

Jeff Cain
Student Work
Pasadena City College
Design/Media Arts
2019



Whittier College
Intro Digital Photography
Narrative



Amy Moorlock
CSUF
Digital Studio
Photo Essay



Makinzie Hoffman
USC
Intro Digital Photo
Narrative composite



Jen Guyton
USC
Intro Digital Photo
Narrative composite



Drew Decker
USC
Intro Digital Photo
Narrative composite



D. Hill
CSUF
Digital Studio
Video
<https://vimeo.com/66266175>



Kim Zumpfe
CSULB
MFA
Video
<https://vimeo.com/97026175>



Kichul Kim
Calarts
BFA Thesis
Independent Study/ Advisor

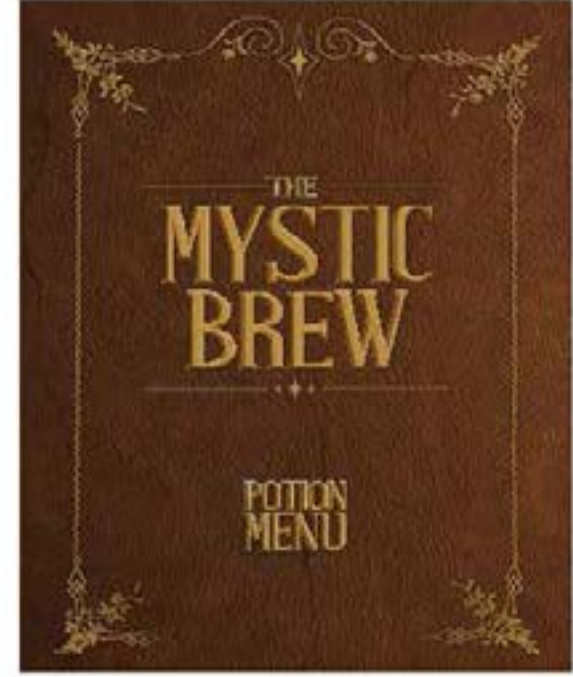
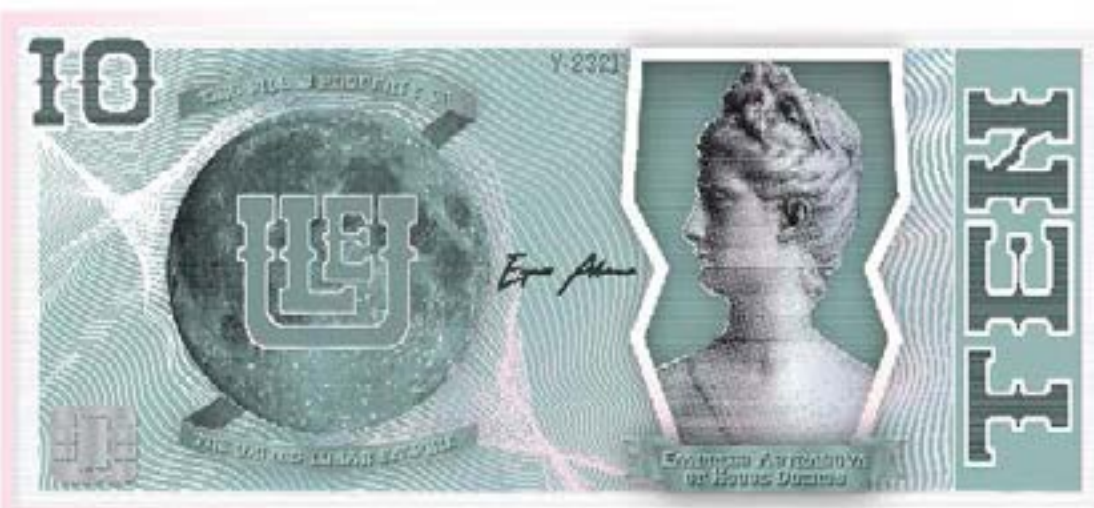
Sound generating sculpture based on the resistance of the graphite lines that participants can draw on the table surfaces.



Liz Glynn
Calarts
MFA Thesis
Independent Study/Advisor

24 Hour Roman Reconstruction. Glynn's project was to have a participatory project where the history of Rome would be built in cardboard (and destroyed) in a 24 hour cycle to show that Rome can indeed be built in a day.





Valery Zhukova
USC
Digital Tools for Design

Use Illustrator to design three front/back currency notes that reflect the identity of a real or imagined nation or entity. All notes must be unique but have a unified visual language.

Andrew Chia
USC
Digital Tools for Design

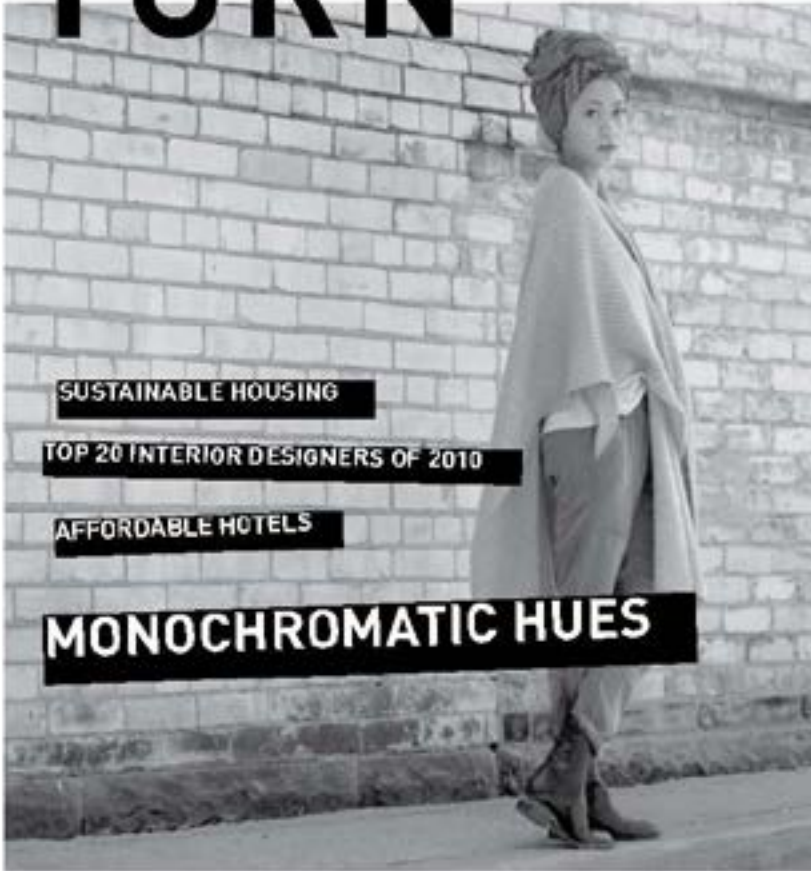
Use InDesign to design a full Menu for a real or imagined resaurant. The menu must reflect the identity of the business and use nested styles for formatting.

Beatrice Poon
USC
Digital Tools for Design

Grid Systems and Typography in
InDesign: cover, table of contents,
feature article.

TURN

FALL 2010 \$6.99



SUSTAINABLE HOUSING

TOP 20 INTERIOR DESIGNERS OF 2010

AFFORDABLE HOTELS

MONOCHROMATIC HUES

TURN MAGAZINE FALL 2010

SUSTAINABLE ARCHITECTURE De dolore sitis...
Sustainable architecture is a term that has become increasingly popular in recent years. It refers to buildings that are designed to be environmentally friendly, energy efficient, and healthy for the people who live or work in them. This can be achieved through a variety of means, including the use of sustainable materials, passive solar design, and green roofs.

...magnam laborum...
The article discusses the challenges of sustainable architecture, such as the high cost of sustainable materials and the need for specialized expertise. It also highlights the benefits, such as reduced energy consumption and improved indoor air quality.

...voluptas...
The article concludes by emphasizing the importance of sustainable architecture in creating a better future for all. It encourages architects and building owners to embrace sustainable practices and to work together to create a more sustainable world.

SPOTLIGHT

Puma City

The German sportswear brand reinvents traditional concepts for stores.

09

09

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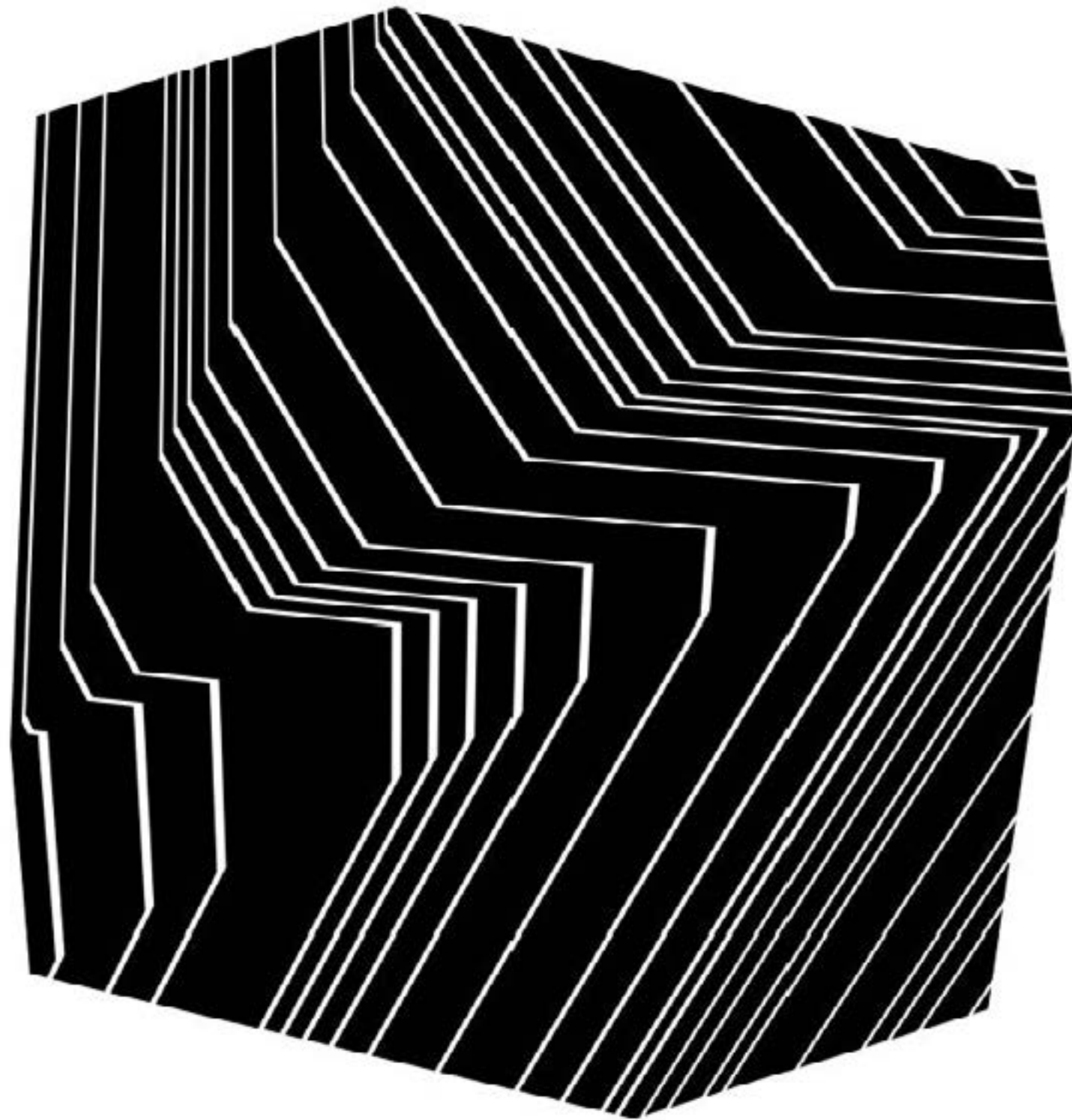
ECONOMICAL GAINS

More economical gains...
The article discusses the economic benefits of sustainable architecture, such as lower operating costs and increased property values. It also highlights the importance of sustainable architecture in creating a more resilient economy.

...consequam...
The article concludes by emphasizing the need for sustainable architecture to be a priority for all. It encourages architects and building owners to embrace sustainable practices and to work together to create a more sustainable world.

"Me nibe licabo rectet que...
pelliqui officia tet mod."





Marty Knop
CSULB
Generative Graphic design
http://martyknop.com/mk_graph_01.html



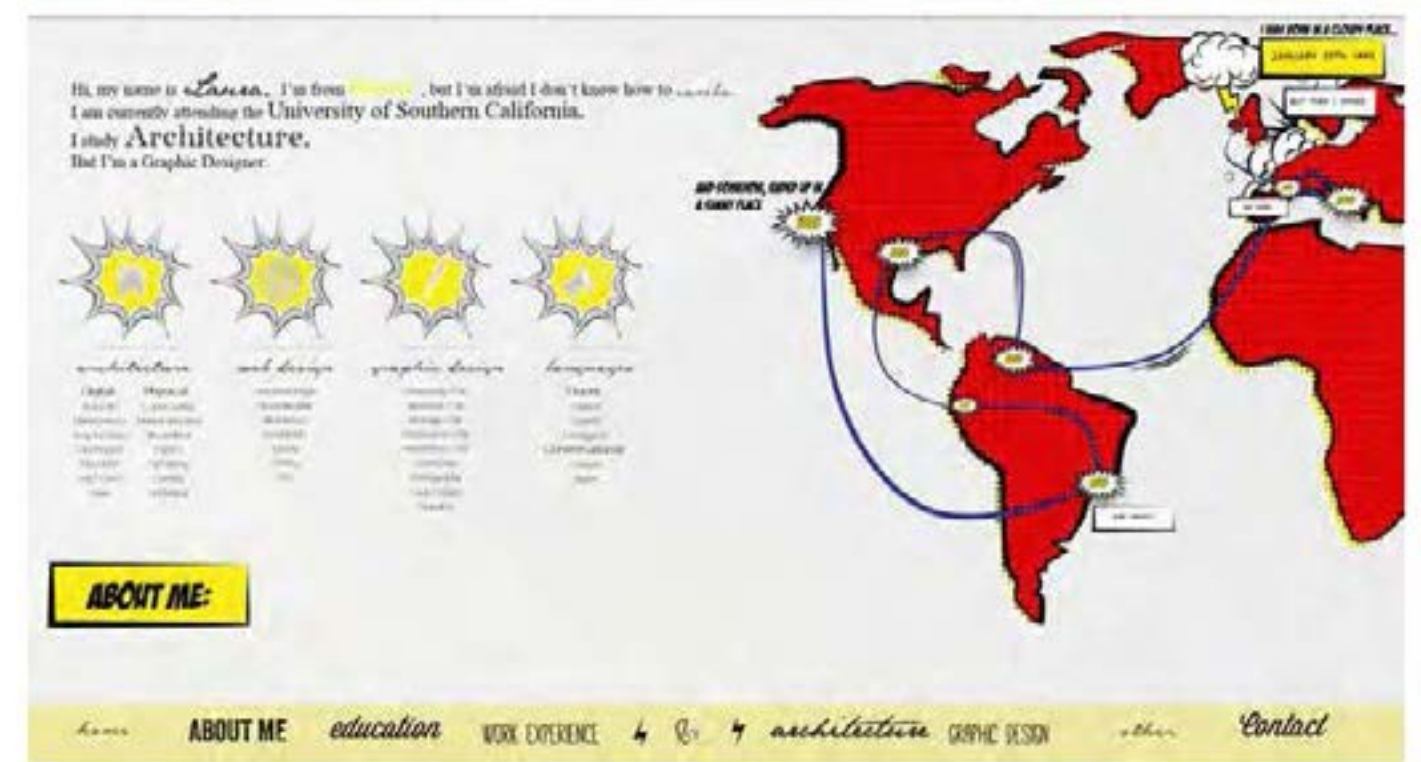
Petey Routzahn
USC
Intermediate 3D design
Product and Package design
<http://www.peteyroutzahn.com/Lux>



Isabelle Wuilloud
USC
Web Design
Final Project

Student designed and hand coded site with original HTML/CSS and JQuery plugins

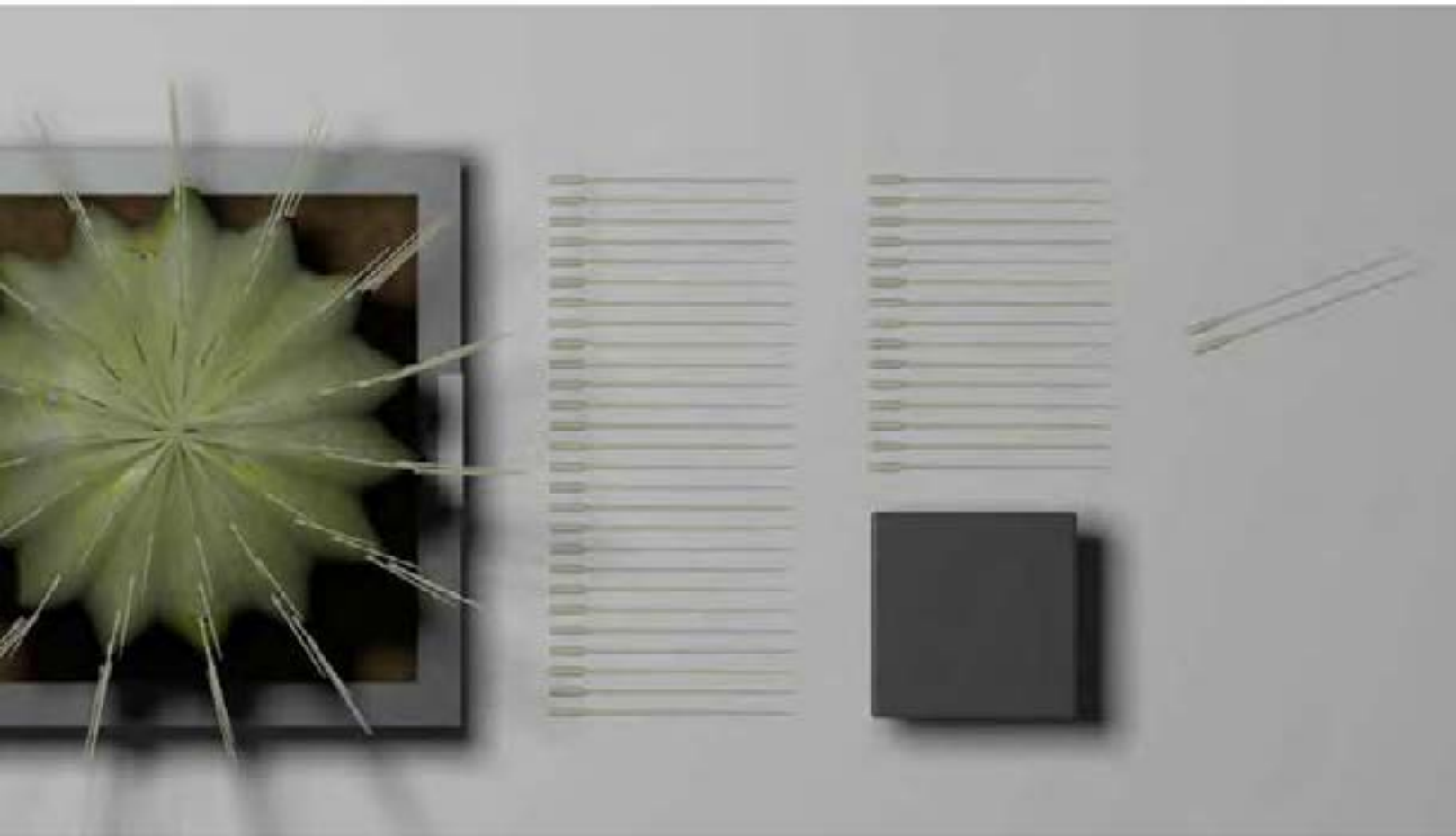
<http://isabellewuilloud.com>



Laura Rodrigues
USC
Web Design
Final Project

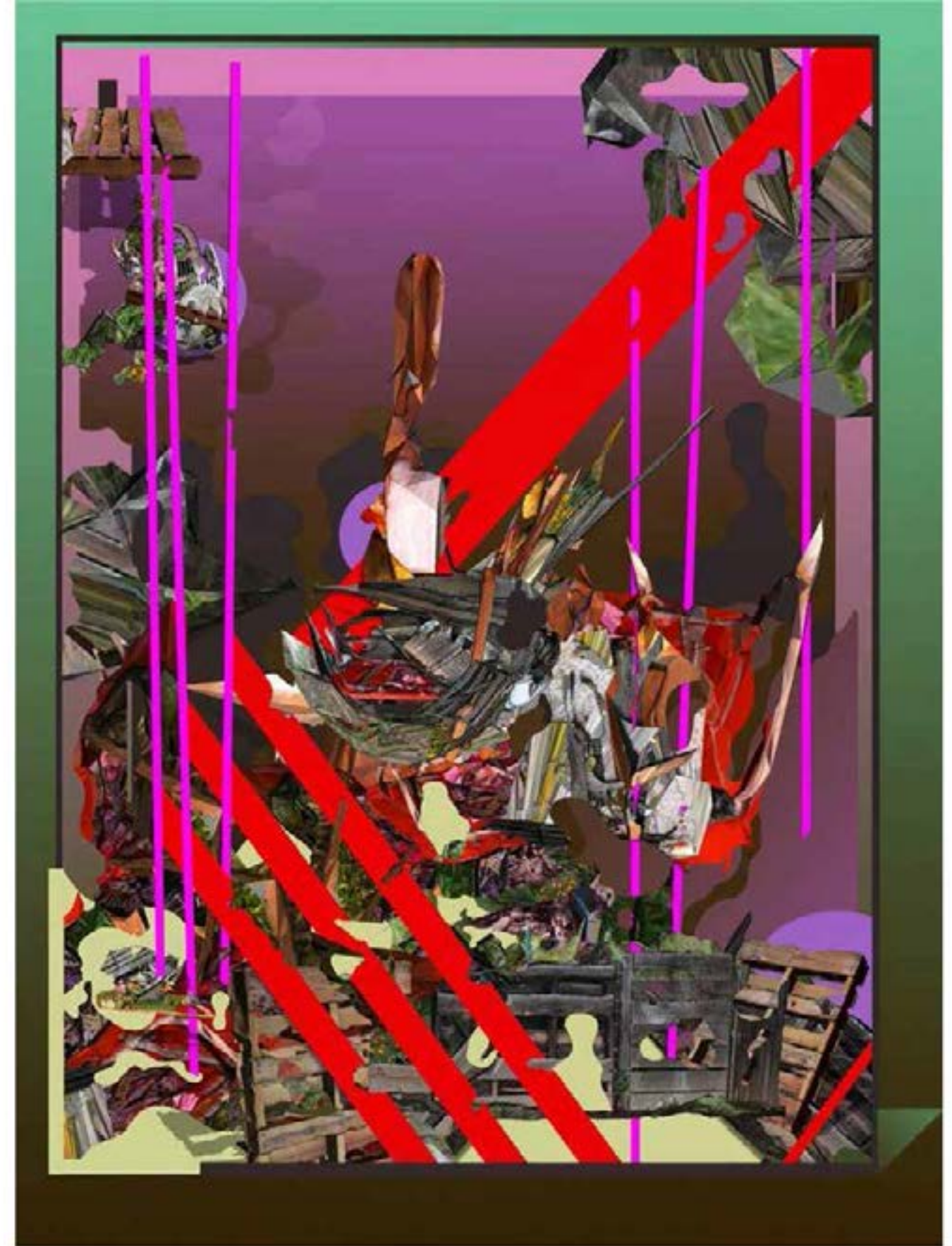
Student designed and hand coded site with original HTML/CSS and JQuery plugins

<http://laura.fadn303.net>



Jackson Berry
Freshman
USC
3D Digital Toolbox

Maya rendering of speculative product design. This is a biotech cactus that uses squid DNA to turn the spines into ink laden quills.



Grahm Akins
Pasadena City College (Chris O'Leary's Digital Studio class)
Student work made in response to a visiting lecture on photogrammetry (turning photos into 3d models) made in Photoshop and Maya.



Various Students
3D printed ring designs
USC
3D Digital Tools

Modeled in Maya,
prototyped on Makerbot
Final print with Shapeways.com



Sarah Nguyen
USC
3D Digital Tools

3D Printed bowl and chopsticks
based off traditional Vietnamese
Bamboo dishes (with misprints
included on the sides).



Brendan Dugan
USC
3D Design, Objects in Space

Acrylic Puzzle Lamp.
Designed in Fusion 360 for
laser cutting.



Adam Johnson
USC
3D Digital Toolbox

Assignment: Design a wearable device that tells a story about a problem in the past, present, or future.



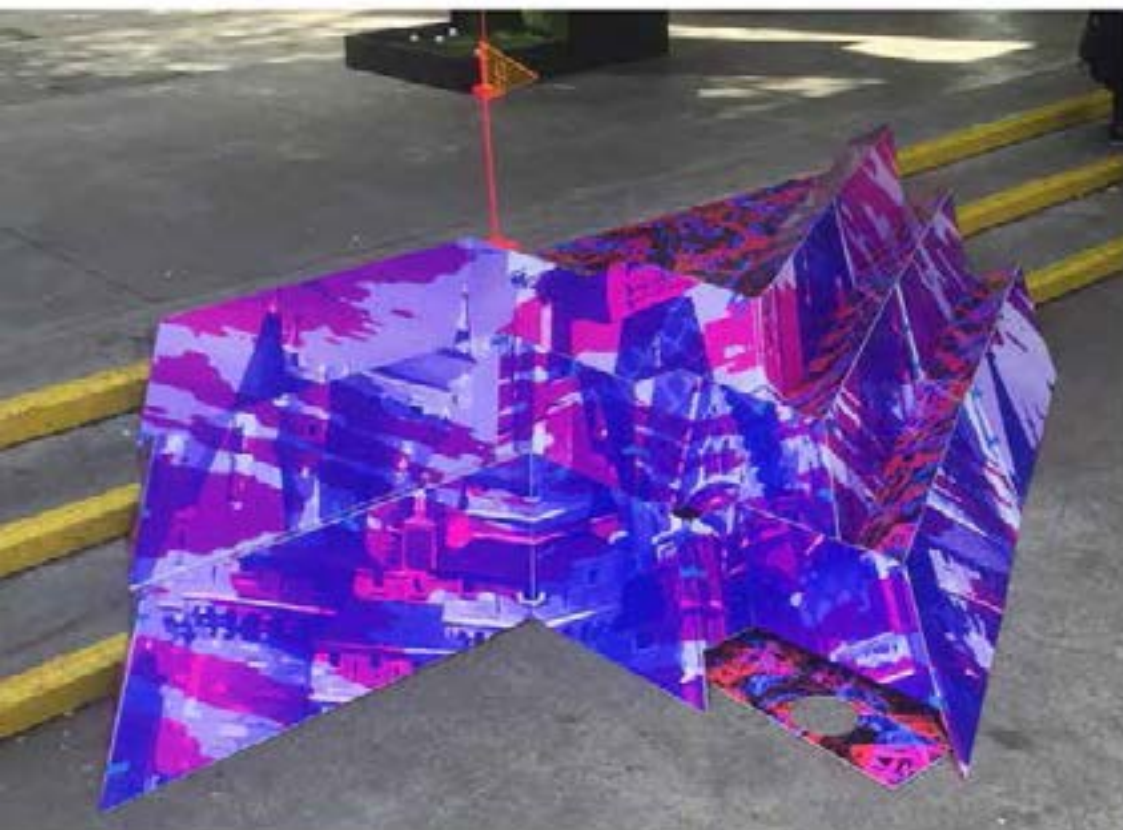
Adam designed a wearable device that blocks facial recognition software.



Gregg Caine, Isabella Gantman, Sara Thorne
USC
3D Digital Tools for Design

Assignment: In Maya, Design a 3d printed container for a living thing that responds to its visual qualities and it's living needs.





Brianna Doyle, Jacob Fishman, and Chris Caskey
USC
3D Objects in Space

Assignment: Using Autodesk Fusion 360 design a mini golf course that responds to a specific architectural space and challenges the audience's interactivity.

Student response was to make distorted stairs skinned in printed surfaces that were designed to be extra disorienting when seen through magenta/blue 3d glasses,



Avni Barman, Amada Curtis and Mimi Evans
USC
3D Objects in Space

Assignment: Using Autodesk Fusion 360 design a mini golf course that responds to a specific architectural space and challenges the audience's interactivity.





Tammu Do
3D design
Independent Study

Tammu made a treatise on a speculative hybrid vernacular home that blends traditional Vietnamese bamboo stilt houses with post-Colonial concrete tube houses. Project was presented in both a publication and a VR sculptural exhibition.

[LINK TO FULL PROJECT PROSPECTUS.](#)





Class Project
Intuitive Thermodynamics
CalArts

Intuitive Thermodynamics was a basic electronics workshop where I taught soldering, electrical wiring, basic sensors (light, motion, heat), solenoids, and other electronics and basic tools (lever, pull, etc.) The class made a Rube Goldberg machine where each student each completed one electronic component and one mechanical component and then they had to connect them all together in a class in an elaborate machine that would open the exit door of the classroom once the entrance door was opened.

[CLICK HERE FOR VIDEO.](#)





Hold hands with the player next to you and spin in a circle as fast as you can.



Pick another player and go around the board as a "wheelbarrow."



Scott Fairbanks, Petey Routzan, and Catherine Uong
USC
Independent project

<http://www.doozygame.com>

<https://www.youtube.com/watch?v=eLUEsb-8w44c&list=PLsRNoUx8w3rPhXyOE4lqQIL-tmUs-8OAKd>

Doozy is a group project that was designed by students to address a community good. The students did the community research, product design, and business plan to bring this product to market. But don't take my word for it, look at their website and videos. It is way better than this page can do.

All Class Group Project
USC
Contemporary Issues in Design

I wrote a grant for social innovation in Skid Row. Students designed shade structures for the Festival for All Skid Row Artists as both placemaking, wayfinding, and infrastructure design for an annual festival that was fully nomadic with no event production facilities.





Lauryn Suriyani
USC
Design 3

Experimental Typography Assignment:
Design a typeface that does not use vector
based digital tools.

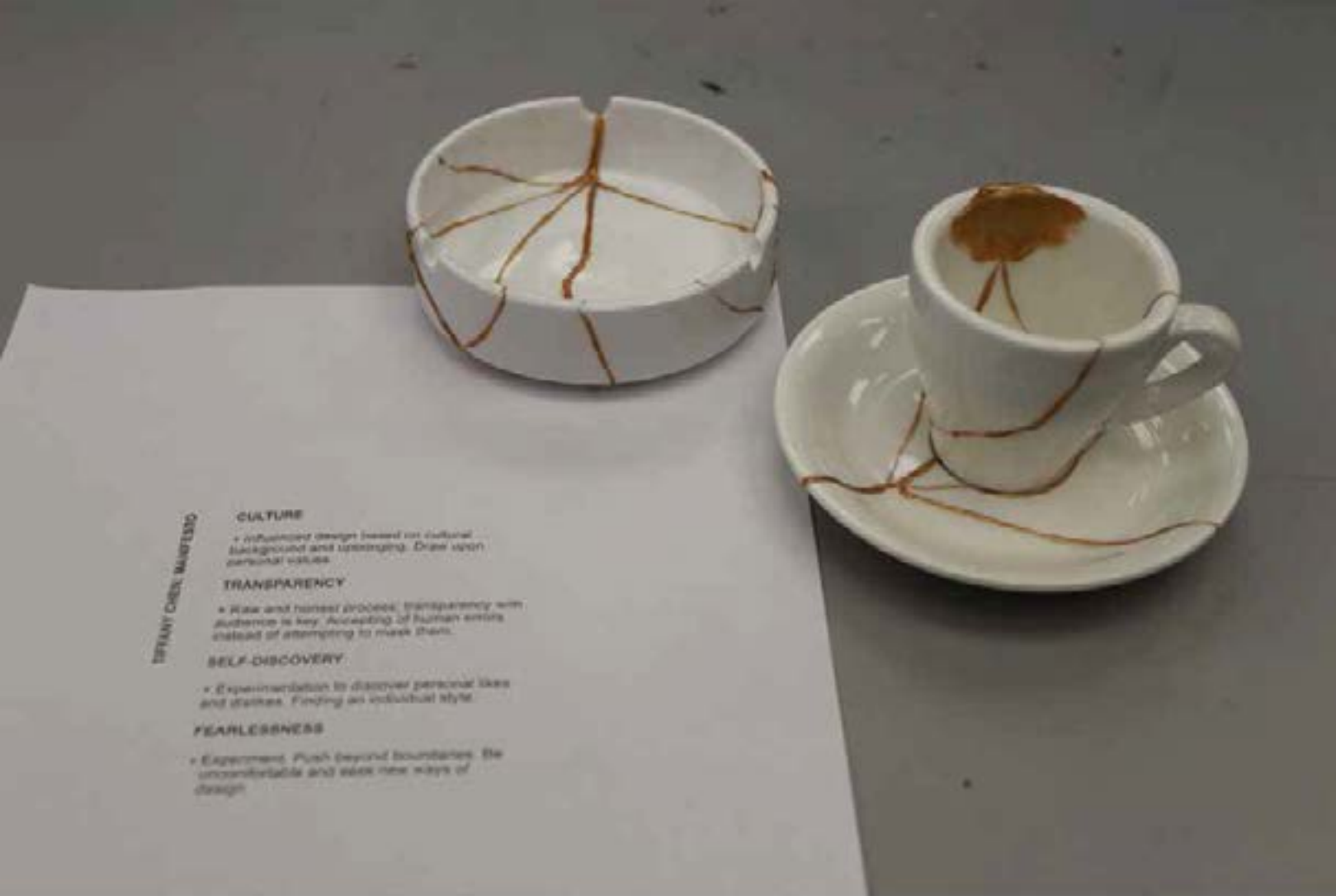
Student photographed octopus tentacles to
make a font.



Group Project
USC
Design 3

As a group, identify and solve a problem
within the Roski school.

Student designers wanted creative
opportunities to collaborate with other
schools on campus and made three
typography installation and business cards
that direct to a custom portfolio website.



Rebecca Hargraves
 USC
 Design 3

Assignment: Write a personal design manifesto and design a project around it.

Student designed a hand rendered typographic poster that was based off the doodles that she makes to relieve anxiety she identifies as a result of her asperger syndrome. She "designed" the doodles into a gradient pattern that reflected her simple manifesto "MAKE WILD COLORFULL ART".



Erin Tanaka
 USC
 Design 3

Assignment: Write a personal design manifesto and design a project around it.

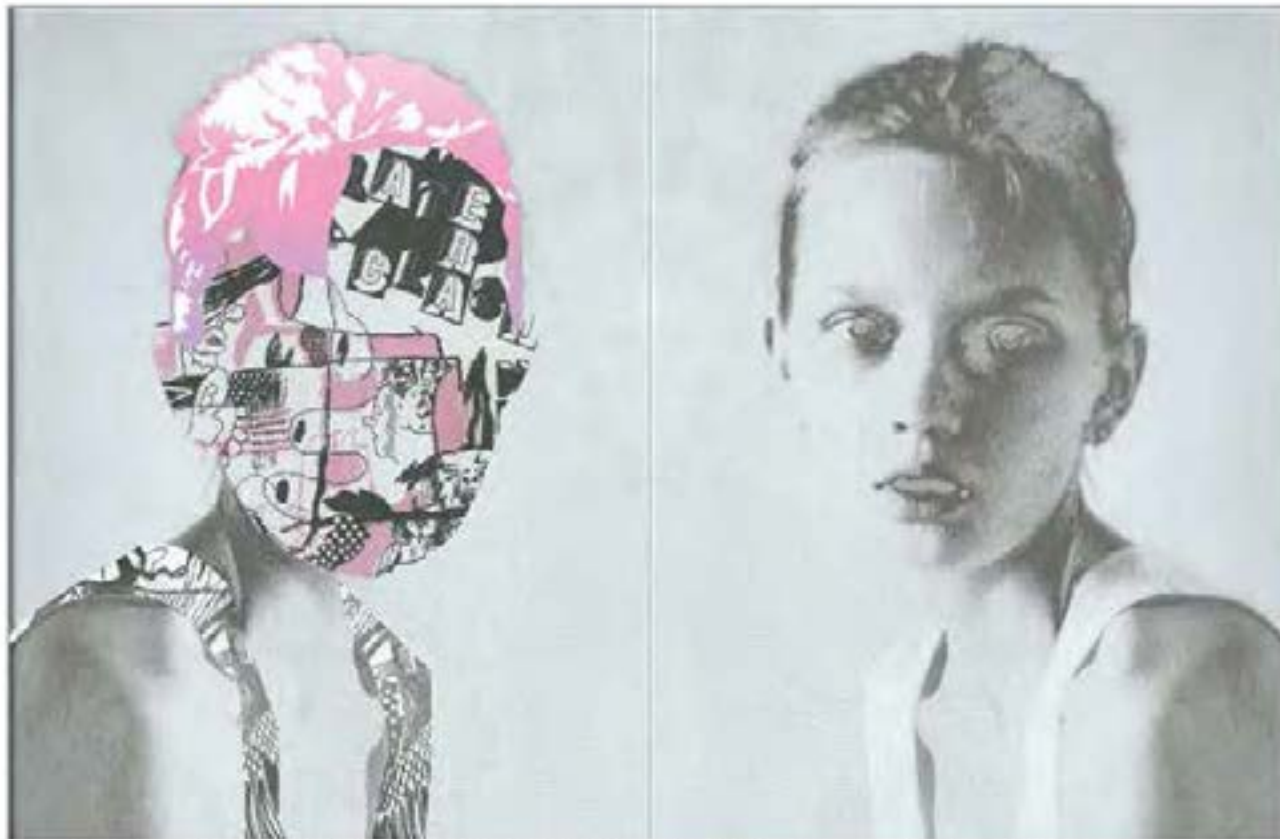
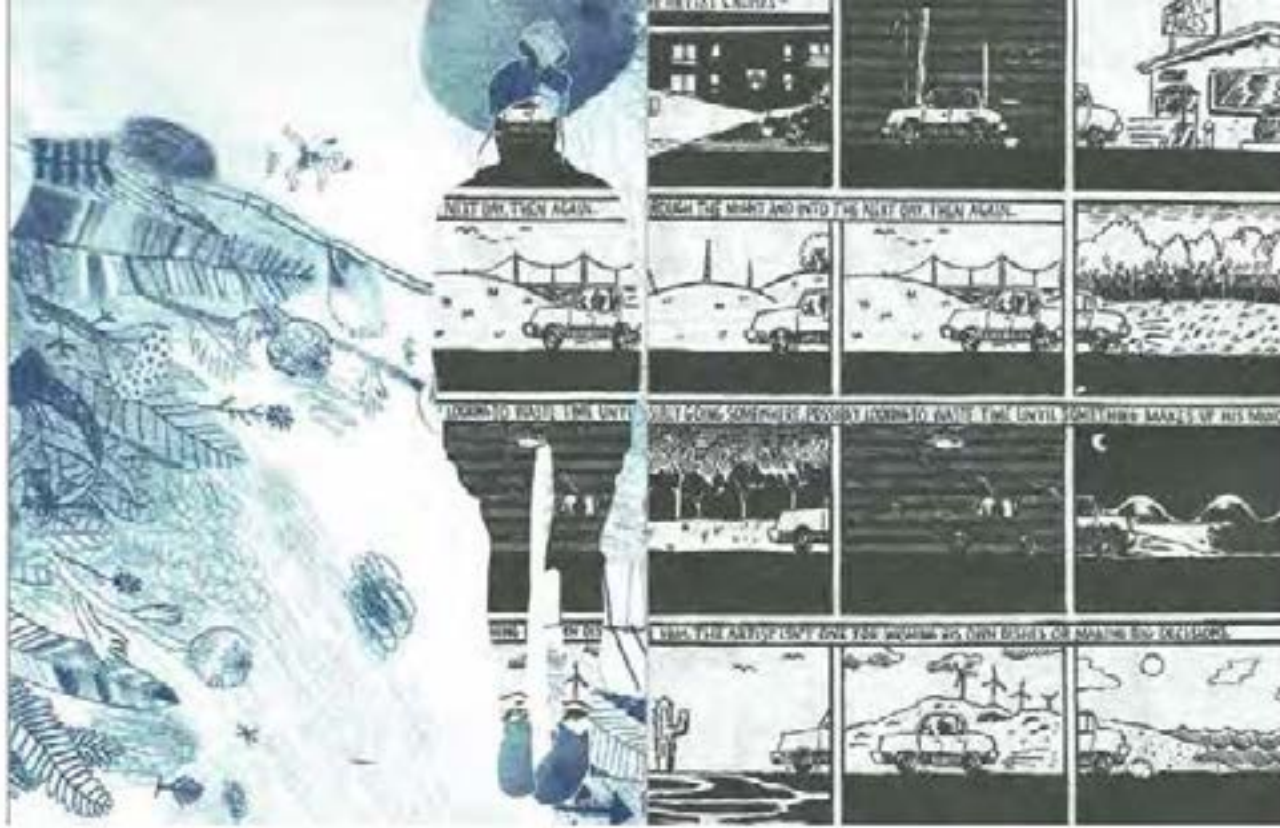
Student designed a European Cafe set based off Kintsugi, the Japanese art of repairing broken pottery with gold. Student prototyped this concept with gold leaf and epoxy.



Kai Jaing - Little Tokyo
USC
Design 3

[Full Book is available online here.](#)

Assignment: Make a book that tells the narrative about the identity of a place. Student must do original ethnographic photographic research on the people, places, and things in the space. Made in Photoshop.



Gigi Gastovich - Zine Girls (LA Art Bookfair)
USC
Design 3

[Full Book is available online here.](#)

Assignment: Make a book that tells the narrative about the identity of a place. Student must do original ethnographic photographic research on the people, places, and things in the space. Made in Photoshop and InDesign