

compost

The biannual Graphic Design program communication composition for students, alumni, friends, and supporters.

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Congratulations Class of 2022!

Congratulations to this year's graduating class of 25+ Graphic Design Majors and 20+ Graphic Design Minors!! The Class of 22' had

to persevere so much during this year, including a health pandemic, on-line & hybrid classes, remote portfolio reviews & the immediate

relocation of the study lab in April 2022. They overcame the obstacles & challenges and continued to create fantastic design work.

Once again, congratulations to them and the best of luck in their future!



Graphic Design Outstanding Award Winners

LUCY GUYER:

The graphic design faculty select the outstanding major to receive the **MARGO PAWELL AWARD**, given to the senior BFA student in graphic design who has consistently demonstrated a commitment to excellence, outstanding achievement, determination, dedication, and perseverance. This honor was awarded to Lucy in recognition of her displaying community engagement, outreach, and exhibiting talent in multiple mediums. Congratulations Lucy on this achievement!

MONIKA DEL ROSARIO:

The graphic design faculty select a major to receive the **KEN CAMASTRO AWARD**, given to the Senior BFA in Graphic Design student who demonstrated the ability to work effectively with others, along with excellent time management and work habits, all while promoting a positive ethical behavior in Graphic Design. Congratulations Monika on this achievement!

ALICE PREMEAU:

The graphic design faculty select the top graduating senior in the program who has demonstrated a commitment to experimentation, ability to articulate about their art, & who contributed significantly to the life of the department. The award is named in memory of Dr. Virginia Anne Purcell, Chair of the Department of Art & Associate Professor of Fine Arts & Art Education from 1945 until her passing in 1958. Congratulations Alice on the achievement of winning the **PURCELL AWARD!**

Seniors Graduating with Departmental Honors:

To graduate with honors the students must have an Art GPA of 3.5 or greater, proven and sustained investment in creative, intellectual, and scholarly inquiry & had original

and critical thinking demonstrated in academic work culminating in capstone exhibition, portfolio, or thesis. Students are presented with a certificate of recognition and honor cords.

- Sarit Ashkenazi
- Jaeden Camstra
- Wai Yan Cheung
- Elizabeth Choi
- Jocelyn Cruz-Garcia
- Ileana Monika Del Rosario

- Aryanna Diaz
- Angelique Francis
- Lucy Guyer
- Riley Herendeen
- Megan Jefferson
- Nayoung Kim

- Isabelle Marcantuono
- Hana Murayama
- Katharine Pannor
- Alice Premeau
- Savannah Sneed
- Makena Snipes

- Samantha Stein
- Avery Tamusaitis
- Danelle Vicencio
- Sarah Wapner
- Audrey Woodward
- Mia Zucchi

Senior Send-Off

Ideation Lab Seniors say Farewell



The Ideation Lab was a great opportunity for me to get familiar with working on Graphic Design projects in an office setting throughout my college experience. I also value that it is the longest work experience I have had so far and have enjoyed it throughout those years. I value the in-person experience, which allowed me to collaborate with other designers and get further guidance when needed. It was great to get experience with a large breadth of work including overall event branding, book layout and design, informational design, apparel and merch design, and poster design. I hope to move to get a job with a branding agency in Amsterdam as a Junior Graphic Designer.



Cameron Mannen



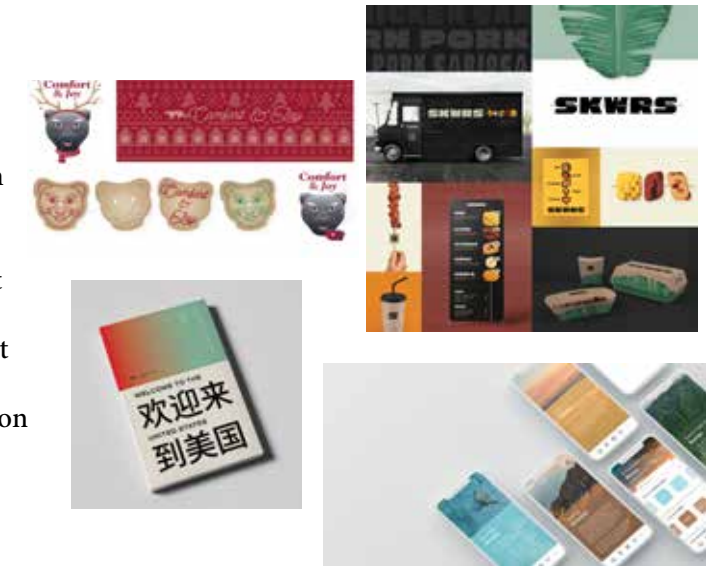
I started working in the Ideation Lab during Fall Semester 2019. The past 3 years have taught me to work in a studio setting with a team and creative director set-up, and I've been able to work from smaller responsibilities to larger projects like the OC Portfolio Review. It's been great to take on a variety of both creative and organizational projects for internal and external clients. I'm definitely going to miss the weekly "Good morning, my friends!" from Eric as we get started for the day, as well as some of the crazy, outlandish projects we do. I'm currently looking into a variety of design jobs and hoping for an opportunity to make a difference on someone's team, as well as hopefully continuing to do work for my internship at Wolven.



Sam Stein



I've been working at the lab since the second semester of my freshman year in 2019. I can still recall the first job I received, which was to design stickers for the various art departments. I remember staring blankly at Illustrator for almost the entirety of my 9-4 shift because it was one of the first times I've ever used the program. I'm happy to say that I haven't gone through an experience like that since with the help of Eric's reassuring words and guidance. I can now approach (mostly) any project without fear. I do hope I never see those stickers again because they are the worst things I've ever seen in my life. My current plan after graduation is to work back at home in Hawaii for a bit at a local design agency or brand, and to possibly return to California in a couple of years. Maybe one day I'll change my mind and hype myself up to become a freelancer or creative director.



Danelle Vicencio

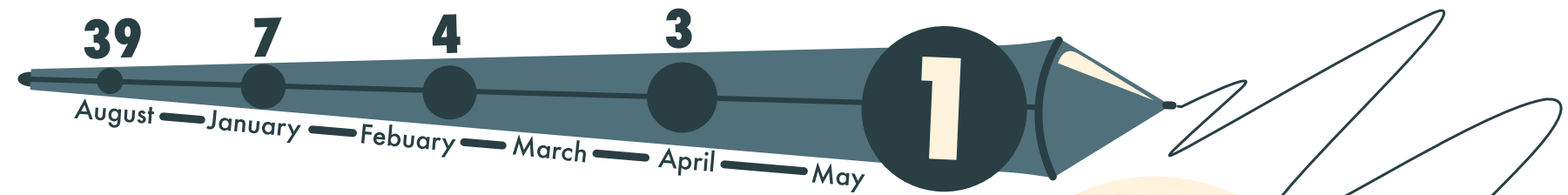


I've been working in the Ideation Lab since 2018. I was very new to designing and didn't even know how to use Photoshop or Illustrator when I first joined the program, but Eric encouraged me to apply anyway and I ended up learning almost everything I know about design while on the job. During my time in the lab, I've had the opportunity to work on a variety of different projects that I wouldn't have been able to do otherwise. Working in the Ideation Lab really helped me discover which areas of design I love most, and I've also learned so much about what it's like to actually work with real-world clients. I am so fortunate to be graduating with over four years of professional experience, plus a few more pieces to add to my portfolio! After graduating, I plan to remain in Southern California and work in the entertainment industry. In the future, my greatest ambition is to adopt many dogs, ideally seven of them. I also hope to one day conquer my fear of needles and commitment in order to finally get a tattoo.



Alice Premau

FT Graphic Design Faculty Search



The FT faculty of the Graphic Design program have been in the process of hiring a new full-time professor since August 2021. They started with 39 candidates, and over the course of the year finally chose our brand-new full time professor.

We are so excited to welcome Maliheh Ghajargar to the Graphic design program!



Game Design

As a part of GD 309 Illustration, students are tasked with a collaborative project with the engineering program to construct a table-top game that looks and plays like something you'd pull off the shelf at the store. Both classes play a crucial role in getting to this end point.

For some background on the engineering students- this is a continuation of an earlier semester project for Level Design I, where students develop a simple table-top game concept and construct a functional prototype. This serves as a foundational step in their game design knowledge, of which level design is part.

In the "average" semester, students prototype the idea with household items (cardboard, spare junk drawer buttons for game pieces, etc), with an emphasis on play testing and iterating the

designs. The focus for the engineering students is the game systems and user experience, not the appearance of the board or pieces themselves. The collaboration between the classes picked up where these individual prototypes left off. In Level Design, the top prototype projects were selected, student teams were formed, and they pitched their concepts to Eric's students. The last collaboration session was led by the illustration students, creating mood boards to pitch themes and style choices for each game. Students will continue the collaboration tomorrow and have been meeting weekly since we started a few weeks ago.

GD 309 Illustration:

Introduces illustration techniques through conceptually based projects, demonstrations, discussions, guest artists and field trips. Students explore ideas and develop a personal language through understanding historical and contemporary illustration. (Offered spring semester.)

Game Illustration/Design Assignment/Project:

Game illustrators create characters, objects, scenery and backdrops/boards that make up games. Also referred to as game artists, they take game concepts and then come up with concept art, transforming them into finished artwork for games. You are being teamed up to make beautiful and compelling art to enhance game play.



What's New With Art 122?

Art 122 (Objects in Space) is a class that is all about understanding the three-dimensional world around us and re-imagining the objects

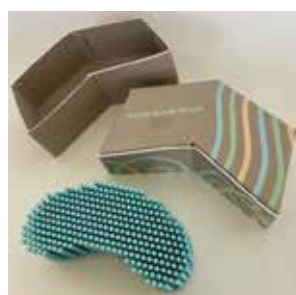
we interact with every day. Students explore the elements of design and how they relate to three dimensional objects.



Yandel Salas



Ryan Bracewell



Caroline Notaro



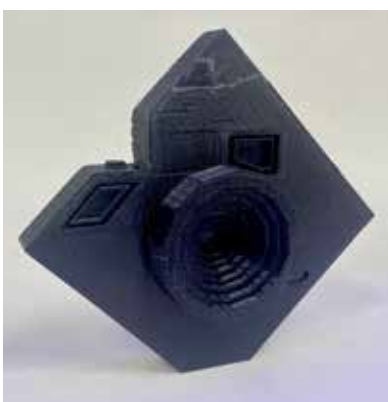
Ivanna Tijtra



Sophie Manis



Kristen Ratnaparkhi



Sarah Sanders



Jessie Wiley



Hannah Emerson

Students in Severina's and Kim's class redesigned an ordinary object in a unique way. Next, students were tasked with creating a unique package for the object they 3D printed in project #1. Students used physical materials first and then

programs including Fusion 360, Blender, and Shapr3D. The classes are currently working on our third and final project of the semester, a group project focused on public space design.

For students in Dave's class, one project is to design shape language to create mascots for existing brands. Students then created packaging that supports the new brand mascot.

Campelle Brenne

Mckenna Madison



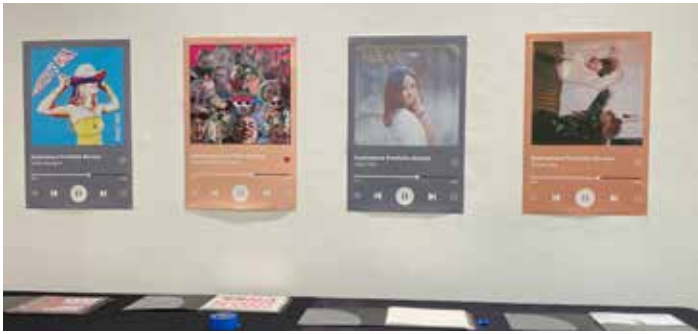
Student Portfolio Shows

Every year, the sophomore and junior graphic design students each put on a portfolio show at the Guggenheim Gallery on campus. Students create all

the marketing and posters for the show, in addition to designing a portfolio book of their best work to be graded by our faculty & PT Lecturers.

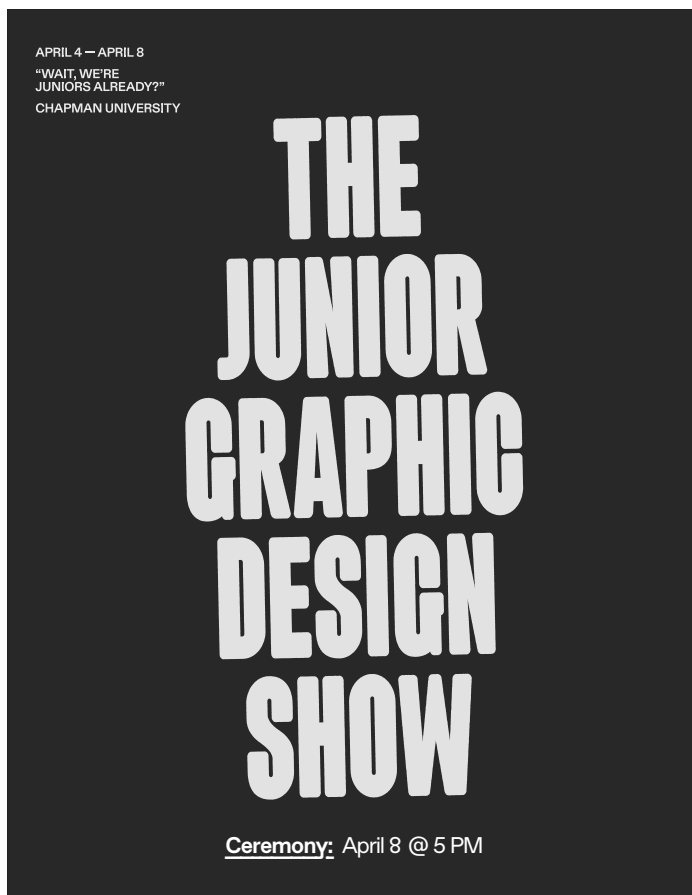
Sophomore Class of 2024

The Sophomore Portfolio Review was held from March 28th to April 1st, and the theme was Spotify Wrapped: students made posters describing their "Music Aura" and hung them over their portfolio books.



Junior Class of 2023

The Junior Portfolio Review was held from April 4th to April 8th, and the theme was a tongue-in-cheek version of a highschool yearbook.



OC Portfolio Review

The 19th annual portfolio review was held in person this year for the first time since 2019. The juniors and seniors in our graphic design program presented industry professionals with their portfolios during the event on Saturday, April 16th, 2022. During the event 244 reviews and one-on-one interviews were conducted by our 39 industry professionals. All the reviewers, coming from a background in various specialities, provided meaningful feedback

to the students drawing on their own personal experiences. Of the 262 design professionals invited we hoped anywhere from 35 to 50 individuals would attend. It was so wonderful having the 39 professional designers who were able to join us talk with our students. We are so excited for the future of this event. We would like to thank all the reviewers for taking the time to meet with our students and the students for putting their best foot forward.

EXPLORE NEW HORIZONS

19th Annual OC Portfolio Review

*Saturday, April 16, 2022, 1:00pm–5:00pm PST
Check-in starts at 12pm*

Are You Registered Yet?

*Open to all Graphic Design Majors and Minors
Visit ocportfolioreview22.wixsite.com/19th for more info*

Graphic Design Majors and Minors gathered in a room full of professionals in the field and presented their portfolios, gaining insight into what they need to work on and what they are doing well, as well as making connections that will help them once they leave Chapman. This was valuable practice for our students to confidently share their portfolios with professionals from various creative industries in the Orange County area and receive helpful feedback

on their design styles and presentational techniques. Our students were able to ask questions and form connections for future internship and job opportunities within these companies. We are thankful for the opportunity to integrate our students into the design world and allow them to get a better feel for the working environment and creative talent in the area!



Margo Pawell Design Symposium

Every year, the Graphic Design program hosts a discussion panel made up of designers as part of the departments' Visual Thinker Lecture Series. This year we hosted an alumni panel featuring graduates from 2010-2016.

This event is called the Margo Pawell Design Symposium, named in honor of GD alumna, Margo Pawell, who died tragically of cancer shortly after her graduation. The Symposium honors Margo's memory and passion for learning and design.

This year, the panel was made up of 5 Graphic Design alums from all over the industry. They shared insight, experiences and wisdom after working in the field for years, and our students gained knowledge and networking opportunities during this event.



The Department of Art Margo Pawell Design Symposium is dedicated to bringing together diverse experts to discuss topics in graphic design giving our students and the regional design community a chance to gather and partake in the discourse.

This years symposium brings together 5 alumni from multiple years and various design industries. Please join us as we hear from our alumni and industry experts from Disney, Playboy, Microsoft, and Lululemon.



Spring 2022 Visual Thinker Series

Graphic Design, Studio Art, and Art History host aspects of their fields, and present the Visual Thinker Lecture Series (VTL). In Spring 2022, we hosted 2 lectures, in addition to the panel of 5 designers for the Margo Pawell Design Symposium. The department

welcomed Lexis Olivier-Ray, a staff writer at LA TACO and an artist and filmmaker and Art History presented Elizabeth C. Hamilton, a teacher from Fort Valley University and whose work focuses on the African Diaspora, feminism, and Afrofuturism.

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Art • Art History • Graphic Design

Lexis-Olivier Ray

Lexis-Olivier Ray is currently an Investigative Staff Writer (and occasional editor) at the James Beard Award winning publication, L.A. TACO, the city's leading voice in street-level journalism, where he reports on housing, justice, food and L.A. culture.

Additionally, Ray is an established artist and filmmaker. He currently resides in Los Angeles, California.


As a writer, photographer and videographer he's contributed to L.A. TACO, L.A. Times, Men's Health Magazine, SFGATE, LAist, KCET, HyperAllergic, The LAnd Magazine, Curbed LA, RoadTrippers and Invisible People.

Last year, Ray debuted a new body of photographs and ephemera at the Mak Center For Art and Architecture in West Hollywood centered on Historic Filipinotown, the neighborhood where he lives.

In November 2021 he will debut a new body of photography at Art Share LA in the group show 'On The Ground LA.'

Ray was a 2020 University of Southern California Center For Health Journalism Data Fellow and 2020 Ruben Salazar Award Finalist.

Zoom Number: 94515497939



ONLINE | APRIL 13TH 7:00 P.M.
VISUAL THINKER LECTURE SERIES
Free and open to the public. For information, please call: (714) 997-6729


✦ CHAPMAN UNIVERSITY | DEPARTMENT OF ART
ART • ART HISTORY • GRAPHIC DESIGN

Elizabeth C. Hamilton

Elizabeth C. Hamilton, Ph.D. is an assistant professor at Fort Valley State University and art historian whose research focuses on visual culture of the African diaspora, feminism, and Afrofuturism. Her first book: *Charting the Afrofuturist Imaginary in African American Art: The Black Female Fantastic* (Routledge) will be published this summer. Dr. Hamilton has published research in *Nka: The Journal of Contemporary African Art*, *African Arts*, and *the International Review of African American Art*.

Through Harriet Powers's quilts and Alma Thomas's Space Paintings, Hamilton put forth a new theory about black women striving for better lives for themselves, their families, and their communities. Harriet Powers and Alma Thomas's will to imagine is a powerful aspect of Afrofuturism. They were imagining better worlds for themselves amid Jim Crow oppression. Born in nineteenth-century Georgia, they engaged unique temporal complications with futurity and technology. Their biographies and artworks establish the visual antecedents of Afrofuturism in African American art.

Zoom Link:
<https://chapman.zoom.us/j/93854513235>



ONLINE | APRIL 6TH 7:00 P.M.
VISUAL THINKER LECTURE SERIES
Free and open to the public. For information, please call: (714) 997-6729

GD Club: New and Improved

We interviewed the GD Club president Joy Witty and Vice President Hunter Faria on the goals and missions of their reinstated club: "Our goals are to connect graphic design majors & minors across all grades and even those, not in the graphic design program but who are interested in graphic design! At our meetings, there is a mix of graphic design games on photoshop, illustrator, and InDesign, and arts and crafts such as painting and drawing! A lot of people showed interest in learning adobe and we are excited to have people of all levels learning and sharing their knowledge of it. It will be a great way to connect with students outside of the classroom to discuss our love for graphic design in a non-academic setting. This club could provide future opportunities

for students such as internships and jobs! We also hope to be a source for resources such as mockups, fonts, and other design elements. We would love to have an end-of-the-year showing of the art and design everyone made, hopefully taking place in Moulton!" The club is always looking for new members, find them on instagram @cugraphicdesignclub to get more information.



Graphic Design Internships

Graphic Design majors are required to complete one internship during their time at Chapman. Partnering with the Career Development Center and a Graphic Design faculty member, students are given a variety of options to suit the specific area of study they feel is most important to them, ranging from design firms

to advertising agencies to bigger industries with in-house design departments. Check out where students are interning during their time in the Art Department. Here's what some of their employers have expressed about Chapman:

"Chapman is our go-to resource for young, intelligent talents. As a local company, we value our

relationships with Chapman to help us fill our staffing needs as they have consistently provided high-quality candidates to meet our needs."

"Check out where students interned during their time in the department & here's what some of their employers expressed about Chapman"



- ALIGN TECHNOLOGY
- ANNIE WHARTON ART CONSULTING
- AROOMATHERAPY
- AVIDAPPROACH
- BOARDRIDERS
- BROOKS/LJUNG
- C COLOR, LLC
- COCO MOOMOO
- CRAZY OR GENIUS MEDIA

- DATABASE MARKETING GROUP
- DESIGN TEAMWORK CARE
- H3R MAGAZINE
- KNOWN
- LANDERS SUPPLY HOUSE
- LOS ANGELES COUNTY OFFICE OF EMERGENCY MANAGEMENT
- MAIN & ROSE MATER DEI HIGHSCHOOL

- NEWPORT BEACH FILM FESTIVAL
- NORTH MORLAN BAND
- OPENSESAME
- RED DOOR FILMS
- CHOICELOCAL
- ROC NATIONS
- SEG SYSTEMS
- SMITTEN ON PAPER
- SOME KIND OF COFFEE

- STEPT STUDIOS
- STUDIO LA TV
- THE 7TH MAGAZINE
- THE DEEP
- THE WALT DISNEY COMPANY
- UNIFI
- WOOLVEN THREADS
- WORLD VISION INTERNATIONAL



Studio C

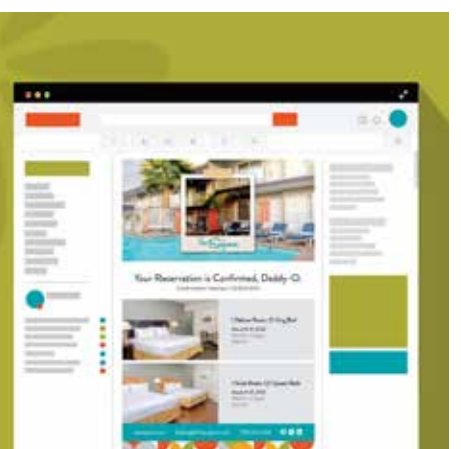
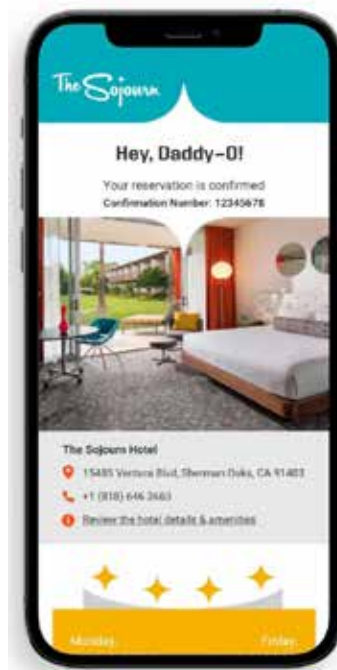
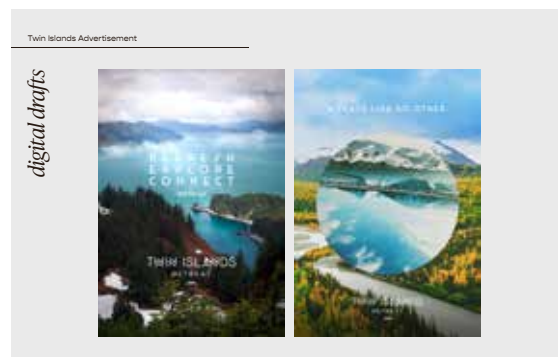
GD 407, Studio C taught by Joseph Banuelos, is an on-campus studio oriented workshop with a focus on the development of finished portfolio-quality design work. The professional designer/art director environment involves actual projects with clients, budgets and deadlines. Students are responsible for all project phases from design to production, print supervision and completion.

Each designer develops business appropriate management and organization skills required in the creation and production of graphic design projects.

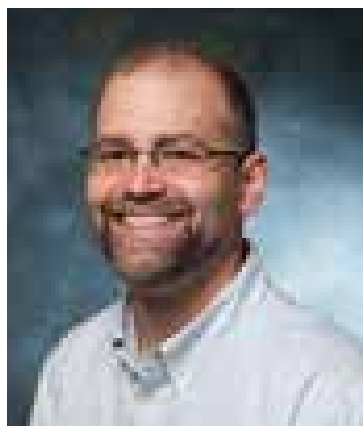
Students will be exposed to practical studio operations as much as possible and efficient procedures necessary to bring a project from concept to completion.

As a class, we have been privileged to work with clients on projects in healthcare, travel and leisure, garment design, and company branding.

The students sit in meetings, take input directly from the client, do the research, create moodboards, sketch, then comp their ideas for presentation. Each student gets the opportunity to present their ideas directly to the client and then receives feedback in real-time. If an idea is chosen, the student involved must provide finished artwork to the specifications required.



FULL TIME FACULTY UPDATE



**Associate Professor of Art
Graphic Design Program
Head, Ideation Lab Head**
Education: BS, Biola University
MFA, Savannah College
of Art and Design

Eric Chimenti

Teaching

Professor Chimenti taught GD 309 Illustration this spring, the last time the course was offered was 2019. The students worked on a variety of new projects and are working in concert with a Fowler School of Engineering class on bringing to life a series of board games. See other parts of this issue for more information. He also taught GD 200 Introduction to Graphic Design to primarily GD minors. Professor Chimenti continued to enjoy being back with the students in person and especially liked when the mask mandate was lifted. He is also again overseeing seven internships.

Creative/Scholarly/Professional

Professor Chimenti continued his work with Dr. Ann Gordon for the National Weather Service Los Angeles/Oxnard branch. This spring they learned that the project is moving beyond the SoCal region and is being considered nationally. The work continued along with students in the Ideation Lab, refining the messaging that is sent to the public about weather related issues. He also completed a research brief for Chapman's Center for Demographics and Policy titled "Restoring the California Dream." Finally he continues his visualizations for Dr. Michael Morales' commentary on the book of Numbers.

Service

Professor Chimenti helped coordinate the sophomore and junior portfolio assessments, the Margo Pawell Design symposium, the 19th Annual Orange County Portfolio Review – again partnering with ViewSonic. He continued chairing the fourth Graphic Design hiring committee and is hopeful the program will have a fourth full-time faculty member beginning next academic year. His official student advisee list is 76 for this semester. In addition Professor Chimenti continues to head and oversee the Ideation Lab. The lab and all equipment had to move down to 633 West Palm, room #124 in April due to a potential building issue in Moulton Hall.



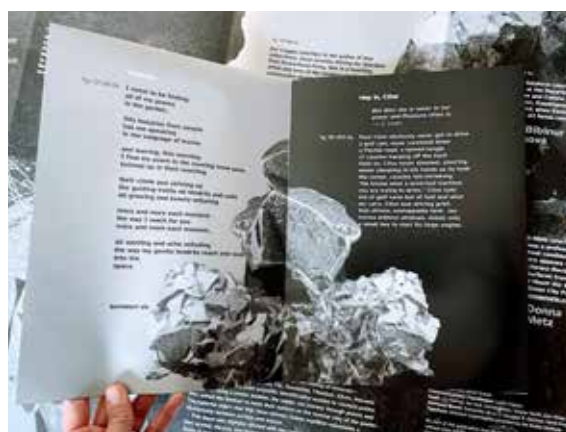
Professor of Art
Education: BFA at California
Institute of the Arts, MFA at
the University of Reading in
the UK

Claudine Jaenichen

Claudine continues to be the Creative Director of Tab: Journal of Poetry and Poetics. The 2022 volume is the tenth anniversary issue. It is no coincidence, then, that it echoes the durability and usefulness of aluminum and tin, the traditional tenth-anniversary gifts. This volume, launched with a large-format print issue, quite literally reflects and shines and is our gift—from the staff and

the contributors—to literary culture. It was printed on 24 x 36 using two colors, black and metallic silver ink. It includes a diecut so it could be folded into a booklet and opened into a poster. The design for 2022 emerges from a year of recognizing the complexities of choice, drawing boundaries, and acknowledging multidimensional anxieties of being between a rock and a hard place.

The visual language draws on the mining of minerals—Arsenopyrite, Aluminum, Platinum, Tin, Tennantite, Titanium, Silver, Volcanic Rock. This volume surveys concepts of shared corners and shelters, of physical and metaphorical places and spaces where individuals, pods, & communities take refuge.

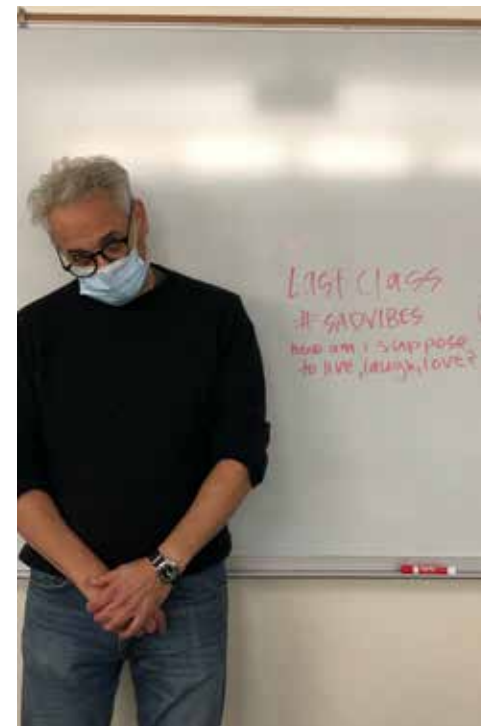


Assistant Professor of Art
MFA Savannah College
of Art and Design

Andrew Shalat

In the Spring, Professor Shalat continued to teach GD 402 Advanced Web and GD 306 4D. He is currently working on several writing and design projects. He continues to work on his book that will be called Intentionality in Design. He wants to hopefully use it as a framework that students can use in transitioning their 2D work to

more interactive and User Experience based production and creation. Shalat's design work has lately been centered on smaller identity projects for clients. But most of his time this past semester has been keeping his students engaged and progressing, in both advanced web and 4D courses.



PART-TIME LECTURER UPDATE



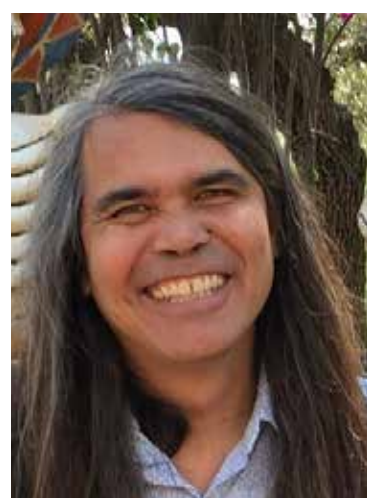
Rachelle Chuang

Rachelle W. Chuang curated one of the largest letterpress exhibitions in Orange County this past year. Ink on Paper: A Letterpress Showcase debuted at the OC Great Park Gallery in Irvine and continued at the Chapman Argyros Forum this past academic year. The exhibition showcased the work of national and international contemporary

letterpress printers who are using the historic medium in innovative ways using creative concepts and techniques, as well as exquisite craftsmanship with ink and paper. The year-long exhibition supported several typography and graphic design classes, and additional lectures, workshops and letterpress printing opportunities were held. One of the

featured artists, Jennifer Graves, came to Professor Chuang's GD 100 Hand Lettering and Book Arts classes to present her work and demonstrate letterpress techniques. The show and workshops were sponsored by the Phyllis and Ross Escalette Permanent Art Collection Endowment and Wilkinson College of Arts, Humanities, and Social Sciences.

Current: Graphic Design PT Lecturer
Education: California State University Fullerton



David Emery

Dave Emery has decades of experience working in visual effects and as a Disney Imagineer. Currently he is working as a stage supervisor for an internationally recognized artist, overseeing a multi million dollar installation combining sculpture and robotics that will premiere in Australia early next year.

Professor Emery, along with his family, volunteers his time at the International Printing Museum in Carson California. Through restoration, organization, and demonstration of antique printing presses, they help educate visitors on the history of the printed word.

In his free time, Dave works on maintaining his 1912 house, restores automobiles, and builds things ranging from boats, to guitars built from reclaimed materials.

Current: Stage Supervisor and Graphic Design PT Lecturer
Education: BFA at Chapman University, MPS at Maryland Institute of College of Art



Severina Thom

Severina Thom lives in Mission Viejo, California with my husband and my two rescue pups, Rocky and Leia. She graduated from Chapman University with her BFA in Graphic Design before moving on to grad school. She have a Master of Professional Studies in the Business of Art & Design from MICA (Maryland Institute College of Art). Severina worked as an in-house graphic designer in the wellness and fashion industries for about 5 years before starting her own business,

Thomfoolery Design Co., a studio focusing on branding, web design, and packaging. Outside of teaching and running her business, she love antique shopping, traveling, taking her dogs on adventures, and trying new coffee shops. Severina teaches Objects & Space (Art 122) and thinks it's so surreal to be back at Chapman — it's a dream come true!

She's passionate about sustainability and making eco-conscious decisions when it comes to her own design footprint and the footprints of her clients. She offers sustainable, eco-friendly options for all her packaging design clients and donates a percentage of her earnings to One Tree Planted, an organization that focuses on reforestation.

Current: Business Owner and Graphic Design PT Lecturer
Education: BFA at Chapman University, MPS at Maryland Institute of College of Art



NSAC

Harry Lada, a Junior Graphic Designer, has served as an art director for Circle Advertising since August. Circle Advertising is Chapman's mock-ad agency that competes in American Advertising Federation's National Student Advertising Competition (NSAC). He works alongside with a team of Chapman design students and other departments to develop a campaign for their client Meta Quest/Oculus. While developing a campaign for their client, they are also competing against other universities in front of a panel of judges. Amongst these judges include the global executive creative director of Meta.

On Friday, April 15, 2022, the team presented at UCSD; Chapman's team came out on top against other universities, winning first place by a large gap and advancing onto semi-finals. To prepare for their finals, the team invited Chapman's graphic design faculty and students to present their final campaign pitch. Circle Advertising screened their final presentation in the DMAC 123 Screening Room on April 21 at 7:30pm. Congratulations to them and good luck at the semi-finals!

Chapman's NSAC Team Presents...

JOIN US FOR A LIVE PRESENTATION AND Q&A

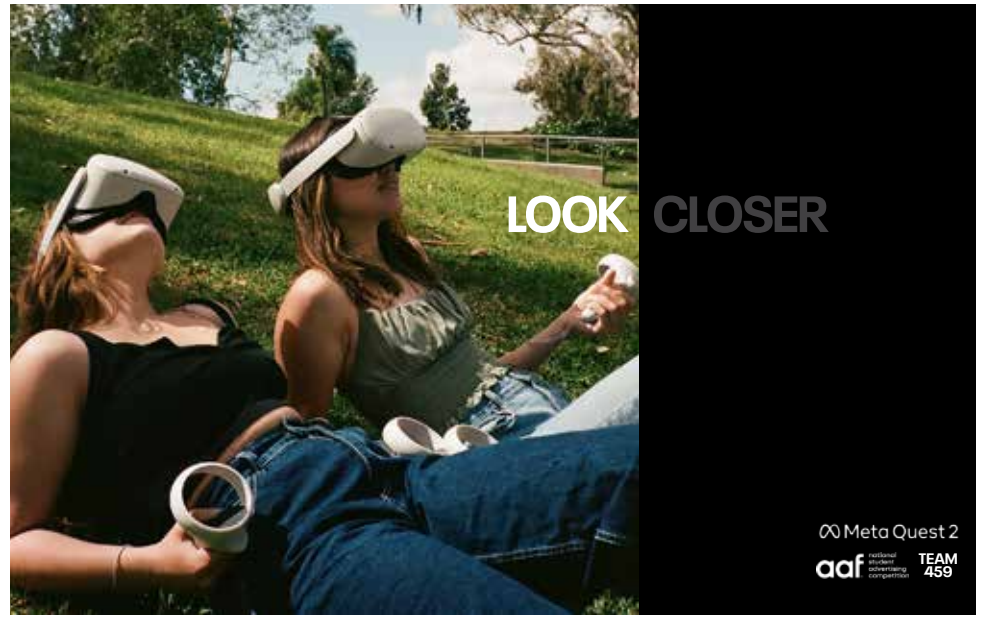
Thursday
April 21st

7:30 to
8:30pm

DMAC
Screening
Rm 123

PLEASE RSVP TO: Any NSAC member or kthibault@chapman.edu by Wednesday

Chapman's winning NSAC team will be filming their presentation and hosting a Q&A to practice for upcoming semi-finals. Hope you can join!



Viewsonic Winners

ViewSonic is the sponsor for the OC Portfolio Review. They host a student design competition where the winners receive monitors! Each winner will receive a ColorPro VP2756-2K monitor.

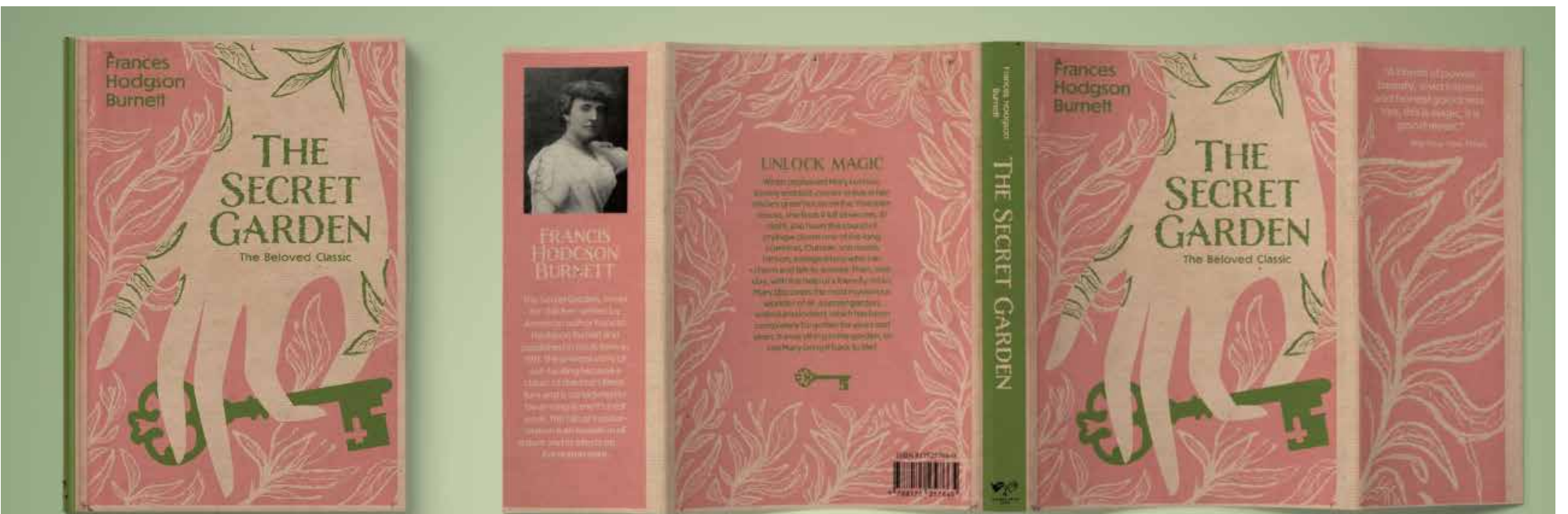
There has been a long history with the graphic design program entering design competitions. We are very thankful that ViewSonic has allowed us to continue this tradition!



Sarit Ashkenazi - Little Spoon



Danielle Vicencio - SKWRS



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