WORSE, I'VE BEEN THERE. I'VE BEEN THERE. I'VE BEEN THERE.
RUN, DON'T WANT TO BE A JUST TO GO ON, JUST RUN.
HELP YOU STRIVE FOR THIS, I'VE BEEN THERE. I'VE BEEN THERE.
YOU'LL GET IT OUTTA THE LOT, NO
WE'VE GOTTA TAKE THIS
ONE

ONE
STEP
AT A
TIME.

YOU'RE GUNNA

FALL SOON

N





Darleen SEDJRO

Minor | Art History & Visual Culture

Darleen Sedjro is a graphic designer who mainly works with shapes and bright colors in her design work. She developed promotional branding for a clothing line as her senior thesis project, which promotes self-love and body positivity to help others be confident in themselves.

Darleen transferred from Montgomery College in 2020. During her time at PCA&D, Darleen has created book covers for Sunbury Press, was a finalist for the 2022 Senior Show Celebration Design Contest, and participated in Designathon in 2022. Following graduation, Darleen will continue improving her skills and exploring her options in her field.

Graphic Design



Sale

SAVE UP TO **70%**

On your first purchase

Sweet Beauty
Society

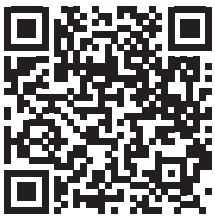
Photo by Tamra Creatives Agency on Pexels



Alex SPANGLER

Inspired by the likes of the well-known photographer Mark Riccioni, Alex Spangler creates work which focuses not only on the subject, but also puts stress on showing off its environment. Alex uses photography with his graphic design to explore a combination of the two worlds.

Alex's thesis has been growing and evolving for years before even getting to college. His brand developed into a full-blown company at the age of 21, Spec Creative. Bringing into existence a top-tier level of design and photography is his goal, alongside running a growing business with dozens of clients across the country. His love and passion for the automotive world and the people in it, are what drives him to create the majority of his work as you will see.





Photography & Video



***“There are no rules for
good photographs, there
are only good photographs.”***

-Ansel Adams



Woodrow **CLAPPER**, IV

Minor | Art History & Visual Culture

Photography & Video

As a multidisciplinary artist, Woodrow enjoys experimenting in his work with the combination of both traditional fine art photography and mixed media to better understand the complexity of his emotions. Through the use of video and alternative photographic processes, his thesis work is a personal reflection of his struggle with mental health and the process of learning to overcome it. Representing these emotions visually allows the viewer to experience them as well, grounding them to their humanity.

In 2021 he completed an internship in Baltimore, Maryland, with studio photographer Roy Cox. Woodrow recently had work exhibited at curio. Gallery & Creative Supply.







Na'Chelle **MORRIS**

Minor | Creative Writing

Photography & Video



Na'Chelle Morris, in her project "Sincerely, Me", takes her audience on a journey to uncover her true identity as a human being. Inspired by Jørgen Leth's "The Perfect Human" and Lars Von Trier's "The Five Obstructions", she describes the world she encounters on a day-to-day basis, the world shaped by the beliefs under which she was raised. Na'Chelle is a Photography & Video major, but enjoys using other mediums outside of her primary medium.

Na'Chelle has had the opportunity to contribute to several gallery exhibitions during her time at PCA&D, including acting as a member of the CORE Gallery and working with the College's Main Gallery as well. Na'Chelle has also participated in international photography exchanges with students at Zayed University in Abu Dhabi. A graduate of Delaware County Community College, Na'Chelle holds an Associate's in Fine Arts in Photography and will graduate with a Creative Writing minor in addition to her BFA.





Emily REIFSNYDER

Minors | Art History & Visual Culture and Literature

Photography & Video



Emily Reifsnnyder's thesis focuses on the relationship between the artist, the artwork, and the audience. This body of work features self-portrait photography, handwritten text and appropriated literature, abstract imagery, and video clips. Her physical pieces are accompanied by questions that encourage the viewer to reflect on how they have perceived her through the work, and what their conclusion reveals about themselves in turn.

Emily's work has been exhibited in Lancaster galleries, including at the Ware Center Regitz Gallery, CORE Gallery, and curio. Gallery. She has contributed work to the PCA&D - ZAYED Cultural Exchange, in addition to designing the book that details the work submitted by students from 2020 to 2021. She volunteers as a photographer & videographer for PALS summer camps for individuals with Down Syndrome, and lends her photographic talents to events occurring at GEMS Hop Farm in Carlisle, PA.





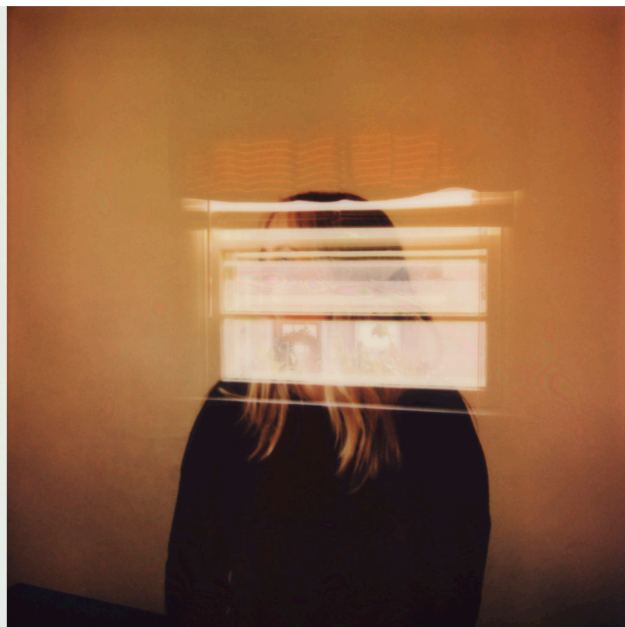
Nicole **STOLTZFUS**

Photography & Video

Through photography, Nicole Stoltzfus explores the nostalgia of memory. Her work, through familiarity, communicates that memories can be shared. She also investigates how photography is directly linked to time and lost memories. Using a Polaroid camera and alternative processes, she captures these sentiments through light and color.

Nicole has participated in international photography exchanges with students at Kyungil University in South Korea, and Zayed University in Abu Dhabi. Her work has also been exhibited at curio. Gallery & Creative Supply in Lancaster.



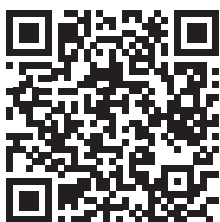




Cheyenne SNOW

Minor | Art History & Visual Culture

Photography & Video



Cheyenne Snow is a working photographer and videographer based in Central Pennsylvania who, in her personal work, makes self-identity her primary subject. She also focuses on commercial real estate photography in her professional career. Cheyenne's senior thesis is based on the idea of nature and how family traditions, culture, and environment can determine human connections to nature. By making photographs of the world through both a personal and documentary lens, she takes a step back and looks at the world around her through an objective perspective.

Cheyenne has been featured in multiple group shows at the PCA&D student-run CORE Gallery, such as "Sugar & Spice", "Walking on Eggshells", and "Per Aspera Ad Astra." Her work has also been included in the group show "Headspace" at curio. Gallery, Lancaster, and Scott Church's "Legacy" show at Mulberry Art Studio. She has curated two group shows with her peers at PCA&D, "To Be Determined" and "Eyes Wide Open". She has also taken part in two international cultural photography student exchanges, KIU - PCA&D Photography Exchange and PCA&D-ZAYED Photography Exchange.





Kennedy **TOOMEY**

Minor | Art History & Visual Culture

Photography & Video



By turning the lens on herself, Kennedy Toomey's thesis collection investigates the complexities of non-sequential healing and how it has fostered growth in her marriage. Inspired by Romanticism and Neoclassical art, Kennedy's work challenges the male gaze as she documents the rebirth of herself and her partner through the combination of photography, video, embroidery, and poetry.

Kennedy is earning her BFA at Pennsylvania College of Art & Design majoring in Photography & Video and minoring in Art History. She serves as the Social Media Manager for CORE Gallery, PCA&D's student-run gallery. In 2021, Toomey completed an internship with Roy Cox Studios in Baltimore, Maryland and since has accepted a freelancing position as a video editor for Sweetish Candy in Lancaster. Kennedy has participated in international photography exchanges with students at Kyungil University in South Korea, and Zayed University in Abu Dhabi. Her work has been exhibited at The Ware Center for Visual and Performing Arts at Millersville University as well as curio. Gallery & Creative Supply in Lancaster.



Illustration



***“There is nothing better
for us to do than to take
ourselves as we find
ourselves and make the
best of ourselves.”***

-Wanda Gág



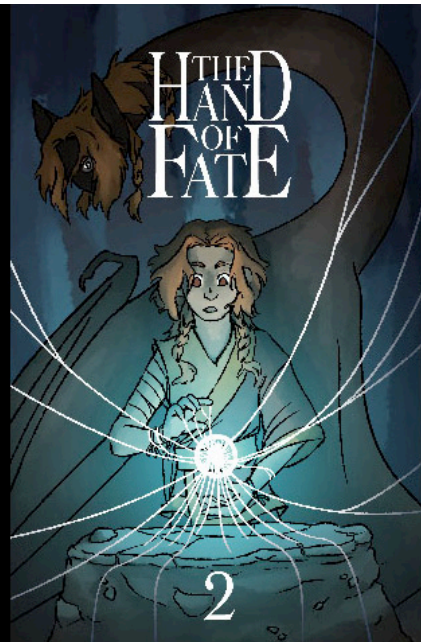
Jay AMAN

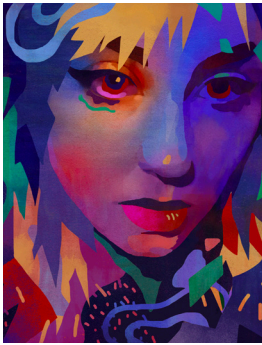
Minor | General Humanities

Illustration

Through horror and comic style storytelling, Jay Aman questions the idea of innocence and how easily it can be destroyed. Before even reaching their quarter-life crisis, they feel as though they have grown up too fast and wasted too much time. Inspired by horror stories and indie webcomics, their digital comic uses sequential storytelling to convey their fears around growing up. They've spent the last year building a portfolio full of horror and comic themes. After college, they plan to seek an internship in book publishing.





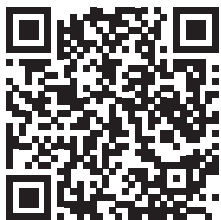


Kristin BERE

Minor | Art History & Visual Culture

Illustration

Through a combination of digital and traditional mediums, Kristin Bere explores the worlds created by a diverse range of music artists in their thesis. Their thesis aims to create visuals that epitomize the sounds and lyrical themes of selected albums that have inspired them. Collage, maximalism, and the blending of “high” and “low” art are all influences on their work. Their work has been displayed in galleries in Lancaster and Allentown. After graduating from PCA&D with a BFA in Illustration, Kristin intends to pursue work in the editorial field.



When the Pain Hits the Conflicts He Winks Like a King
What He Knows Throws the Blues When He Goes to the Fight
He'll Win the Whole Thing 'Cause He Enters the Ring
There's No Body to Butcher When You Mind is Your Might

So When You Go Solo You Hold Your Own Hand
and Remember That Depth is the Greatest of Heights
and If You Know Where You Stand Then You Know Where to Land
and If You Fall it won't Matter 'Cause You'll Know That You're Not Dead

Fiona Apple



Brittany BOLIG

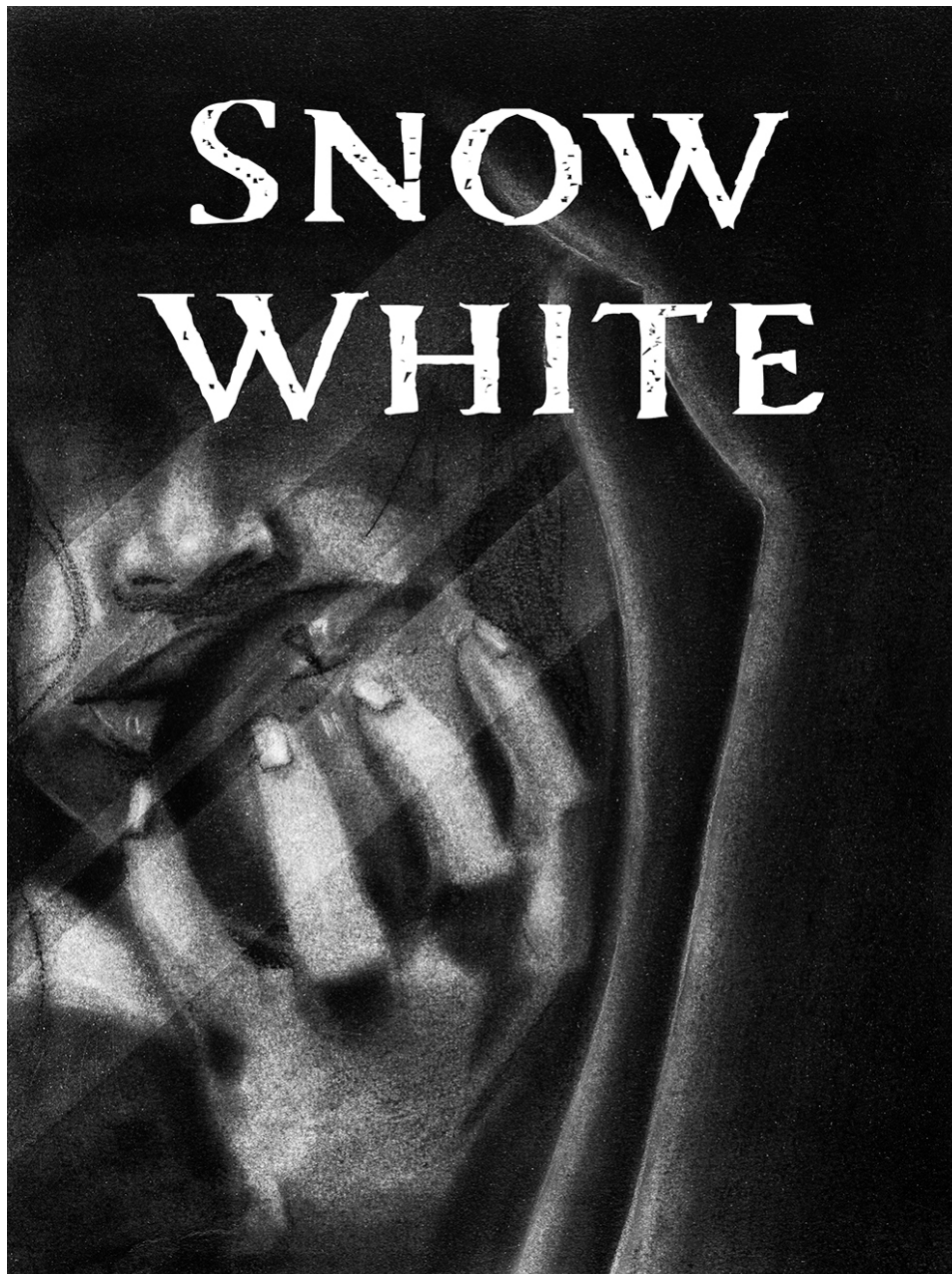
Minor | Art History & Visual Culture

Illustration

Brittany Bolig is an illustrator who uses charcoal to explore ways of making someone feel emotions through the use of images and tones. In her thesis, she takes the Brothers Grimm's fairy tale stories and transforms them into horror-based movie posters. An inspiration for her thesis comes from the creator Tim Burton. She focuses on the way he can take terrifying concepts and add cute, creepy characters to make it more child-friendly. She uses that influence and does the opposite of what most would interpret to be lighthearted and happy, then changes it into a frightening exhibition.



SNOW WHITE



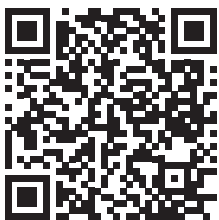


Steven COLICCHIO

Minor | Art History & Visual Culture

Illustration

By combining his digital work with a physical, handmade craftsmanship, illustrator Steven Colicchio looks to explore the more tactile side of interactive entertainment. The objective of this project was to create a piece of work that alluded to a much bigger world, and to create something physical that was seemingly ripped right from the world itself. By creating digital images and manipulating them onto a real, physical object, in this case, a leather-bound journal, Steven shows a fragment of a world rich with lore, characters, and narrative that would leave the viewer wondering and wanting more. Steven looks to apply his love of worldbuilding in the future in the industry of video games, cartoons, and movies.







Alicia GROFF

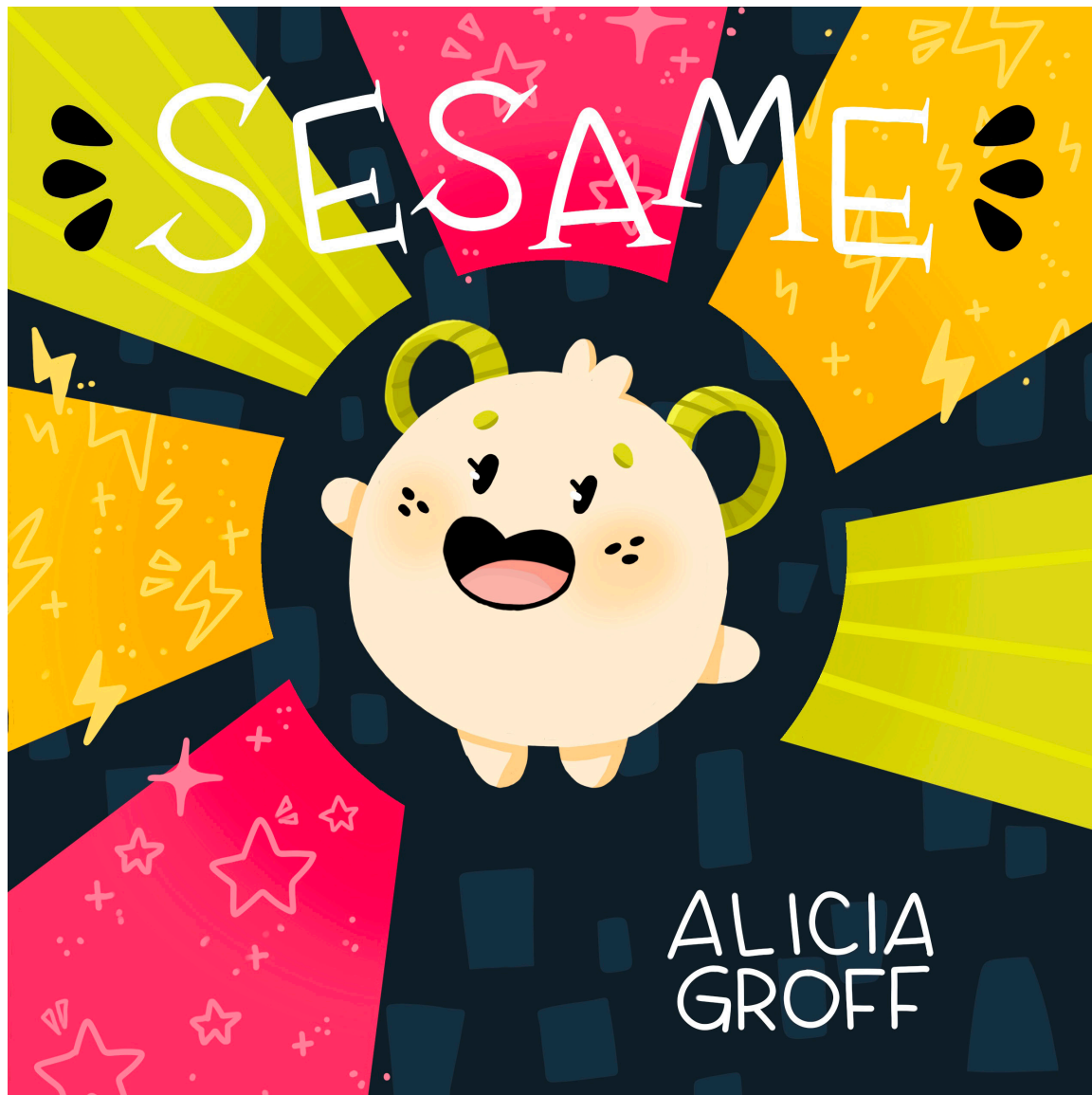
Minors | Art History & Visual Culture and General Humanities

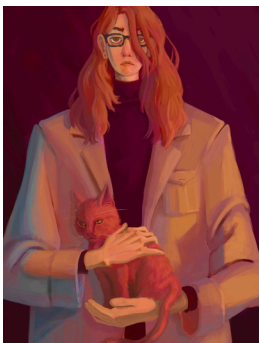
Illustration

Inspired by midcentury design and illustration, Alicia Groff creates blithesome work to spark joy through the utilization of shape and bright colors. Alicia's thesis consists of a children's book centered around a personified dumpling and other stuffed cuisines. Her book, "Sesame", reflects her experience as an adopted Asian-American raised in Central PA.

At PCA&D, Alicia channeled her passion for fostering personal connections in her role as a Student Ambassador for Admissions, and as the Art Market coordinator. After graduation, Alicia hopes to continue to make a positive impact on those around her through everything she creates.







Sophia **HOUCK**

Using figure-focused book illustrations, Sophia Houck's thesis collection explores the ways interpersonal connections can help individuals overcome their struggles. She takes the writing of Tamora Pierce's "Protector of the Small" series and narrows in on moments that exemplify that theme of the support a community can bring for her digital illustrations. She aspires to work in publishing in the future, with a focus on book illustrations for middle grade and young adult audiences.

Illustration







Delaina JOLLEY

Illustration

Inspired by music and bold colors, Delaina Jolley loves experimenting with her digital illustrations. She incorporates unique bright color palettes, whimsical shapes, and portraits to invoke waves of emotion. Her senior thesis is a series of editorial illustrations centering on topics of housing inequality in the United States. She has always been interested in and wanted to bring awareness to this topic.

During her time at PCA&D, Delaina was a recipient of the Cynthia Price Scholarship and has helped found BLAC (Black Led Art Coalition), the college's first black student union. Through BLAC, she has co-curated "While I Breathe, I Hope" and "Works Cited" in collaboration with CORE Gallery, co-wrote a Lancaster Chamber article, and helped plan events. She has worked as a Gallery Assistant, where she learned how to handle and display artwork, managed the gallery's social media account, and assisted with the gallery's programs. Delaina has also curated her solo exhibition "Nodus Tollens" with CORE Gallery and later exhibited work in other CORE shows. Delaina was a student member of PCA&D's DEI Committee and has worked at the College's Learning Commons. Following graduation, Delaina plans to pursue a career as a freelance illustrator while also working for galleries, museums, or other media companies.







Natalie **MCNEW**

Illustration

Natalie McNew uses illustration to explore digital landscape and character design. She primarily uses digital mediums, but likes to experiment with traditional mediums like charcoal and graphite. She looks to create an eerie inside look at the phenomena of the supernatural in a small town. Some of her influence draws on from environments like those of "Silent Hill" and incorporates Greek mythology and lore. Natalie would like to see this thesis work progress into game development. She plans to work on character and asset designing through digital mediums as well as three-dimensional work.







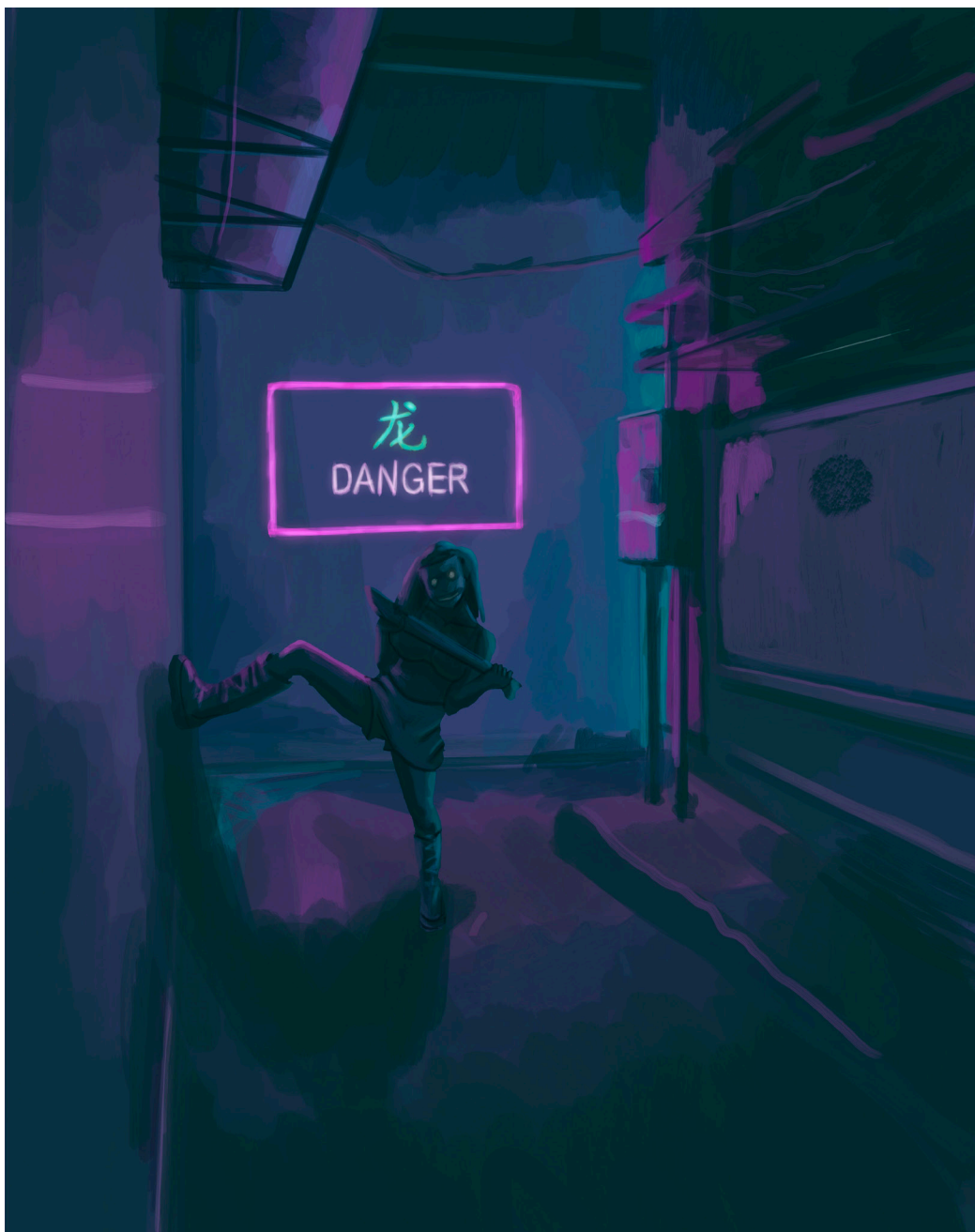
Quadir **MOULTRIE**

Minor | Art History & Visual Culture

Illustration

Quadir Moultrie is the illest young illustrator from Philly. His work is inspired by urban street fashion and hip hop culture. Through illustration and design, he is focused on creating bold, colorful work showcasing childhood observations—bikes, money, skulls. His work defines the natural urban lifestyles and landscapes true to Philadelphia. Follow him on Instagram: @Chasexcashe







Yamilet ORENGO

Minor | Art History & Visual Culture

Illustration

Through digital painting and illustration, Yamilet Orengo explores the process of creating character designs for a live action movie. Her thesis work takes characters from the book and casts real-life actors to play them in her illustrated works. She was inspired by watching a lot of action movies while also watching a lot of cartoons.

Her works have been in a group show, "Ruptura Authéntica", for the San Juan Festival in 2020. She worked for Triode Media in 2021 to make a commercial for Three Kings Day for Lancaster City. As the future unfolds, Yamilet plans to become a successful editorial illustrator.



Artemisia





Aidan RHODES

Minor | Art History & Visual Culture

Illustration

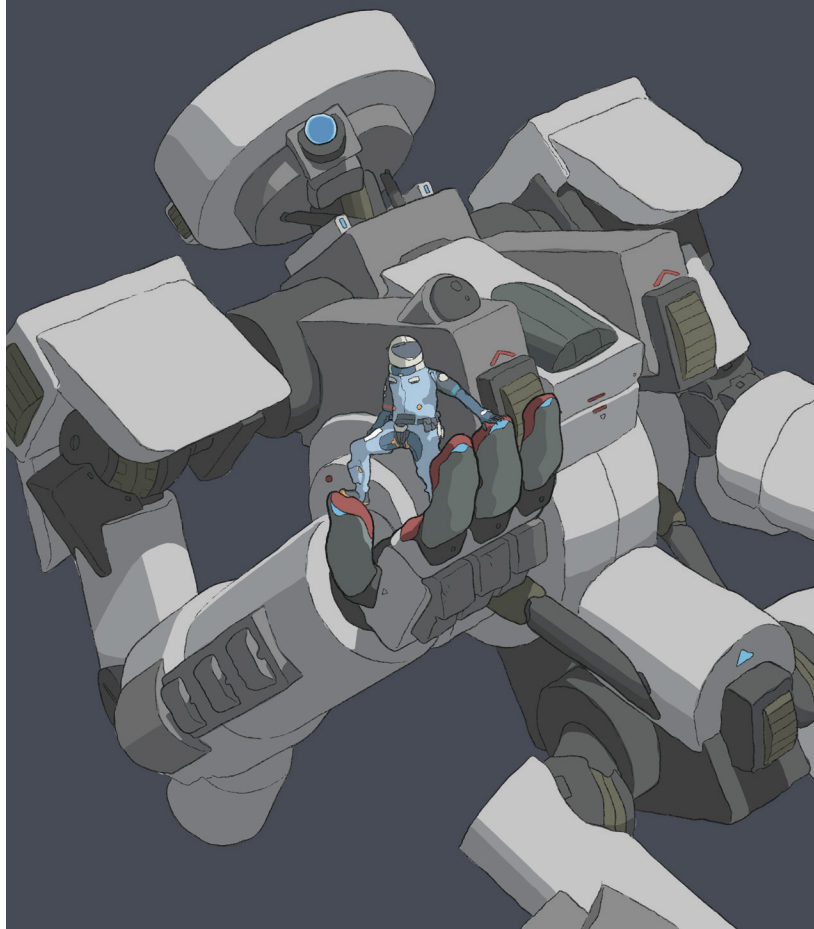
Aidan Rhodes enjoys creating fictional worlds that feel realistic and lived-in. He pursues this through writing fleshed-out characters, drawing technically detailed clothing and props, and rendering a sense of scale through landscapes. Aidan primarily creates art digitally, and his work ranges from character and landscape illustration to comics and narrative art. His thesis seeks to combine these concepts into a comic book that explores the catastrophic effects of warfare in a near-future sci-fi setting.

During his time at PCA&D, Aidan was a member of the local Society of Illustrators club and participated in the annual 24-Hour Comic Book Day. After graduation, he plans to use his skills to work in the fields of visual development, as well as writing and drawing comics.



AIDAN RHODES

GHO/HOST





Anthony RUDDEROW

Minors | Art History & Visual Culture, General Humanities,
Business in Creative Industry

Illustration

Anthony Rudderow is a landscape painter exploring the rhythmic elements of nature and looks for the stories they tell through his work. Inspired by the natural beauty of landforms in the American Southwest and the crushing despair of a constant news cycle, Anthony attempts to tell stories focused on the effect people have in their world rather than what people can take from it.

During his time at PCA&D, Anthony worked for the IT department and in the Learning Commons as a writing assistant and peer mentor. Following graduation, Anthony will be attending Drexel University for a master's degree in Museum Leadership Studies.







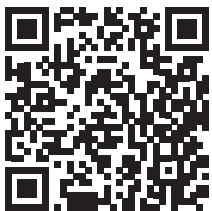
Aidan THACKRAY

Minors | Art History & Visual Culture and General Humanities

Aidan Thackray explores the depths of memories and self-identity through a multitude of mediums. Utilizing illustration, alternative process photography, textile design, and artifact creation, she created a thesis of work reflective of those personal themes.

During her time at PCA&D, Aidan acted as the president of the student chapter of Society of Illustrators, was a CORE Gallery member, and is currently the in-house graphic designer for her mentor, Timbrel Chyatee, founder and designer of Chyatee and The Cultured Workshop. After graduation, Aidan will be attending Kutztown University to earn her master's degree in Art Education.

Illustration







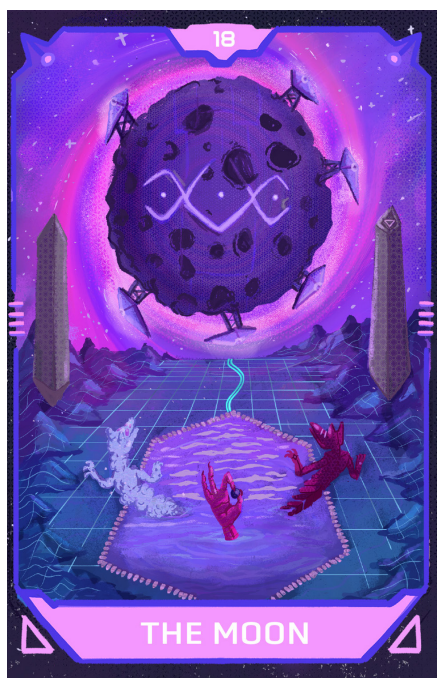
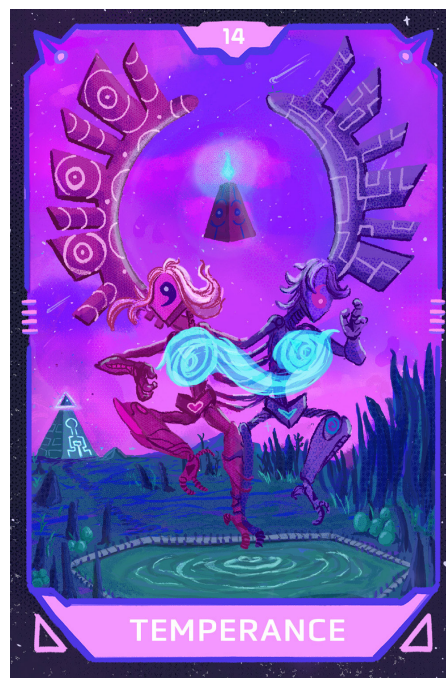
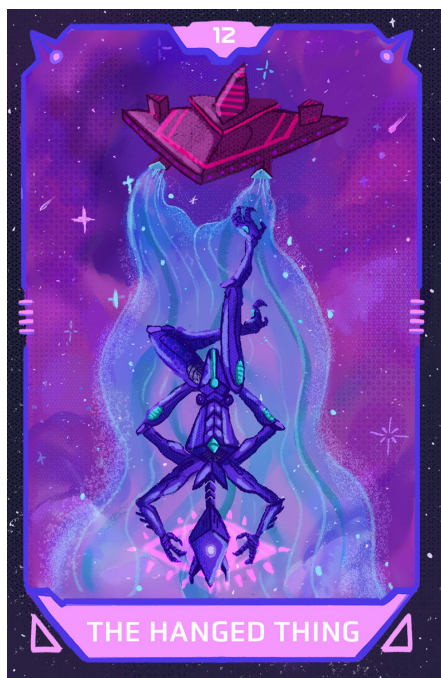
Jerome **TIMINSKI** IV

Minor | Art History & Visual Culture

Illustration

Inspired by classical mythology, Japanese Ukiyo-e prints and synth-wave, Jerome Timinski creates work which uses themes and imagery from classical mythological legends and allegories, but through a modern filter. Jerome creates digital art which explores the story structure and the effects and impacts mythology and legends still have on our modern-day society. He combines the genres of synth-wave and cyberpunk with that of high fantasy to create stories of the human experience. Jerome's thesis combines '80's retro aesthetics with famous mythological creatures to tell the story of the search for the higher self through the medium of tarot. The thesis project covers the major arcana, but he has plans to make the full illustrated deck of 78 cards after graduation. (Look for the Kickstarter link on his website).







Allie TOWNSEND

Minor | General Humanities

Illustration

Inspired by the relationship with her two kittens, Allie created a comic book that tells the anthropomorphic tale of two cats who want to make a difference in a small town. The digital process consisted of designing characters and story settings, and laying out panels, eventually bringing it all together to make a 24-page comic book for her thesis. Allie's story focuses on the issue of overcrowding in animal shelters. Primarily a surface design illustrator, Allie's work is available for purchase at Pop of Color Art, LLC, located at 50 North Queen Street in Downtown Lancaster.



MAY
2022

1

CLOVER & WILLOW

Helping Paws



Fine Art





*“I am seeking. I am striving.
I am in it with all my heart.”*

-Vincent van Gogh



Isiah BATES

Fine artist Isiah Bates displays work that crosses mediums and concepts. His work is a visual manifestation and representation of his subconscious thoughts and cultural expression.

His senior thesis pieces vary in scale, but largely consist of 12-square-inch portraits and scenes of different dreamlike settings. Each piece he creates asks a new question about who he is or what it means to be an artist. With each piece arises a new question, with each question, a new answer. His work has been exhibited at places such as curio. Gallery & Creative Supply and the Demuth Museum. In the future, he looks to create large-scale dreamscapes and immersive scenes for the audience to get a true sense of what it may feel like to be in his head.

Fine Art







Adelaide **BIEHN**

Adelaide Biehn is graduating with a BFA in Fine Art. Her practice primarily employs gouache and acrylic painting techniques to explore her struggles with sexuality and vaginismus. Through her intimate and revealing self-portraits, she is forcing herself to become comfortable with her body and to get a reaction from the viewers.

Her biggest inspiration is Jenna Gribbon, an artist who depicts herself and her partner in intimate paintings that show the raw love that they share. Adelaide has been in several shows at her school, curio., and the Demuth in Lancaster, PA.

Fine Art







Kylie HILEMAN

Kylie Jordynn Hileman is a multimedia fine artist that uses a variety of mediums to tell stories. Through bright colors and beautiful imagery, they explore dark or emotional topics with a sense of levity. They get inspiration from contemporary media like comics and anime, as well as historical influences from movements like impressionism, Art Nouveau, and Pop Art.

Their current thesis involves creating an imagined family and how certain members tie together, including to the artist themselves. The family is represented not only with portraits, but with sculptures made of fabric, as well as clay and resin.

Fine Art







Cassandra AARON

Minor | Art History & Visual Culture

Cassandra Aaron uses mixed media abstract drawings to explore how she can elevate the mundane. Using carefully selected color palettes and videos from her everyday life, Cassandra finds the moments that others would glance over, and creates abstract drawings filled with movement and repetition. She is inspired by automatism, as well as artists from the Abstract Expressionist movement. Her thesis is a constant exploration of how color and mark-making can uplift these normal experiences, and how she can create a visual puzzle within her works. Cassandra exhibited at the Demuth Museum in Lancaster, Pennsylvania, as well as curio. Gallery & Creative Supply in Lancaster, Pennsylvania.

Fine Art







Ryn MARTINO

Having had a passion for art-making and fashion from a young age, it only made sense that Ryn would combine these interests to design and fabricate wearable fiber art. Inspired by both historical and contemporary design, their work seamlessly melds different aesthetics to embody the timeless themes of struggling with mental and physical illness. Combining medical aesthetics with playful, colorful, and quirky fiber art, Ryn's work aims to make difficult conversations about experiencing pain more comforting and approachable.

Through the laborious processes of sewing and crocheting, art-making becomes meditative and therapeutic, helping to process and heal from these struggles. Outside of their thesis work, Ryn can be found crocheting the days away making snuggly plush and sweaters from their own patterns and designs!

Fine Art







Aubrey MAURER

Minor | Art History & Visual Culture

Aubrey Maurer is an artist and student splitting her time between Lancaster and Schuylkill County, Pennsylvania. Her work laces personal connections with fine arts to showcase natural surroundings from her home in Schuylkill County, which provides unending inspiration. Her subjects are often organic in nature. She admires the subtle beauty of the unknown and uncharted. By sculpting these places, she gives new meaning to them, allowing them to be seen in a different light.

Fine Art







Callie MORTON

Callie Morton is a figurative painter and printmaker based out of Lancaster, Pennsylvania. She has studied at Pennsylvania College of Art & Design, receiving her BFA in Fine Art. Callie has shown throughout Lancaster City, but began her artistic career in her hometown of Harrisburg.

"Through color and physicality I use myself as the subject in reflection of past trauma. I am interested in the figure in all forms, color theory, and physicality of materials on a surface. Using images that document a specific point in time I am able to twist and turn them to reflect certain emotions and experiences of my own."

Fine Art







Jaymi **VILARDO**

Minor | Art History & Visual Culture

Jaymi Vilardo is a fine artist and curator from Mt. Ephraim, NJ. Jaymi makes whimsical installation art about emotion and memory and served as the Chair of the Curatorial Board for PCA&D's CORE gallery, a student gallery on campus. They are inspired by contemporary artists such as Jasper Johns and Louis Bourgeois. They hope to continue to make art and curate after graduation with plans to go for a Masters in Curatorial Studies. Jaymi aspires to one day own their own gallery and workshop and help bring accessible art to the area they grew up in.

Fine Art





Animation & Game Art



***“I would rather entertain
and hope that people
learned something than
educate people and hope
they were entertained.”***

-Walt Disney



Daisy **BROOKS**

Minor | General Humanities

Animation & Game Art



Through digital illustration and animation, Daisy Brooks creates work that explores the more complex parts of our interpersonal relationships. They hope their artwork leaves viewers with the courage to question their relationships to their loved ones and even themselves. Using a hybrid of 2D and 3D animation, "Godslayer" explores the messier stages of grief while appearing as a trailer for a high-energy action platformer game.

Daisy's work has been exhibited in CORE Gallery shows such as "Reawakening", "Per Aspera Ad Astra", "What Does PRIDE Mean to You", and "Show and Tell". In the future, Daisy hopes to work with indie game developers, and dreams to one day open a studio of their own with friends. They are also considering continuing working with art galleries and in tabletop games.

*TIL DEATH
DO US PART.*

GODSLAYER

A teaser trailer by Daisy Brooks

Coming Summer 2022

Pennsylvania College
of Art & Design





Skylar **CORDIANO-MOONEY**

Minor | Art History & Visual Culture

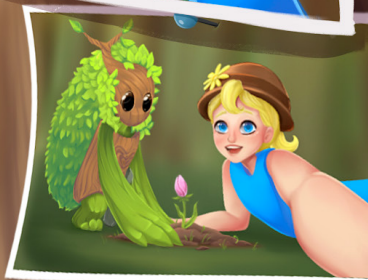
Inspired by the dreams and imagination of a child at heart, Skylar Cordiano-Mooney shapes characters through digital paintings and animation. Her thesis consists of a young girl experiencing the loss of a loved one and using that love to grow something much larger than herself. Within this short, she is showcasing her illustrative skills through character design of the forest creature, and textural designs of characters and environment.

In her time at PCA&D she has worked as a co-founder of the Esports Team, a co-designer for the 2022 spiritwear, and a featured illustrator in the College hallway exhibition spaces. Her work is often showcased for incoming students as an example of PCA&D's artistic capabilities and she plans on continuing freelance work as soon as she graduates.



LOOK ALIVE

"A picture is worth a thousand memories"



An original film by Skylar Cordiano-Mooney, Aris Marinos, and William Garret

Coming Soon 2022

Pennsylvania
College of
Art & Design



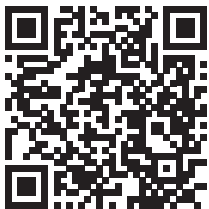


William **GARRETT**

Animation & Game Art

William Garrett's focus on 3D art is helping to build the worlds and stories he wishes to tell to all. Majoring in Animation and Game Art, William is a 3D technical artist, focusing on 3D modeling, sculpting, and rigging for animation and gaming.

William's current work can be seen in his senior thesis with Aris Marinos and Skyler Cordiano-Mooney, "Look Alive", which tells the story of a young photographer's friendship with a forest creature. William also has been a part of the PCA&D ACM SIGGRAPH Student Chapter, currently acting as the Chair of the chapter.





a picture is worth a thousand memories

Look Alive

an original film by
William Garrett,
Skylar Cordiano, and
Aris Marinos

Pennsylvania
College of
Art & Design





Aris **MARINOS**

Animation & Game Art

Inspired by Adult Swim, Alex Gray, and the golden age of Cartoon Network, Aris creates work which explores the realities of life and the meta beyond its emotions through animation and fine art. Usually using the two in tandem to visualize the experience of emotions of everyday life, Animator and Visual Developer Aris displays this work in a short film that demonstrates the bonding of friendship cut short by the inevitability of death and the events that follow. Aris aspires to bring the golden era of cartoons back to the current generation of viewers through his media.



William Garret

Aris Marinos

Skylar Cordiano

Look Alive



a picture is worth a thousand memories

coming soon 2022

Pennsylvania
College of
Art & Design





Natalie **MARTENEY**

Animation & Game Art

Animation & Game Art major Natalie Beth Marteney presents a thesis of a short animation called "Welcome Mr. Beaver". The work is about two characters creating chaos for themselves, playing the classical "cat and mouse chase" and exhibiting a relationship to a core childhood memory. They plan on teaching and applying for character design positions, as well as more storyboarding in the future. Their time in PCA&D has been a blast of fun and the wacky time made the artist hope for the best.



WELCOME



"TOONS ON THE
LOOSE!"

MR. BEAVER!

AN ORIGINAL FILM BY
NATALIE MARTENEY
SUMMER 2022





Ian **MIMNALL**

Animation & Game Art

“Inspiration by all things abstract and many things considered digital entertainment led me to go to York County School of Technology and go into its Communication Technology program. After graduating from York County School of Technology with entry-level skills in photography, graphic design and live television production, it was time for me to pursue animation. Passionate about learning all things entertainment and art, Animation & Game Art at Pennsylvania College of Art & Design felt like the right path for me.”



Kitchen Catastrophe

What do your pets do when they're alone?

Coming Soon 2022!



Short Film by Ian Mimmall

Pennsylvania
College of
Art & Design





Samantha **PRICE**

Sam Price is a 2D digital artist and a 3D character animator. Many of her pieces are heavily inspired by '90s era anime. Sam's art depicts the joys of everyday life while also exploring the difficult emotions one can face each day mentally. For the senior thesis project, Sam teamed up with her best friend, Daniel Rapp, to create a 3D animated short film about a chihuahua who dreams of being a sled dog and must prove himself to his husky mentor.







Daniel RAPP

Daniel Rapp is a transgender male 3D character animator and 2D artist. He specializes in digital cartoon art. Many of his 2D pieces are inspired by the horror genre and contain darker elements juxtaposed with cuter character designs and drawing style. He explores the darker parts of life in his work while also having some light-hearted fun with it.

For his senior thesis project, Daniel and best friend Sam Price created a 3D animated film about a chihuahua trying to become a sled dog and proving himself by rescuing his husky mentor. After graduation, Daniel hopes to join a studio to create larger films and create horror-based animation projects.







DJ TEDRICK

I guess the best way to describe myself and my work is one of the most well-known phrases: A jack of all trades, master of none, is better than master of one. I do what I can in whatever field I've touched, I do these things because I like it. I enjoy trying to make media for people to enjoy. I was in a technical program for the last two years of high school and there I took a program called CGDA, Computer Game Design and Animation. In CGDA we had four focuses we could go down -- development for games, 3D modeling, audio for songs, and graphics -- similar to how my major at PCA&D has its different tracks.

In CGDA, everyone went off and stayed in one area. I didn't. I would spend days switching between the different area to try them all and make projects I wanted to. I enjoy doing everything in AGA, but I do have my preferences with 3D environmental art and level design. In the end, I have a goal with my art to make media that people can enjoy. Whether it's cool, unique, or brings out a certain emotion, I just want to make things that people can enjoy."



UNFOLD A NEW LIFE

*short film By
Daniel (DJ) Tedrick
Coming 2022*

Pennsylvania
College of
Art & Design 

ACKNOWLEDGMENTS

This publication would not be possible without the talent and expertise of the PCA&D faculty. Special thanks to the senior thesis instructors.

Pamela S. Barby	Chair of Graphic Design & Assistant Professor
Becky Blosser	Chair of Fine Art & Assistant Professor
Natasha Warshawsky	Chair of Animation & Game Art & Assistant Professor
Eric Weeks	Chair of Photography & Video & Assistant Professor
Robert Young	Chair of Illustration & Assistant Professor

This publication was possible with support from Benchmark Construction and the printing help from Integra Graphic Synergy. The design and production of the catalog were made possible by the hard work of the students of The Agency at PCA&D.





Pennsylvania College
of Art & Design

204 North Prince Street, Lancaster, PA 17603