MA IN DIGITAL DESIGN & FABRICATION

Program Overview

Program Coordinator: Aaron Nelson, (845) 257-7887, nelsona@newpaltz.edu

Program ID: 240

Credits: 36

Program Length: MA can be completed in 2-3 semesters if enrolled full-time, but students must complete degree within 7 years

Modality: In-person

Full-time/Part-time: Full-time

Transfer Credits: 6

Capstone: Thesis or Fieldwork

Program Description

The Digital Design & Fabrication (DDF) will prepare students to utilize modern digital fabrication methods in the design and fabrication process. Modern methods of fabrication, such as 3D printing, have changed not only how objects are designed, but have also changed what can be designed and manufactured. As modern fabrication technologies continue to advance, the worlds of design and manufacturing will change and merge into something much more seamless. Through an approach that blurs traditional boundaries between art, engineering, design, fabrication and science, the DDF program will enable students to take full advantage of advanced manufacturing and fabrication techniques. Graduates will earn the Rhinoceros CAD certification (levels 1 & 2) and Stratasys Additive Manufacturing Certification.

Admission Requirements

- One official transcript of all undergraduate and graduate work providing evidence of a baccalaureate degree in any design-related field (e.g., art, engineering, industrial design, architecture and graphic design) from an accredited institution with at least a 3.0 cumulative grade point average on a 4.0 scale
  - Undergraduate preparation should include a basic drawing course or its equivalent
  - Admission Essay describing interest in the program
  - Contact information for two references
  - Satisfactory TOEFL or IELTS scores for students who have a non-US degree.
  - Portfolio including samples of completed work. When uploading your portfolio, include a minimum of 15 images.
  - Please note that we require a minimum of 10 individual works or projects; additional detail photographs and installation documentation can be included. You may either upload videos or include external links to videos as part of your portfolio. Each work sample must be labeled with the title of work, medium, size, and date. Images can be labeled and ordered as they are uploaded. For good image quality and fast upload, we recommend jpeg images no larger than 1280 x 1280 pixels @ 72 ppi.

Application Deadlines

Review begins March 15 and will continue until the fall cohort has been filled

The MA in Digital Design & Fabrication consist of 36 credits. Students will produce/design a body of work using an array of advanced manufacturing techniques.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>DDF510</td>
<td>Computer Aided design 1</td>
<td>3</td>
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<tr>
<td>DDF502</td>
<td>Introduction to Computation for Media</td>
<td>3</td>
</tr>
<tr>
<td>ARH526</td>
<td>Studies in the History of Design</td>
<td>3</td>
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<tr>
<td>DDF512</td>
<td>Computer Aided Design 2</td>
<td>3</td>
</tr>
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<td>DDF555</td>
<td>3D Computational Design</td>
<td>3</td>
</tr>
<tr>
<td>DDF705</td>
<td>Advanced 3D Printing</td>
<td>3</td>
</tr>
<tr>
<td>DDF560</td>
<td>Introduction to Designing with Microprocessors</td>
<td>3</td>
</tr>
<tr>
<td>DDF701</td>
<td>Advanced Computer Aided Design</td>
<td>3</td>
</tr>
</tbody>
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Electives (6 Credits)

Working with their advisor, students will select 6 credits of graduate coursework in art, engineering and computer science.

Capstone Experience (6 Credits)

Working with their advisor, students will enroll in 6 credits of thesis or fieldwork as their culminating experience.

Total Credits 36

Program Requirements

Complete the prescribed course work and other requirements within seven years after matriculation. Maintain a cumulative grade point average of 3.0 or better, with no more than two grades below B-.

Program Learning Objectives

- Expand knowledge of diverse histories and contemporary practices in studio art, design, and art education
- Demonstrate—in written, visual, and oral forms—an understanding of a work of art or design, in terms of its social, political, cultural, aesthetic and historical context
- Develop and articulate self-reflective practices as artists, designers, teachers, and citizens
- Create collaboration and engagement with local and global art, design, and learning communities
- Build professional networks to support lifelong learning and sustainable practices