

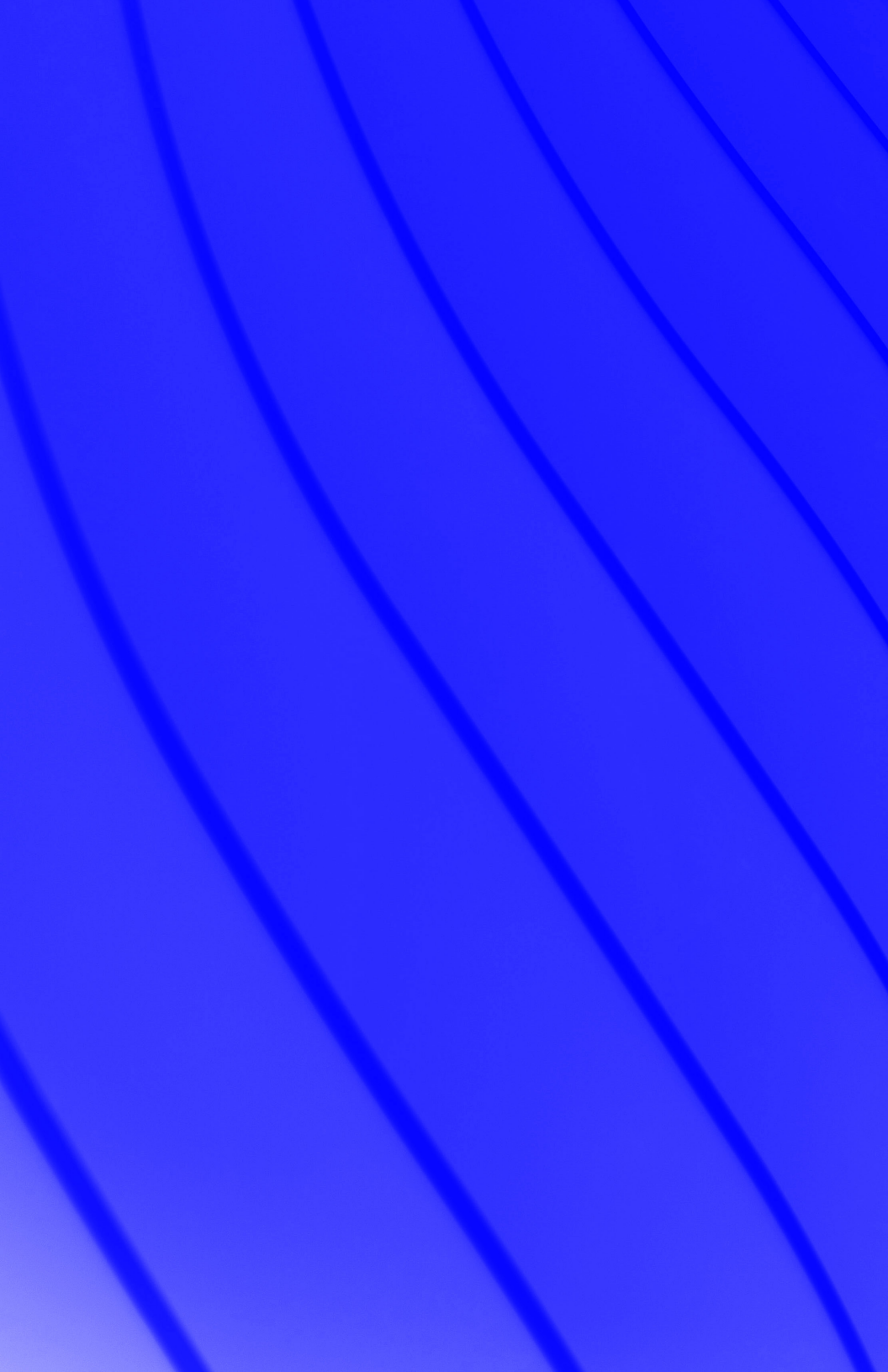
School of Art and Design
Graduating Student Exhibition

INTERIOR DESIGN



State University
of New York





School of Art and Design
Graduating Student Exhibition

INTERIOR DESIGN

The mission of the Interior Design program at FIT is to educate the next generation of creative, environmentally and socially responsible, and globally relevant interior design professionals. To achieve this mission, the two-year AAS and two-year BFA degree programs strive to nurture students' artistic potential, and assist in the development of an aesthetic sense. Students are challenged to utilize evidence-based design and innovate, collaborate, and experiment in an effort to transform the built environments in which we live, work, learn, and play. We strive to empower students with sound design methodologies for success and leadership positions in the profession.



www.fitnyc.edu/gse
[@fitartdesigngse](https://twitter.com/fitartdesigngse)



Emily Acosta

emilyrose_acosta@fitnyc.edu

@em1iy



PODCAST INCUBATOR



THE JOURNALIST'S DESK - PERMANENT EXHIBITION SPACE

THE QUILL - CENTER FOR ETHICAL JOURNALISM

SketchUp, V-Ray, Photoshop, Illustrator

The Quill aims to maintain and uphold an ethical journalistic practice through fostering cross-border alliances between the journalism community and the public. By inviting a collective of both international and locally based journalists, The Quill will aid in shaping a deeper understanding of journalism that is high impact, in-depth, and trustworthy, in a perpetually changing media industry.

My goal is to learn all that is possible in the world of design and architecture, as far as the eye can see, connect various degrees of ideas, and create dedicated spaces to celebrate diverse communities, nurture, uplift and educate.

Claudia De Leon

claudia_deleon@fitnyc.edu
@claudia__deleon



AILA: CO-LIVING THROUGH CREATIVE EXPRESSION Sketchup, Podium, Photoshop

Aila, meaning “bringer of light” and “from a strong place,” is for New York City college students who desire emotional wellness support and/or who have gone through emotionally challenging or traumatic experiences. Aila allows them to connect with themselves and others through art, music, dance, and creative writing in a co-living environment.

The design highlights the connection, communication, and support between students by enhancing collaboration through innovative and interactive spaces. The energetic atmosphere emphasizes the creativity and individuality that students express, through vibrant and captivating materials and finishes

Natalie Falco

natalie_falco@fitnyc.edu

@nataliefalco



THE LONG BEACH HOTEL

SketchUp, Enscape, Photoshop

To Wander: To walk or move leisurely or casually in an aimless way. The Long Beach Hotel is based on this idea, inspired by the Long Beach community, and based in resilient design.

Alexandra Fay

alexandra_fay@fitnyc.edu



Melt is an interactive fashion experience where the fashion consumer, designer, and press join together to view and create the most innovative designs within the industry.

My goal is to reimagine the current retail model into a unique experience that everyone within that fashion industry can attend and be a part of.



MELT: A FASHION CENTRUM

Revit, Photoshop

Ariel Holder

www.arielholder.myportfolio.com

arielholder11@gmail.com, ariel_holder@fitnyc.edu

@_arielholder



RECEPTION



CAFE, LOWER LEVEL

MUSICORUM: MUSIC EDUCATION CENTER FOR YOUNG ADOLESCENTS

SketchUp, Lumion

When designing, my heart always goes back to nature. Growing up in a more rural environment, nature has always been my inspiration, as one can find several aspects of our current technology within it. Although the natural environment has my heart, I consider innovation, modernism, and comfort when designing a space. As a designer, I want to integrate greenery and sustainability into every space I create, to establish a united front when it comes to design being eco-conscious, in the hope that it will be the new standard of designing.

“Musicorum” is a music center for young adolescents between grades 6 and 12 who don’t have music education within their public schools. This center will give beneficial music education to these children through music lessons, music history classes, and summer camps. “Musicorum” will help motivate and shape the minds of tomorrow through music.

My goal is to become the type of designer that upholds eco-consciousness when creating something beautiful.

Danielle Japngie

danielle_japngie@fitnyc.edu or d.japngie@yahoo.com
@daniellejapngie



THE WELL: THE SPA

Revit, Enscape, Photoshop



THE WELL: THE HEALTHY CAFÉ

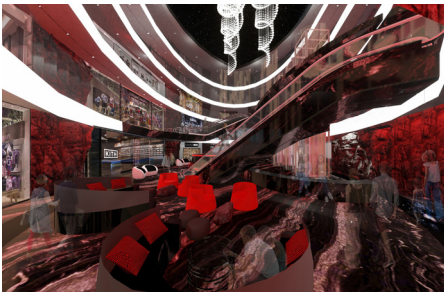
Revit, Enscape, Photoshop

The WELL is a space to bring together all the aspects of health – physical, mental, and social. I want to help transform people's lifestyle into an overall healthier one, while teaching them the fundamentals of health and wellness.

MY GOAL: To show people that health and wellness is so important, and that it can be enjoyable. Bringing people together within this space will create that sense of community among its members.

Sydney Jean-Baptiste

sydney_jeanbaptiste@fitnyc.edu
@sydneyy_jb



PROXIMA CENTAURI MULTI-BRAND CENTER

SketchUp, Lumion

The new urban multi-brand center for Millennials and Generation Z will mimic outer space's gravitational attraction, with curvilinear structure and form to entice users to shop at the themed specific shops. The design has unique themed common areas, such as Trends, with a large concert area for popular music artist performances, Fit Fashion, with a basketball court, and High Fashion, with a restaurant, planetarium, and full shopping experience. With a focus on sustainable lighting and high technology, this multi-brand center will satisfy the experience that the youth culture has been missing in existing shopping centers.

My goals are to revitalize the brick-and-mortar shopping experience and make in-person shopping a trend again, so retail businesses will continue to prosper.

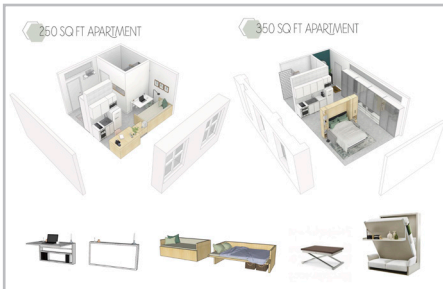
Kerby Kanaly

kerby_kanaly@fitnyc.edu or kerbykanaly@gmail.com
@kerbykat



THE HIVE RESIDENTIAL: COMMUNITY CO-WORKING SPACE

SketchUp



THE HIVE RESIDENTIAL: MICRO-APARTMENT LAYOUTS

SketchUp, SketchUp Podium

The idea of nostalgia seeps into every project I design. I look to simple gestures informed by origin and history to trigger the concept for a space. I use objects or elements from the past and turn them into new ideas that make one connect with memories and experiences. We live in a new world that revolves around technology, and my goal is to encourage people to appreciate the space around them, not just the tech at their fingertips. I strive to find a balance between keeping those things that are special to us and finding new ways to preserve those moments. Having the ability to impact the interior environments in others' lives allows me to provide the amazing opportunity of inspiring people to connect with each other, their memories, and the simple gestures in life.

My goal is to create special moments throughout interior spaces that encourage viewers to make a connection, both with the environment around them and the people surrounding them.

Dalia Kramer

www.issuu.com/dk_designs/docs/dkdesigns_portfolio
dalia_kramer@fitnyc.edu or daliar6@gmail.com
@dk_designs1



AVION @ EWR

SketchUp, V-Ray, Photoshop



ONE ROOF

SketchUp, V-Ray, Photoshop

As a young aspiring interior designer, I believe it is my job to listen, to embrace, to collaborate, and to work hard at translating client dreams into beautiful living environments, through inspiration and by paying attention to detail.

My goal is to create spaces that make people feel as though they belong, while creating a connection between the world around us and the spaces we inhabit. Ultimately, I want to inspire creativity through well-designed spaces.

Nasim Lahbichi

www.lahb-co.com

nasim_lahbichi@fitnyc.edu or nasimlahbichi@gmail.com

@lahbco



WELCOME TO CULTIVATE

SketchUp, V-Ray, Photoshop



CULTIVATE: THE CORNER STORE RE-IMAGINED

SketchUp, V-Ray, Photoshop

Welcome to Cultivate: A hub of diverse solutions for resilience against food inequality. The center is dedicated to improving the health, wellness, and life quality of East New Yorkers who have faced the disparities that come with living in a food desert. As a tool of transformation, Cultivate will bring educational programs and resources that empower and nourish residents.

My goal is to connect with communities at large through design that reflects who they are and what they stand for. Every story deserves to be told and plays a grand role in spurring inspiration, impacting communities, and emulating genuine connections. I hope to be a part of this storytelling, giving others the opportunity to create lasting, meaningful memories for generations to come.

Kathryn Leroux

itskathryn315@gmail.com or kathryn_leroux@fitnyc.edu
@kathryn_leroux



BLOOMING OUSIA: INDEPENDENT LIVING COMMUNITY

Revit, Photoshop

When it comes to my designs, I try to look at the needs and wants of the individual that I am creating for. I try to integrate that with as many elements of nature as possible, to continuously bring the natural environment within. My approach can sometimes be midcentury modern and have bursts of color, but I try to keep a consistent palette when it comes to each space. A project can sometimes feel disconnected from the client. When I design, I try to incorporate the individuals that will be within the space, and how the area could affect them. I want to draw a personal connection to the space and to design more for the individuals that will be using it.



My goal is to bring together communities that may not naturally attract one another, but come together as one through an impactful design. Even though they might seem to have nothing in common, the design could provoke a feeling and connection that could cause an interaction between these individuals.

Samantha Lopez

www.samanthalopez.carbonmade.com

samantha_lopez@fitnyc.edu

@s.r.m.l, @visualisstudio



LIFT

SketchUp, Podium, Photoshop

LIFT is an immersive education and cultural home for individuals seeking refuge in Brooklyn, New York.

As refugees transition into the United States, they can live here for 1-2 years while they learning skills to become employable within the community. While gaining the skills they need, they're also gaining a community in what is now their new home. With an emphasis on communal living, residents will share all essential spaces, while participating in educational classes together.

My goal is to set a new standard for the way the U.S. responds to the intake of refugees. We should not simply accept refugees into the country with open arms, but welcome and grow with them. A space designed entirely for their growth and well-being, LIFT rethinks the refugee experience entirely by giving them the resources they need and deserve to start their new lives.

Samantha Mayo

www.samanthamayoid.wixsite.com/portfolio

samanthamayo.id@gmail.com

@_samayo_



FUSE: RESOURCE LIBRARY

Revit, Enscape, Photoshop



FUSE: TEST KITCHEN

Revit, Enscape, Photoshop

Located in what was a vacant LIRR Substation in East New York, Fuse aims to assist small artisan and farm businesses in implementing sustainable business practices and encourages consumers to shop locally to aid in responsible consumption and production patterns. Adaptive reuse is at the core of the building's

design. Preserving as much of the existing structure and accounting for carbon emissions was important in sourcing new materials.

The design concept aims to fuse the natural and man-made worlds. Custom workstations made from salvaged heart pine wood, refinished stainless-steel plates, aluminum, and glass fuse elements both natural and man-made. The greenery seamlessly joins the design of the existing brick building.

My goal is to create sustainable interiors and long-lasting environments that support the health of their users as well as the natural environment. I believe creating spaces that promote well-being allows people to thrive and supports an environment where strong relationships can develop.

Brittney McKenzie

brittney_mckenzie@fitnyc.edu

@brit_undefined



ERUPT

Revit

Erupt is a space for college students to come and release stress in a physical way. Stress is something that everyone goes through, however, too much stress can affect you physically, mentally, and emotionally when not dealing with it. Studies show that over 60% of college students suffer from stress and do not know how to deal with it. Also, 40% of students who are stressed suffer from a mental illness due to it. When you look up ways to release stress, the first thing that pops up is exercise, so I decided to make a twist on it by having a space where there are multiple ways to release stress such as a smash room (image shown).

My goal is to create a space for college students to come and release their stress in a physical and yet fun way.

Chinami Ojiri

www.chinami-ojiri.com

chinami_ojiri@fitnyc.edu or chinami.ojiri@gmail.com

[@chinami_o](#)

COMMUNITY URBAN REGENERATION CENTER

AutoCAD, Revit, Photoshop



I'm a Japanese interior designer/art director with a multidisciplinary background in the field of visual storytelling. I have spent the past years working in a professional design field in Tokyo and New York City, where I am currently based. My creation is rooted in an aesthetic sense from the integration of my unique experiences, ideas, perspectives, and vibes.

My goal is to create an aesthetically and emotionally pleasing landscape with a beautiful, unique, authentic, candid, and interesting story that creates moments which will remain in one's memories.

Erin Penny

erin_penny@fitnyc.edu
@erindimepenny

AGORA

SketchUp, V-Ray, Photoshop



Agora is a multi-generational debate and exhibition center that stimulates intergenerational conversations promoted through political art — leading to a better tomorrow by learning from the past. People will have the opportunity to stimulate thinking through combative, constructive debate.

My goal is to give people the opportunity to speak publicly about an issue, rather than being on their phones behind a screen speaking. Even if people do not come to an agreement, they are partaking in something that the average person does not typically have the opportunity to do, and speaking about what they believe in publicly, in a controlled, supportive environment.

Minkyung Song

minkyung_song@fitnyc.edu or minkyung@ateliersong.com
@ateliersong



NEWTRO RECORDS

SketchUp, Podium

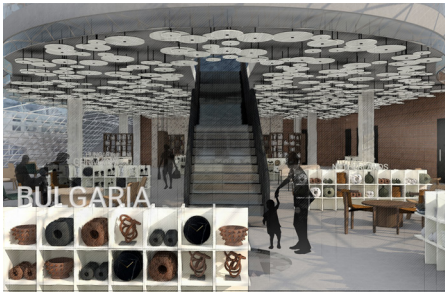
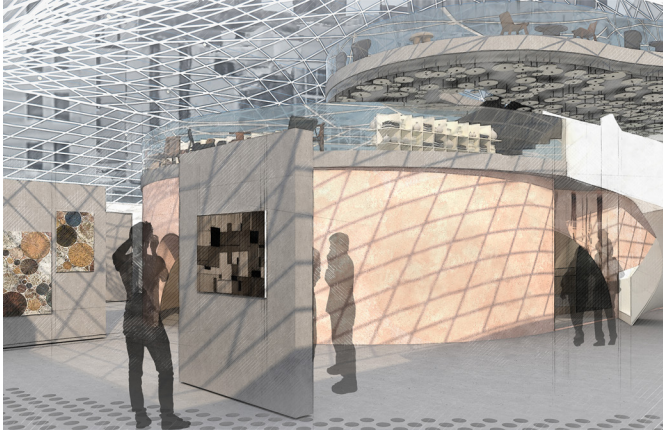
I think one of the biggest joys designers have is being able to create a space that serves as a vessel for people's memorable experiences. We all come from different walks of life, and even though we are in the same space, our interpretation and experience of the space vary. A designer's job is not only to create a

space that promotes the well-being and safety of people who occupy it, but also to make them think, imagine, and have a moment of discovery.

My goal is to design a space that serves as a vessel for the user's creativity and experience.

Michaela Sweetin

michaela_sweetin@gmail.com, michaela.c.sweetin@gmail.com
@michaelacinkaisova, @michaela_sweetin



ONE EUROPE (GALLEY AND ARTISANAL SHOPS)

SketchUp, V-Ray, Photoshop

One Europe is a center for cultural exploration through food, art, and design. This space is a spark of nostalgia for European immigrants. This redeveloped historical landmark includes a food hall with traditional dishes, artisanal galleries, shops, and event spaces for visitors to create connections and share new cultures.

My goal is to continuously search for a sense of home. As a European immigrant moving to NYC, I hope One Europe will create the same sense of home I searched for.

Valeriia Orlova

valeriia_orlova@fitnyc.edu or valeriiaorlova@gmail.com
@my_name_is_valeriia



THE WING SOCIAL CLUB

SketchUp and V-Ray

Human well-being is a solid foundation for great design. Being healthy and happy are the most important things that any person can wish for, so I make this the focus of my design. My direction to design and my approach are based on human comfort. The activities that are happening in a space shape the space itself, and the space, in turn, shapes the people in it. I am pursuing a career in interior design because I have always felt a desire to help people to be happy in their surroundings. I desire to create spaces that will provide a positive influence, whether it's a residential, commercial, or hospitality design, all while not forgetting the function of the space, since a well-designed space must be practical, too.

My goal is to make the world a better place by creating spaces where people will feel happier, united and fulfilled — places that people will not want to leave.

Kerry Van Meter

kerry_vanmeter@fitnyc.edu
@kerryvanmeter



CANINE CORNER: BIG DOG PARK

Revit, Photoshop



CANINE CORNER: CANINE ASSISTED PSYCHOTHERAPY

Revit, Photoshop

Canine Corner is a space that focuses on and enhances the human-canine connection. A dog's love is infinite and is proven to be physically, mentally, and emotionally beneficial. My goal is to provide a space that strengthens the human-canine bond. The community is able to utilize the public spaces with their dogs, adolescents with mental health disorders can receive canine-assisted psychotherapy, and individuals with disabilities are able to train with a service dog for everyday life.

Immanuel Went

immanuel_went@fitnyc.edu
@imawent

THE CARNEGIE COMMONS

Sketchup, Revit, Lumion, Adobe Photoshop



THE WORKSHOPS



THE CHILDREN'S SPACES

This is an exploration of the library as a center for community. Intersecting technology, education, and social gathering, the library is a medium that can foster the bonds of societies and become an arena of possibility for people of any background. The Carnegie Commons is a vision for the future of public libraries.

My goal is to create holistic spaces that serve to empower others through evidence-based design, grounded with a connection to communities and a focus on laying the foundation for the future.

Jacqueline Yordt

jacqueline_yordt@fitnyc.edu or jacquelineyordt@gmail.com
@jy_interiors

BUSHWICK APAWTMENTS

SketchUp, Podium, Photoshop



Bushwick Apawtments is what an ideal pet-friendly building in New York City should be. Specifically designed for Millennials working professional jobs and their pet dogs, it has public activity areas including a dog hotel and day care, a veterinary clinic, pet cafe, and many more. All are conveniently located on the ground floor with private residences located on the floors above. Connecting all these spaces is

a courtyard that allows for connection between humans and dogs alike.

My goal is to produce a model of what an ideal pet-friendly residential building in New York City should be, by thoughtfully designing spaces that respond to both the needs of humans as well as dogs, and to facilitate and strengthen the bond that exists between the two.

Bar Zeev

bar_zeev@fitnyc.edu or bar.zeev2@gmail.com
@zeevbar

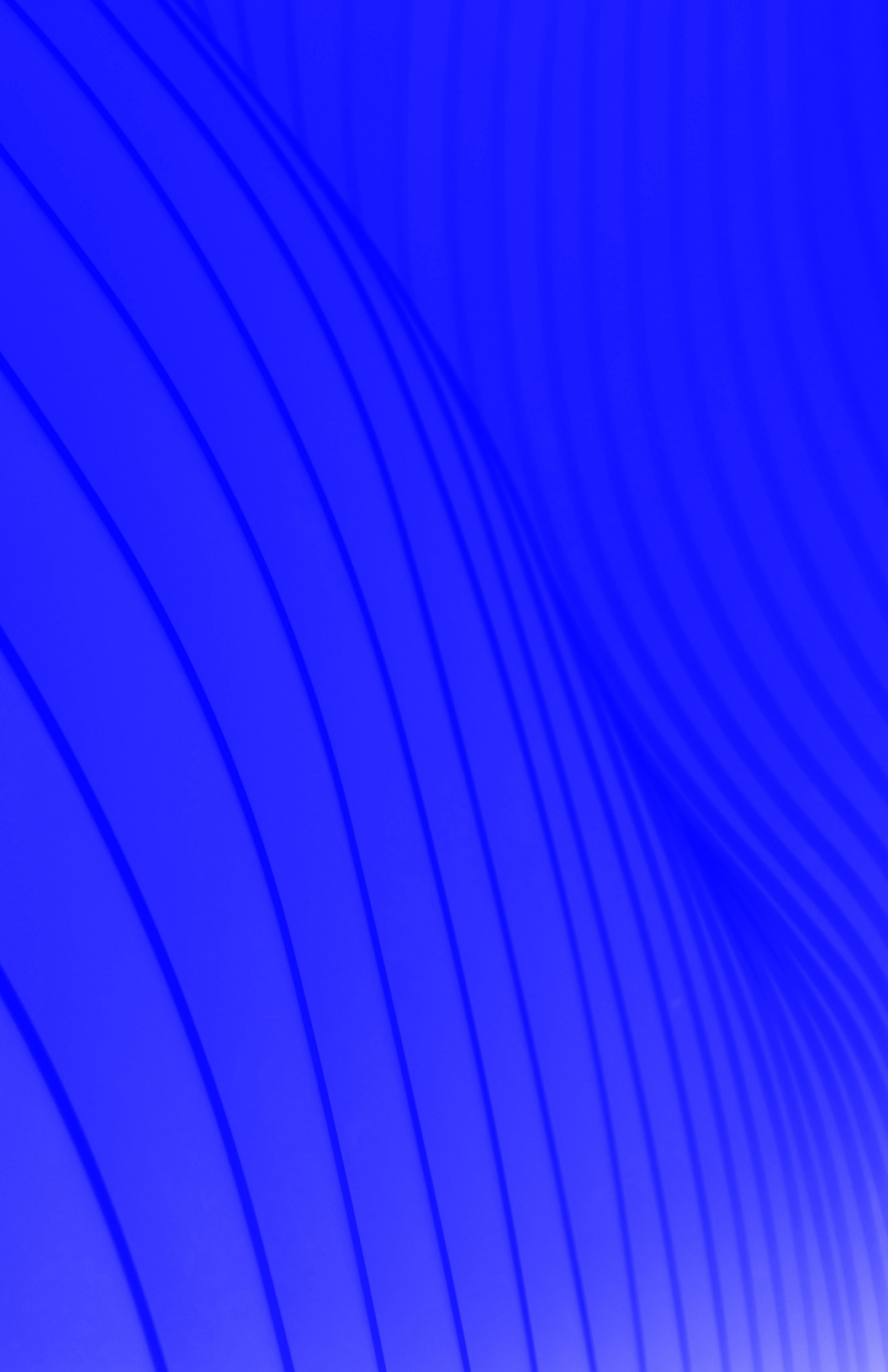


NATURE HOUSE

Revit, Lumion, Photoshop

Interior design has the power to create environments, feelings and ways of life. Designers should use that power to improve the client's quality of life.

My goal is to create spaces that stretch boundaries and motivate people within those spaces to do their best.





Fashion Institute of Technology
School of Art and Design
227 W 27th Street
New York, NY 10001

www.fitnyc.edu/gse
[@fitartdesigngse](https://twitter.com/fitartdesigngse)