



NEXT 2020 Exhibition Book

Corcoran School of the Arts & Design
at the George Washington University

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Director's Forward

NEXT is the Corcoran School of the Arts and Design's annual celebration of the brilliance and promise of its students. Many degree programs at the Corcoran require students to successfully complete an end-of-year project and collaborate with other programs to present work in the Corcoran's many gallery spaces. This exhibition further emphasizes the intersection among all the disciplines, students and faculty. From theatrical performances to research papers, installations and more, NEXT is a multidisciplinary show that represents a culmination of a student's learning experiences and a glimpse of their talents.

Connections between our exhibiting students are the driving force behind this year's concept as created by our graphic design students: creative network. Creative network highlights how all of our practices at the Corcoran inform one another. The Corcoran serves as a network that fosters relationships between all of our students, alumni and community. Building on the motif of a labyrinth, we embrace the unique paths that lead our students to NEXT, a path that has prepared them for a lifetime of creative practice and cultural leadership.



Kym Rice

Interim Director
Corcoran School of the Arts and Design
The George Washington University



Dance

BA

Berkley Lane
Nisani Lopez
Monique Martinez
Claire Siwulec
Sakiya Walker

Moving Through the Bloom

Berkley Lane



Moving Through the Bloom is an honors thesis project in dance. This project is unique because it combines two diverse fields of study: environmental studies and dance. The end result was going to be a dance piece seeking to conjoin environmental research conducted on the Chesapeake Bay's harmful dead zones with creative movement. It was going to be performed as part of the Spring 2020 Dance Concert performance. Through the creation of this work, the dance would showcase scientific research and how movement can inform audiences on environmental topics as well as issues. In this project's case, environmental studies and research on the algal blooms in the Chesapeake Bay inform the creative process from beginning to end.



Crazy Stick

Nisani Lopez

The topic of choice for this piece originated from interests in both of my areas of study: dance and psychology. Abnormal Psychology was the course that began my initial interest in mental disorders and abnormal human behavior. Although my career aspirations are more related to dance, I do have an interest in dance therapy and dance as a coping mechanism. Dancing to express emotion, relieve stress, or tell a personal story appeared to be a fascinating concept that I felt was worth further exploring. I believed that a piece of work that showcased the thoughts or tendencies of people's mental disorders through movement could be stimulating to the mind as well as interesting to the eye. People living with mental disorders often seek acceptance or for others to understand them and what their lives are like. Dance has the ability to provoke emotions, thoughts, and physical responses in people who participate as audience members. I had the idea that it would be interesting to create a research-based piece to allow the audience to think about, feel, or understand what it is like to live with these disorders. The five disorders included in this work were postpartum depression, bipolar I disorder, Schizophrenia, sexual paraphilic disorder, and obsessive compulsive disorder.

We're Alright, Aren't We?

Monique Martinez

My choreographic thesis titled **We're Alright, Aren't We?** uses evidence from modernist literary texts to convey feelings of solitude and hopelessness faced by humanity in light of industrialization, war, and urbanization. My goal was to establish and represent through movement, sound, lighting, and objects the insignificance of the human condition and interpersonal relationships.

The works that influenced this piece are Vladimir Nabokov's "Signs and Symbols," Ernest Hemingway's "Hills Like White Elephants," Franz Kafka's "The Metamorphosis," John Cheever's "The Enormous Radio," and the most defining work of the 20th century, T.S. Eliot's "The Waste Land."



14:17

Claire Siwulec

14:17 portrays an individual's journey through grief and loss. The dance emulates the five stages of grief and how these stages translate into one's life. The stages include denial and isolation, anger, bargaining, depression, and acceptance. The dancers move throughout these stages and portray different emotional reactions through movement. Grief is also expressed as a collectivist experience, as individuals relate and comprehend other's emotional state. This piece was based upon my own grieving experiences after the loss of my mother in 2017. Through this piece, I intend to create an unconventional depiction of grief and how dance can be used as a representation of one's individual and collective healing process.



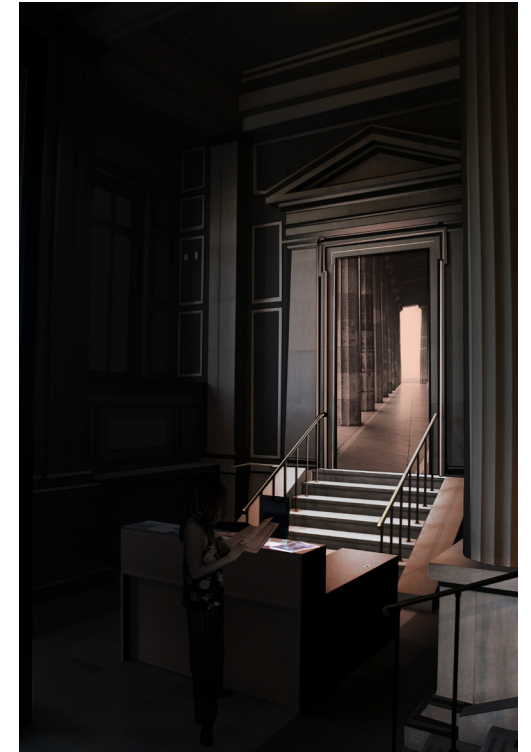
ColorsCapes: Color-Being

Veera Pfaffli

ColorsCapes: Color-Being presents the colors of the rainbow in individual therapeutic environments, each associated with an artist, an architect, or an educator recognized for his or her work involving color. Inviting visitors to connect with the healing properties of color, **ColorsCapes: Color-Being** is a response to increasing levels of societal depression, recognizing the potential of color immersion in everyday living environments to transform quality of life and well-being.

Traveler: Ten Meditations on Italo Calvino's Literary Worlds

Anne Wilsey



Traveler: Ten Meditations on Italo Calvino's Literary Worlds is a series of immersive experiences that allows viewers to enter a work of fiction and explore the nature of reading. What is it about reading, and about reading Italo Calvino in particular, that transports us? How do words on a page become images and sensations? Exhibitions, like novels, consist of impressions and facts that, when skillfully composed, form a cohesive whole. When we enter an exhibition, when we open a book, we are confronted by a rush of information. Writers and designers have developed a myriad of strategies to organize this information and convey meaning to their audience. This exhibition uses a selection of experiential strategies to chart a connection between the experience of reading and the experience of attending an exhibition.



Fine Art

BA & BFA

Barbara Boylan
Zachary Frisch
Sam Gardner
Eoin Guidas
Erin Graham
Clare Hasbrouck
Phong Nguyen
Laurana Nyman
Emily Reilly
Lindsey Siff
Katharine Sory
Sanjaya Wilson
Yunqiu Zhang

Clare, Caleb and Callie

Barbara Boylan



My grandmother was a portrait painter and influenced my appreciation of the art world. Her figurative paintings of people closest to her such as, her family and friends inspired me to follow in her footsteps and influenced the creation of my thesis.

My series focuses on representing my friends, who make up different nationalities. Each person is a student at The George Washington University.

I combine the naturalism of the human form with an expressive background made up of vibrant colors to create a dynamic painting. The duality between the realistic-looking figures and the flatness of the backgrounds push my paintings into the age of contemporary art.

I gain an understanding of how my subjects present themselves with the knowledge they are being photographed through various photo shoots. Knowing that a camera is present, unlike with a candid shot, my friends want to be shown in their best light, using poses and facial expressions that are appealing.

I want to impact the viewers not only from scale, but with process and the ability to render the individual's naturalism.



Trash Is Art

Sam Gardner

I am making streetwear and art that is educating people about our planet's environmental problems. My work consists of an array of material, but all of it is re-used, down to the very can of glue. My goal is to educate people on global warming and how fashion plays a part in it, because this involves everyone on earth. Making sure to recycle the correct way. Making sure to wear your clothes and donate them once they don't fit. The work itself is meant to connect the viewer to my vision of this way of being sustainable. My sculptures are environmentally friendly, using old material that will end up degrading over centuries in dumps, such as plastic, glass, and metal, and are now being used to show art pieces in areas where they will not affect the environment. I thrive in the chaos of my work and I try to make that easy to see. My work is relevant now because

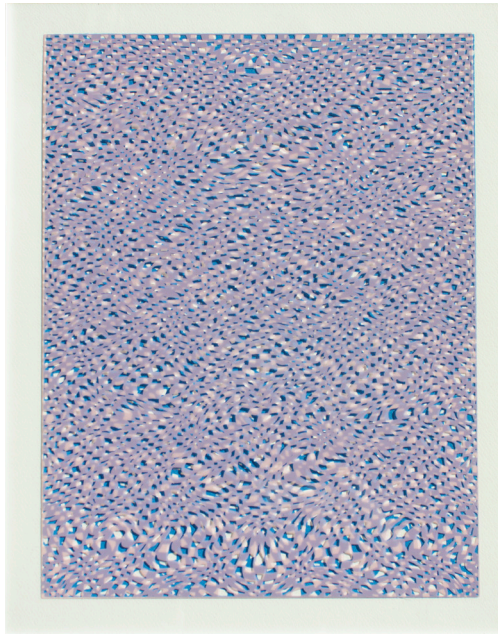
fashion contributes 20% of worldwide pollution, through the use of fossil fuels. Over 1.3 million articles of clothing are found in landfills; this clothing is so cheap because of exploited labor and cutting corners on environmental protection that it has no value or care to it. So I stand by my work being resourcefully made and cared for. However, I want people to get dirty in these, go to festivals, skate around with masks or something, just wearing the clothing as any other article. My overall goal, and why I am trying to make my clothing relevant now, is to ultimately have these pieces help our environment in the future. It takes a lot of fabric to make one T-shirt, a surprisingly large amount.

Interference, Superposition and Field Theory

Eoin Guidas

My work draws on the history of inquiry into complex interactions of fundamental forces within the universe, such as the study of matter, fields, and energy. I aim to connect our understanding of the mechanics uncovered by science to the internal processes which govern human thought and consciousness. Printmaking creatively bridges these two schools of thought through its processual nature. By isolating the combination of technical ability with gestural subject matter, I am able to highlight the specific compositional elements of the creative processes. Through my practice I study the origin of creativity within the mind, specifically

how the interaction of thoughts might be observed in order to find patterns and develop an understanding of mental behavior. I apply these complex scientific ideas as analogies to explain human brain activity. My work frequently engages academic concepts in fields such as physics, chemistry, biology, philosophy, and neuroscience. I interpret principles within these fields and apply their logic to creativity within the conscious mind. Over time, my work focuses on mapping the underlying processes necessary for ideation, creation, and evolution.





Persona Box Clare Hasbrouck

For her senior thesis, Clare Hasbrouck dives into the field of Jungian psychology. She uses book arts and box-making techniques to create sculptural objects depicting antiquated psychological archetypes. In the box featured, Hasbrouck explores the idea of the persona. Jung describes the persona as the mask used to hide emotions from society. The remaining boxes will be on display in the near future.

Invenire Se Lindsey Siff



Many individuals devote a substantial portion of their lives to defining who they are; **Invenire Se** explores this journey of finding myself by portraying three salient aspects of my identity. Throughout my journey, I have struggled with the physical, psychological, and religious aspects of myself. This project demonstrates the difficulties I encountered while trying to understand and accept these components. The imagery in **Invenire Se** symbolizes how a one's mental health, society,

and environment can complicate the journey to find oneself. One of my primary goals for **Invenire Se** was to explore the journey I took to find and accept my identity. I borrowed concepts from the fields of social cognition and developmental psychology to illustrate the formation, evaluation, and development of the self and identity; these concepts elucidated how I wanted to represent myself.



Fine Art
Photography
BFA

Chloe Brover
Catie Leonard




The Way By Which I Came

Catie Leonard



In 2011, a series of events greatly affected my family. In addition to my mother's unemployment at the beginning of the year and my father's job loss in April, my grandmother passed away in June. My grandmother has lived with my parents and two brothers since I was four years old. She held together our rituals and solidarity. I yearn for the moments when we would sit together to share a meal, feeling content existing in the same room with each other. While there is no solid definition of what a family is or should be, I am left longing for what was. Her death led to our gradual physical and emotional distance from one another in our

home. What was left behind of hers has now become an archive that I use for research. Like me, she was an artist, experimenting in many mediums. Upon searching through her archives, I came across a series of poems, labeled in Roman numerals, tucked away in a slowly deteriorating sketchbook. Utilizing my grandmother's narrative poetry, in context with my images, I combine my grandmother's past and my family's present to understand how our losses caused a degenerative shift in our family dynamics. In my series, I attempt to harness photography as a tool to bring my family closer together.



Graphic Design

BFA

Samantha Carpenter
Maxwell Finke
Mitsi Gamble
Maddie Goldstein
Emiliana Hedderich
Winifred Palay
Emily Recko
Carolyn Shipe



Let's Unpack It! Samantha Carpenter

Recently, there has been a huge transformation in the design world with regards to how designers approach their work. Amidst our current climate crisis, sustainable solutions have been pushed to the forefront of the industry. Moreover, designers have been called to question their practices and ultimately rethink the way in which they approach projects. With these new considerations, designers can often feel overwhelmed with how to create designs that are sustainable. Determined to become more environmentally aware myself, I began scrutinizing the projects I produced throughout the semester to determine if I had done

all I could to reduce excess waste. As I began to think more critically about my own work, I questioned what steps I could have taken throughout my design process to reduce waste. Examining my role as a graphic designer through the lens of sustainability, I gained a better understanding of the designer's critical role in developing long-term sustainable packaging solutions. By unpacking these issues and raising awareness about the more systemic concerns related to sustainable package design, this conversation is started that is just the beginning of a much-needed societal shift.



Prisca Vilsohl

When did you first start working in sustainable research? How did you become interested in working in this field?


I got into fashion primarily because of the magic of what it could be the beauty that was in it but then I soon realized the unbelieveability of the industry and it "trashed me out". With my fashion brand I analyzed "more about how every piece has an excess that had to be justified and every piece I created had to have a justified role." I like this idea that everything has excess and designers should ultimately justify each piece's role.

Was it hard to make the change from designer to sustainable researcher?

Yes, it was a hard change to make - More on the technical side - When working in fashion I had always been interested in production techniques and how things work". I've always been curious about these things, new materials and new technologies, such as 3D printing. "I have a sort of engineering mind, when it comes to these things". There's definitely a big gap between research and design land, and we need to work on bridging this gap. I was able to combine my two passions by express myself through design and fashion, as well as the more technical side of things.

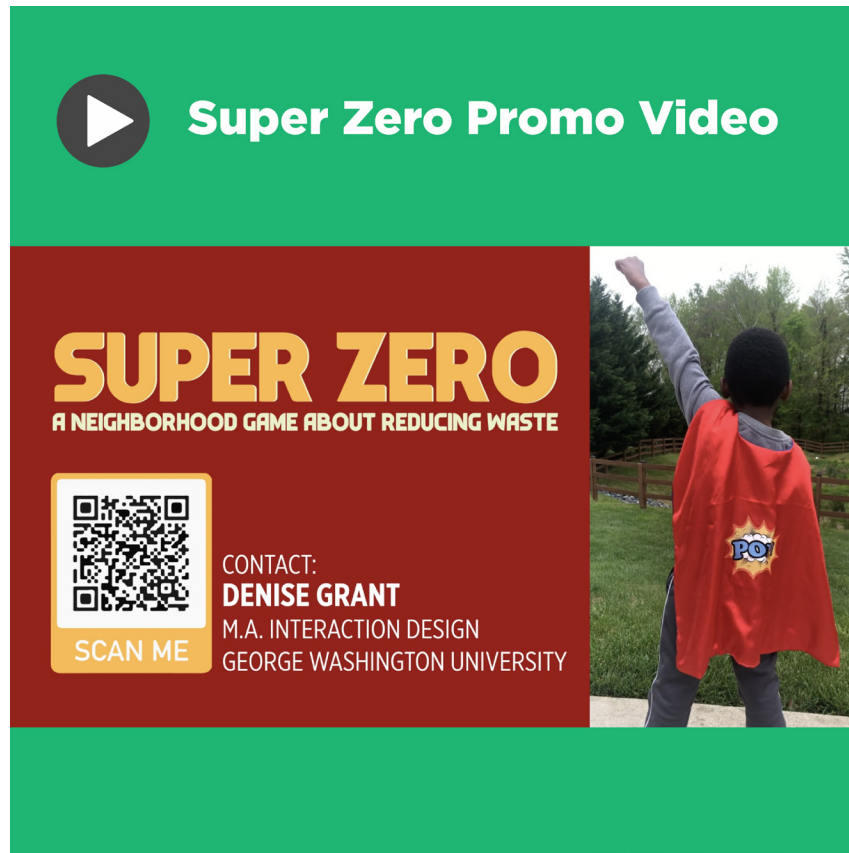
Are there any exciting new projects that you're currently working on?

Yes, an underwear project that is looking into fibers - reusable products for periods as well as researching polymers (plated based products that are placed in landfills).



Interaction Design MFA

Denise Grant
Jonathan Iadarola
Meghan Lee
Edith Leiva



▶ **Super Zero Promo Video**

SUPER ZERO
A NEIGHBORHOOD GAME ABOUT REDUCING WASTE

CONTACT:
DENISE GRANT
M.A. INTERACTION DESIGN
GEORGE WASHINGTON UNIVERSITY

SCAN ME

A child in a red superhero cape with a 'PO' logo on the back stands in a grassy field, pointing towards the sky.

Super Zero

Denise Grant

We are the earth's villains, in desperate need of a hero. **Super Zero** is an event kit that acts as a foldable house to communicate sustainable actions that can help save the world. Families will have the opportunity to learn how to incorporate zero-waste initiatives into their everyday activities such as packing lunch, cooking, and recycling. **Super Zero** consists of mini games that address issues such as the dangers of single-use plastics, assumptions about composting, food waste, and differentiating between recyclable products.

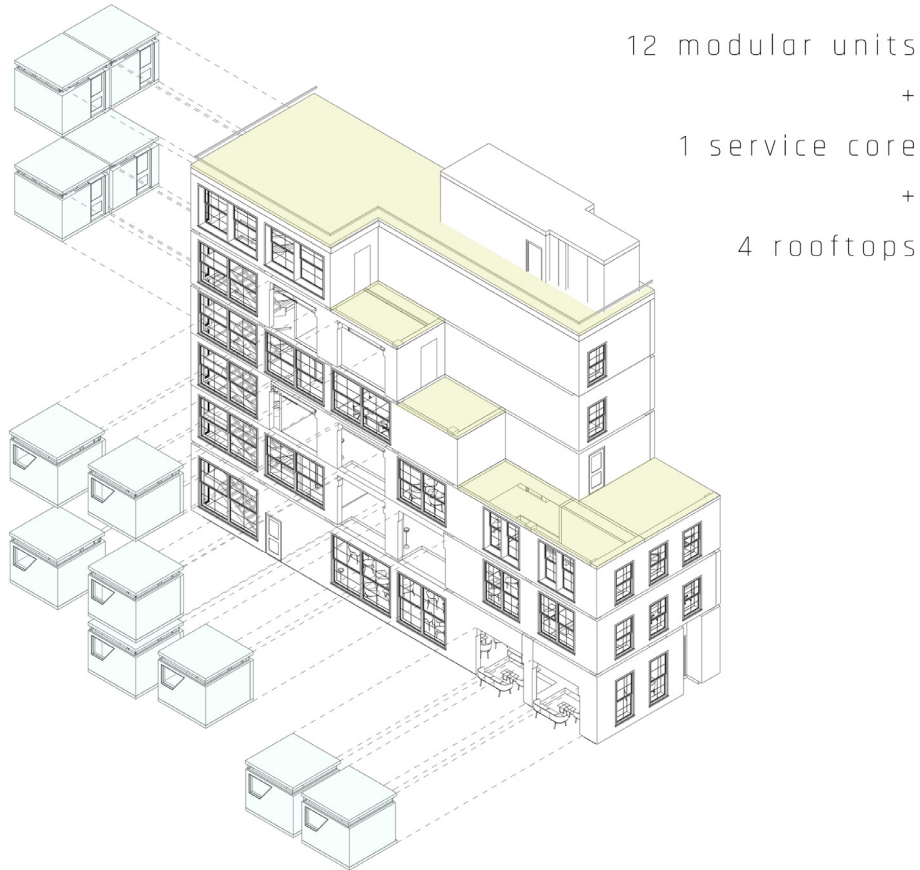


Everything at Once

Jonathan Iadarola

Everything at Once is an immersive audio/visual experience that attempts to place humanity's current moment in the context of a bigger picture: from the Big Bang to the present and beyond. Originally composed soundscapes and musical compositions come together synergistically with audio-reactive visuals to take the viewer on an impactful and visceral journey that is intended to be a celebration of both the ingenuity and the creativity of human existence, while also serving as a warning about the delicate complexity of human life on Earth.

system axon

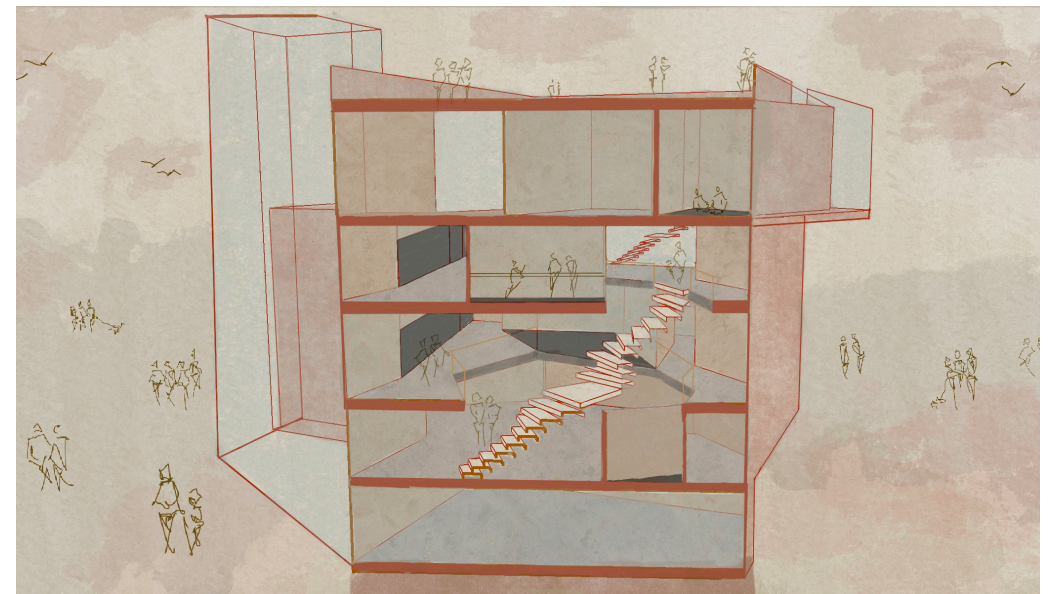
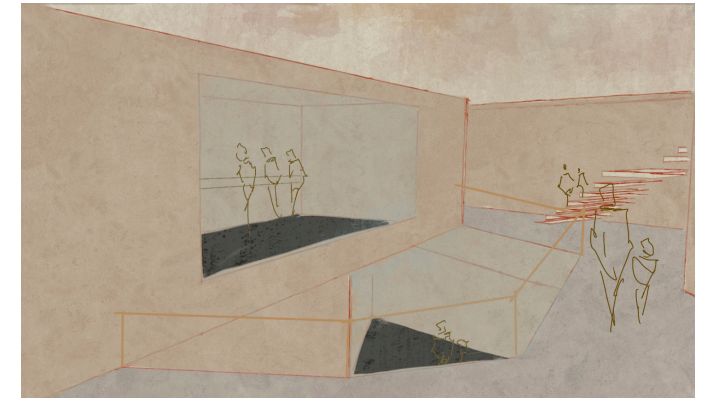


Vessel Emma Kraus

Vessel aims to solve the housing supply crisis through introducing the concept of parasitic architecture to Washington, DC. The project explores ways of transforming uninhabited spaces into functional living solutions for individuals experiencing homelessness who have been forcibly removed from their encampments due to ongoing development and beautification efforts. **Vessel** is a two-part program, including both a service center core and a system of attached individual prefabricated modular housing units. Based upon the concept of transcendence, the project focuses on attainable upward movement of the individual via a structured and established support network.

Capstone Project Anna Savino

My capstone project focuses on the translation of contemporary choreography into architecture. The space houses studios and a rooftop performance area for dancers who no longer have access to these resources once they transition out of traditional studio training. By studying the movement of dancers in plan and elevation, I was able to distill the forms of dancers into gestural expressions influencing the design. Visitors will engage in their own "dance" through their circulation patterns and exploration of the space, encouraging the freedom of expression through unique methods of movement.





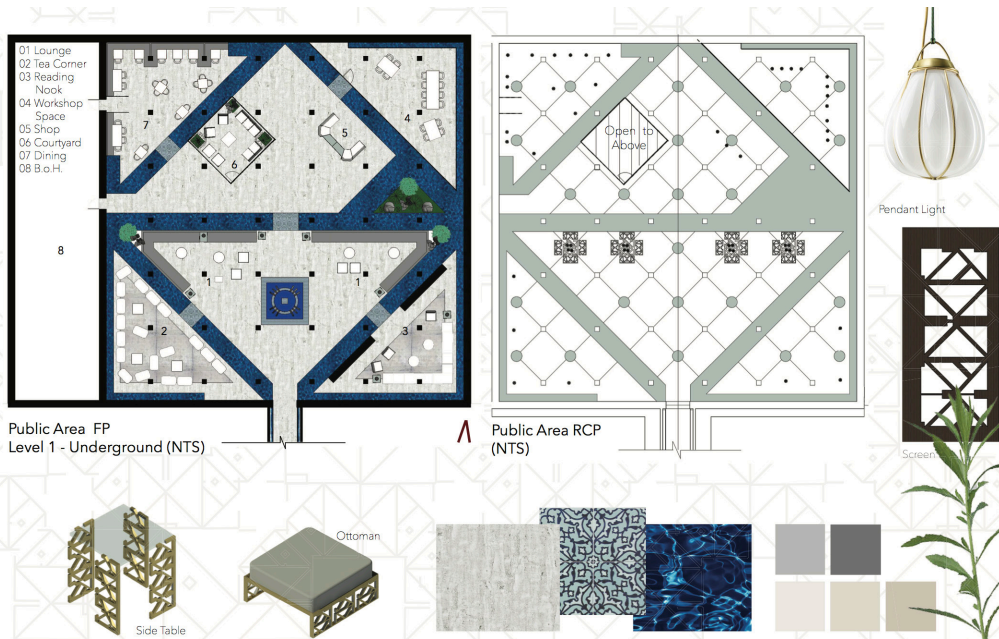
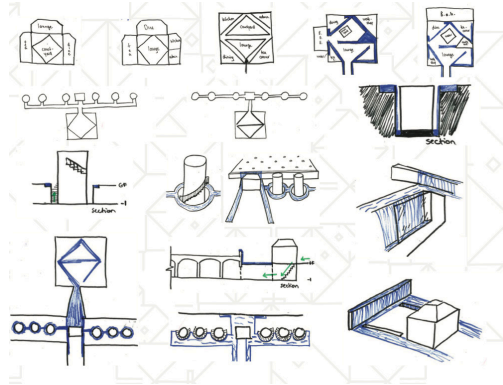
Submerge Bridget Turner

This project is an art gallery that raises awareness of climate change and focuses on the growing danger of sea level rise in our lives. The building is located in Yards Park, DC, and overlooks the Anacostia River. The building sits on a future flood plain, and the water intentionally placed up to the edge of the building is meant to emulate the encroaching flood plains in the coming years. The gallery consists of experiential hallways that are dark and narrow with audiovisual effects making the visitor feel underwater. This feeling of submersion is also found in the underwater galleries as well as in the overall ceiling feature, which is undulating and reflective. The space is designed for the visitor to experience a period of introspection, and maybe discomfort, while walking through each gallery. The changing exhibits of modern art are all focused on raising awareness of climate change.

Arab's Cultural Retreat

Sandra Shanoudi

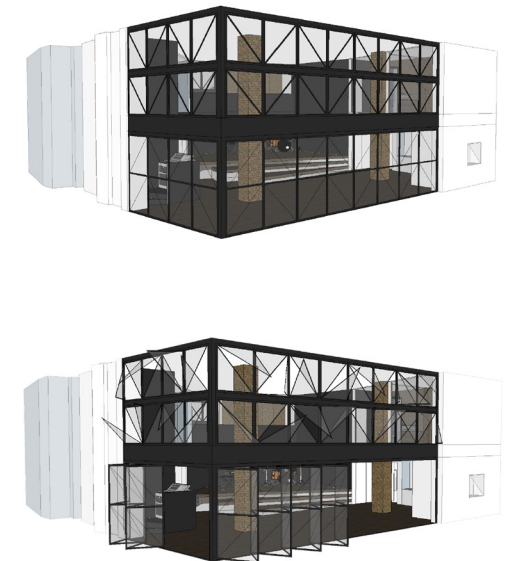
To give Arabs living in the DMV area a chance to maintain their ties with their culture, this project will serve as a retreat for them, a place they can visit for a few days for a "home away from home" experience to engage in activities, but also to feel centered and relaxed and connect with people who share the same cultural characteristics. The retreat will unite the ideas of culture and hospitality to serve this community and serve as a meeting point for Arabs.



The Crescendo

Meredith Yarp

The Crescendo is a small music venue and public recording space located on the Wharf in Southwest DC. Created in response to the rise of streaming services that are leading today's music industry, it establishes a platform for emerging artists and showcases the behind-the-scenes of music making through open recording studios and practice spaces. It is strategically located next to the popular and much larger venue the Anthem, as it is to appeal to the same user and generate the momentum needed for these artists to eventually play for larger audiences. Initially inspired by the opening of a camera aperture to control light intake, the design of the space focuses on the gradual build in intensity as an aperture increases exposure. In musical terms—and in relation to music volume—this would be referred to as a crescendo and is noted through sharply angled lines that influence the design of the venue's dynamic stage, changing facade and orientation to the Anthem. Glass recording studios on the mezzanine level, windows into the basement studios, and a bar overlooking the stage also give listeners an in-depth look into what they would typically just hear on their devices, and connect the musician to their audience.





Interior Architecture MFA

Bryn Bassett
Grace Boateng
Courtney Bradshaw
Kelsy Dean
Hannah Gilbertson
Jordan Jackson
Suzannah Klein
Yin-Ling Lee
Michele Lowe
Isabel Moffly
Ansley Nemirow
Chelsea Schuster
Sahar Al Shaibani
Michael Smith
Chelsea Stake
Yesica Suarez
Lindsay Sydness
Molly Walker
Patrick Walsh
Stacey White



Lucy's Place

Kelsy Dean

For my Capstone project, I chose to design an all-inclusive special needs activity center for kids in middle and high school.

My sister has special needs so this project is very close to my heart. I have worked hard to make it a place that special needs kids may attend to learn new things and have fun while interacting with people who won't judge them for their differences. Lucy's Place is meant to be a learning experience and a refuge for individuals in the special needs community.

Some of the activities intended for the space:

- Learning to cook
- Arts and crafts
- Movies
- Games
- Learning to play different instruments

Some of the ways that I approached the design of the space for the special needs community:

- One type/color of flooring in each space for individuals with depth perception issues
- Lower furniture for wheelchair users
- Wide corridors for wheelchair passage
- Completely ADA bathrooms
- Wider doorways for wheelchair passage



New Media
Photojournalism
MFA

Shane Bahn
Xueying Chang
Yu-Jing Huang
Eric Lee
Brooke McDonough
Akash Pamarthy
Wenxuan Wu

Invisible Americans

Shane Bahn



Invisible Americans documents the experiences of several Puerto Ricans, who are born American citizens, grappling with what can best be described as a sense of blurred identity. The project specifically follows Puerto Rican youths as they discover their identity of either being more Puerto Rican or of being more "American" while trying to survive in York, Pennsylvania, a city that is both affected by high crime rates and is currently hosting an active ICE detention center.

Where We're Really From

Eric Lee

This project, **Where We're Really From**, explores the struggles and triumphs of Hansel Pham and Thu Nguyen as they raise two boys, Hayle, 9, and Henry, 7. The brothers are just beginning to learn about and understand their layered identities. Their parents are helping them become aware of their culture and sense of self as they come of age in an American society where ideas of masculinity, gender, and race are ever evolving.



Buzzkill

Brooke McDonough

There are over 4,000 species of native bees in North America, many of which are in decline due to factors such as urbanization and habitat destruction. Their plight is overshadowed by the plight of the invasive but agriculturally significant honeybees. "Save the Bee" campaigns have grown in popularity, but they focus on domesticated honeybees, while the native bees, so critical to our ecosystems, are lacking conservation attention. This project and the accompanying film explore the tension between efforts to save native bees and their habitat and our dependence on the invasive honeybees.



IN or OUT

Akash Pamorthy

IN or OUT is a multimedia project that explores the struggles of homelessness in the midst of the housing crisis in Washington, D.C. The project follows the daily lives of two homeless men, Berry Morrow, 47, and Willy Walker, 60, living on the streets of the District, and takes the viewer through their experiences as they negotiate the challenges of living without a secure and safe home. One hopes to move into permanent housing while the other, a registered sex offender, has given up on public housing.





Photojournalism

BFA

Deysey Alvarado-Bonilla
Jack Borowiak
Isaac Jonas



No Miraculous Ram

Isaac Jonas

This work is a way of exploring my own interpersonal relationships within American culture. Throughout the process of creating this work, I have come to realize the fragility of the relationships around me—things can fall apart in a split second. Doubt and insecurity can often wreak havoc on a relationship, no matter how strong it is perceived to be. Not only have I seen how fragile relationships are, it is also clear how valuable they can be. This work also acted as a way to self-actualize my own role in my relationships, and understand how quickly those roles can be uprooted or changed. While my work is rarely so personal, this acted as therapy and a way for me to better understand my own surroundings.



Theatre

BA

Kyra Armstrong
Brett Cassidy
Charlotte Davidson
Cole Larravide
Rieschel Nieboer
Jeremy Pinson
Hannah Sessler
Isabel Simoesdecarvalh

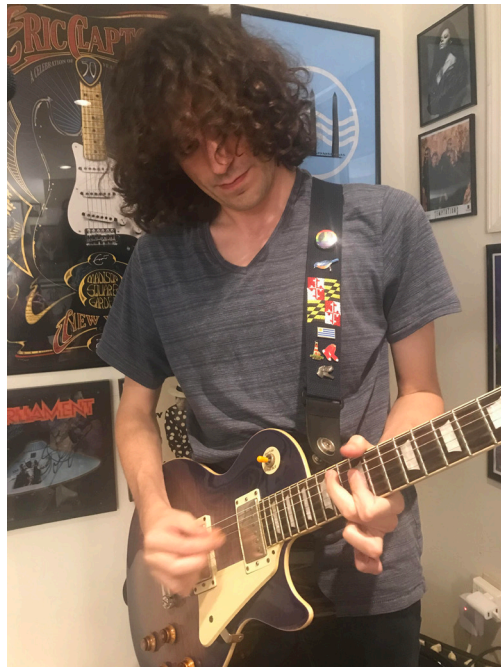
Moment of Escape

Cole Larravide

My thesis project **Moment of Escape** was a concert performance of all original music. Through research and personal experience, I explored essential elements that make a concert engaging, including setlist construction, song presentation, and audience interaction. I put together a great band of musicians to perform my songs with me and we were set to play the Hammer Auditorium.

Unfortunately, after everything went online for the end of the semester, my show became a recorded solo performance in my basement. I rearranged my entire plan, and learned how to quickly adjust to the massive changes.

Overall, the project was a lot of fun, and moving forward I plan to continue playing my songs live. Currently, I hope to play a rescheduled show in the Hammer Auditorium at a later date.



Shutterbug

Jeremy Pinson & Hannah Sessler



Shutterbug is an original work written by Jeremy Pinson that looks at the visual right to privacy. Directed by Hannah Sessler and Pinson, the show centers around The Photographer, who has been taking pictures of The Researcher, played by Sessler, without her consent. When The Photographer plans to display the photos, The Researcher finds out and seeks to destroy the entire project. The play dives into how our idea of privacy is changing in our current time, and highlights the struggle between using the arts to enact social change and refraining from exposing secrets that were purposely hidden.



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