DESIGN

Phone: (845) 257-3891
Location: OL 201
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SUNY New Paltz's renowned fine arts programs have a rich history of uniting creative traditions with modern practice. That's particularly true in the Department of Design, home to our Graphic Design and Digital Design & Fabrication programs, where students and faculty collaborate on forward-looking projects, rooted in cross-disciplinary foundations and using cutting-edge tools and technologies.

The Department of Design prepares students for careers in design across disciplines. Our curriculum focuses on human-centered design for real-world practice in physical, digital, environmental, and experiential contexts. The Graphic Design program, which leads to a Bachelor of Fine Arts (BFA) degree, is comprehensive, cross-disciplinary and pre-professional, guided by a conviction that broad education informs good design. The curriculum provides hands-on experiences in print, web, motion and interaction design, with supportive coursework in design history, research and theory. Our faculty respond to rapid advancements in design tools and practices by teaching design techniques that span the range of low to high technologies.

The Digital Design & Fabrication (DDF) program includes both an interdisciplinary minor for undergraduate students and a Master of Arts program that positions graduates for careers in fashion, medicine, heavy industry, fine arts — truly, any discipline that involves the creation of objects. Courses are supported by some of the most advanced additive manufacturing technology to be found at any academic lab in the U.S. Our DDF faculty are nationally recognized as artists and experts in computer-aided design and the wide range of fabrication hardware that is revolutionizing creative processes across the arts and industry.

By the time they graduate, Department of Design students will be able to:

- Develop and apply analytic approaches to object-oriented and communication design problems/issues;

- Understand and utilize a range of tools, technologies and materials from creation to manufacture/distribution;

- Put into practice a basic knowledge of human factors regarding users, audiences and design contexts;

- Apply basic knowledge of business practices, organization and teamwork.

Graphic Design

Digital Design & Fabrication

Faculty

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