

New York Institute of Technology
Department of Digital Arts & Design

E-751 Thesis Project – BFA in Digital Arts & Design

In a two-tier process students are required to develop and then produce a visual project in the area of their professional and artistic interest.

Develop a visual narrative suited to demonstrate the students' area of interest, and emphasizing their artistic and technical focus

Research all technical, cultural and professional aspect related to the subject area of choice

Design all components of the piece

Previsualize the project in form of sketches, storyboards, presentation boards and animatics

Breakdown the projected execution, layout a project management concept and time budget, organize a team and collaborate considering each students expertise

Skillfully execute all parts of the projects to execution

In this case, a team of four students developed a visual narrative, and focused on video game production principles, such as motion capture, maya modeling and animation, Substance Designer texturing, and the project assembly and rendering in Unreal.