

New World School of The Arts College BFA 2024 Exhibition

HABITUS

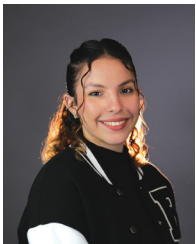
The Way A Person Of A Particular Background
Perceives And Reacts To The World.



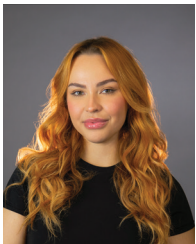
2024 NWSA College Visual Arts Seniors



ANALYCE
AYALA



BRITNEY
BORGES



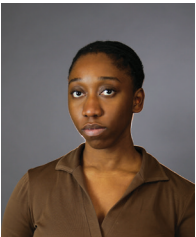
VALENTINA
CARRASCO



CHRISTIAN
CHARLES



JOSE
CHOCCE



REBECCA
DELVA



JONATHAN
DOMINGUEZ



NILA AMAIRANI
DURANZA



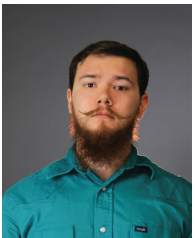
MARIE
FRANCO



JESSIE
ITZKOWITZ



EMILIO J.
SANDOVAL



NATHAN
JEFFERSON



KATHERINE
"NECO" KAFRUNI



JESSE
MARTINEZ



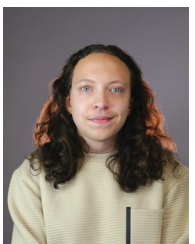
NORELYS
MARTINEZ



DYLAN
MATAMOROS



DIANA
NIETO



NIKOLAS
OLMO



LINDA
PODER



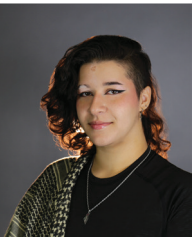
LIANET
RODRIGUEZ



BENJAMIN
SEQUEIRA



SANAA
SIMMONS



MAR
SUB LABAN



CATHERINE
VILLALONGA



AARON
ZANABRIA



VAPOR





Que Vida

Analyce Ayala

MULTIDISCIPLINARY ARTIST

She / They

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Analyce Ayala is an artist whose focus is representing the chaos that comes from being both Puerto Rican and Ecuadorian.



+

She uses black and white to represent her unfamiliarity with a part of her heritage, while the saturated colors represent the more intense relationship with the other part of her heritage.

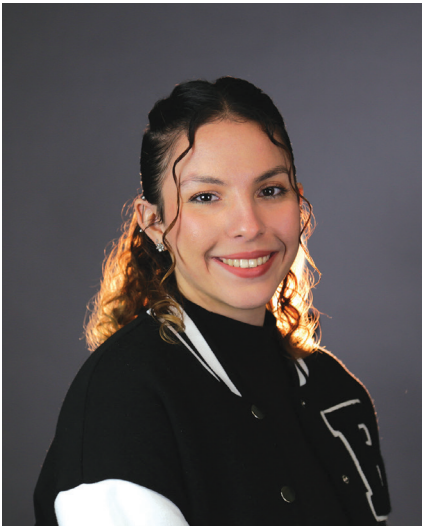
As she learns more about both parts of herself, the colors become interchangeable.

Self-Awakening



Britney Borges

MIXED MEDIA ARTIST



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Britney Borges creates mixed media artworks, animations, and films. By taking daily life as the subject, her goal is to increase the connection between the audience and the artist by objectifying emotions while expressing different interpretations.

The works directly respond to the surrounding environment and use everyday experiences from the artist as a starting point. Borges' work employs vibrant primary colors to evoke specific emotions while drawing attention to distinct areas in the piece.

+

This creates a sense of hierarchy and directs the viewer's focus to key elements that are fundamental to the artwork's concept, creating a unique and immersive experience.

"Self Awakening" is a three-piece series that portrays the journey of mental health recovery, symbolized by a character trapped in a bubble (metaphor of life).

Using augmented reality through symbolism and animation, it illustrates the challenges of isolation and inner turmoil, leading to a hopeful resolution of self-discovery and resilience.





Saudades

Valentina Carrasco

MULTIDISCIPLINARY ARTIST

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Valentina Carrasco is a graphic designer and multidisciplinary artist, her work ranges from digital art such as, poster designs and social media work, to conceptual mixed-media series with prominent use of collage and typography.

In Valentina's most recent body of work "Saudades", she explores childhood memories through documenting and collaging old photographs.

"Much like placing photographs in a box, the mind stores these captured moments, carefully preserving them for future recollection.

+



When we revisit photographs, the image sparks a cascade of memories, releasing the emotions, sounds, and smells associated with that specific moment. The mind becomes a curated gallery, each photograph a piece of art, hanging on the walls of our consciousness. The absence of concrete visuals opens up a space for the audience to project their own experiences, feelings, and nostalgia onto the narrative.

The audience becomes an active participant, co-creating the visual and emotional landscape of those documented moments. This approach not only preserves my personal memories but also creates a more inclusive and interactive experience for those who engage with the documentation of these photographs."

Untitled



Christian Charles

PAINTER

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Christian Charles’s work focuses on the nuances and idiosyncrasies of human living. What interests him is the ability art has to portray our interests and emotions. Instead of the use of human figures, Christian more often abstractly depicts the world and its many landscapes.

This captures raw human emotion and the inherent connection between man and nature. With the use of depicted memories, lively brushstrokes, and uninhibited expression, Christian captures his world in the paintings.



+

These works are done with various mediums such as acrylic paint, oil paint, pastel, and charcoal. These mediums’ ability to overlay, socialize, and age over time breathes a life that is extensive and multifaceted into the work.

His works invite us to not just look but converse with the painting as if it was a real person.

Las Begonias



+

Las Begonias, is a diptych exploring themes of childhood memory and identity as a Peruvian native. With work compose a toy and a self-portrait painting. Chocce focuses on depicting the memories that shaped him as an artist.

What he arrives at is a toy made in a child's image, his image, symbolizing the loss of time. The main forms in his paintings are bodies of water and swimming, as Chocce and his brother indulged in the sport as children.

The pool of his memories consists of silence and simplicity, he translates these rules into his work.

Jose Chocce

ARTIST & GRAPHIC DESIGNER

He / Him

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Jose Chocce is a Peruvian artist and graphic designer based in Miami, Florida. His work investigates the persistence of the visual systems that surround us and how layers of communication can be reduced with graphic clarity. By combining minimal compositions with delightful illustrations and design, he simplifies information.





Lanf   sou Lat  : Dezolasyon

Rebecca Delva

MULTIDISCIPLINARY ARTIST

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Rebecca capitalizes the theme of isolation in her art, employing drawings to depict it as a living hell. She explores profound emotions and struggles, revealing her portrayal of "lanfe sou Late," a poignant representation of earthly desolation. Instead of simple narratives, she strives to present intricate ideas, drawing inspiration from her own experiences to showcase her unique perspective.

Her work urges viewers to reflect on their experiences of great discomfort in their life, highlighting its suffocating nature. Despite the darkness, Rebecca finds hope in the potential for growth and understanding through these shared experiences.





Nebula

Jonathan Dominguez

PAINTER

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Jonathan Dominguez explores neurodivergence by finding inspiration in desolate and abandoned spaces. By documenting real-world items that resonate with his inner world, he constructs a visual language that goes beyond conventional representation.

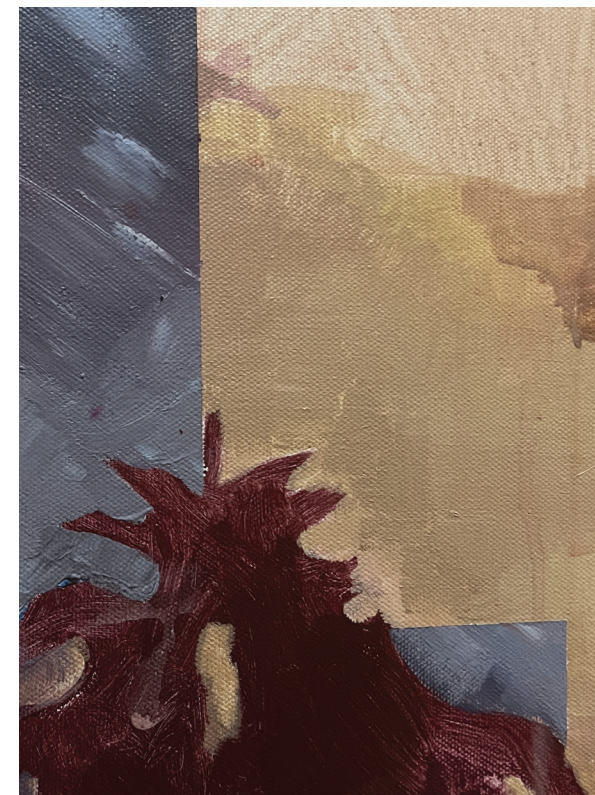
In Jonathan's mindscape, repurposed objects transform into vessels, bearing the weight of his experiences and emotions.



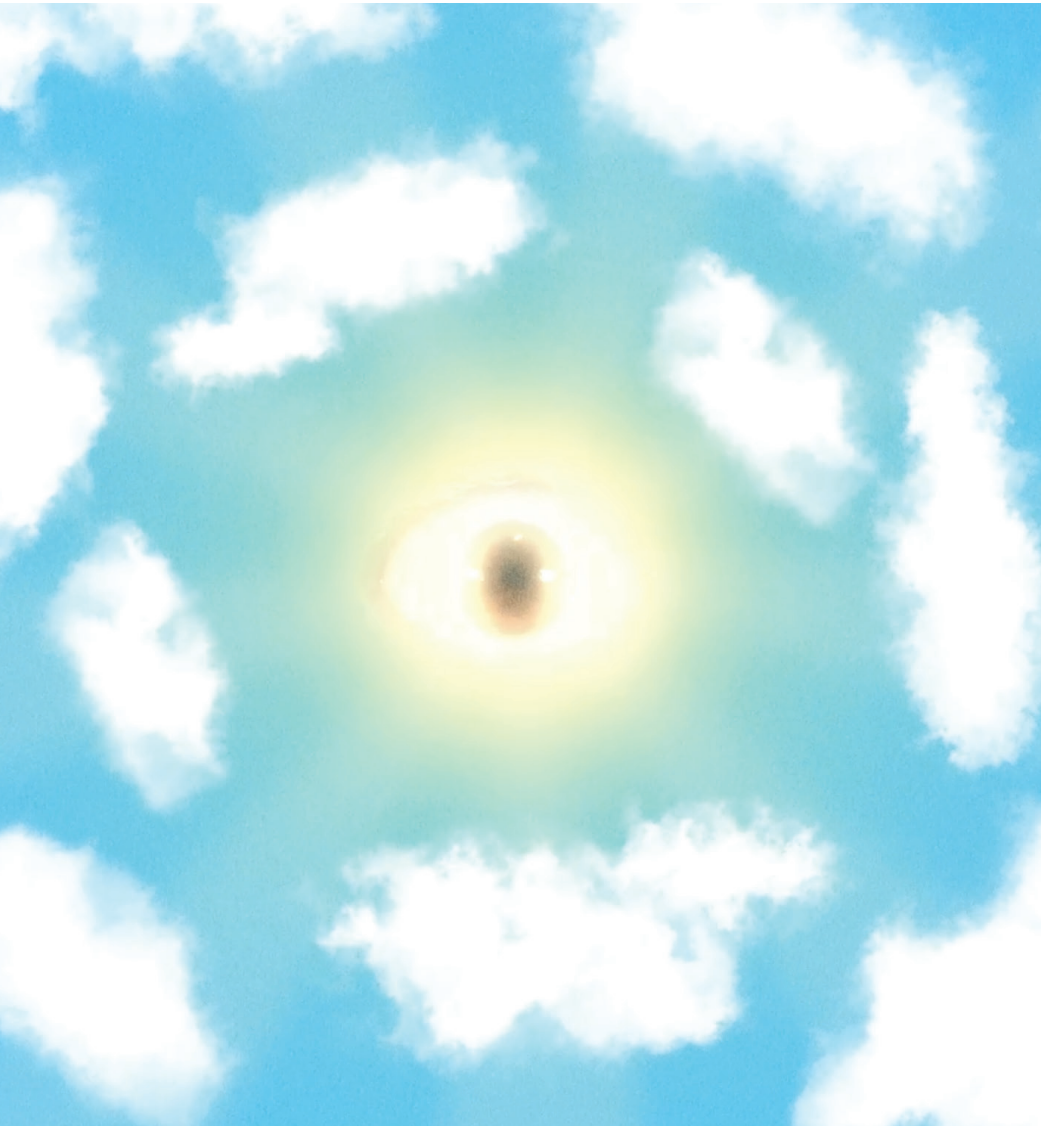
+

These paintings methods convey a personal narrative that is the byproduct of neurodivergence. His artworks welcomes viewers to immerse themselves in a narrative that doesn't use conventional language.

Jonathan's primary objective is to enable viewers to traverse abstracted worlds through active interaction with repurposed objects. Each piece encapsulates a visual narrative reflecting his distinctive perspective on neurodivergence, fostering a profound understanding of its inherent complexities. Through engagement with these objects, viewers become active participants, navigating the tangible and intangible layers of Jonathan's consciousness.



While You Were Sleeping



+

Duranza work exudes playful and surreal vibrancy taken from vivid imaginations of cherished childhood memories.

Her newest work, While You Were Sleeping, is a video installation within a puppet theater that invites the viewers to become spectators and immerse themselves within a lucid-dream world through the contemporary twist of a digital screen.

Nila crafts colorful fantasies that connect her to the child at heart as well as the viewers.

Nila Amairani Duranza

MULTIDISCIPLINARY ARTIST

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Nila Amairani Duranza creates work that emulates what it feels like to dream by emphasizing cosmic themes such as stars, planets, and the vast unknown. Inspired by her fascination for stargazing and celestial phenomena,

Duranza fuses mystical imagery, dreams, and the sublime into her work to create playful and surreal pieces. She incorporates motion graphics in her work in order to bring it to life for a deep visual captivating experience.





Háblame de Ti

Marie Franco

PAINTER

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Marie Franco is a Venezuelan-Peruvian artist specializing in painting. "Habla me de ti" is a series of portraits describing a community. With a focus on representing the Ft. Lauderdale Swap Shop—a place intimately tied to her family history, as her mother once operated as a vendor there—the artist aims to highlight individual people at the Swap Shop and moments of proximity. Drawing from her personal experience as an immigrant, she describes the intricate dynamics of community and identity.



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The series aims to highlight the significance of the Ft. Lauderdale Swap Shop and its vendors through portrayals of everyday life. The preservation of the Ft. Lauderdale Swap Shop is centered on this series, as it is a symbol of cultural history and a communal space for immigrants in South Florida.

Through her paintings, Franco aims to capture the significance of shared experiences that define the unique atmosphere of the Swap Shop. Each portrait reflects the subtle similarities that bind this community together, creating a sense of unity amidst diversity. The series is painted on a collection of canvases sourced directly from the market, connecting to its physicality. Through these portraits, she seeks to capture the shared moments of connection and the people that define life within the Swap Shop.



Automotive Legacy



Jessie Itzkowitz (jess)

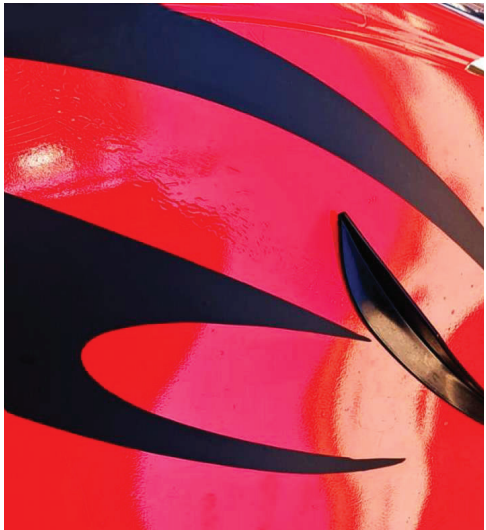
INTERDISCIPLINARY & COMMERCIAL ARTIST

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Jessie Itzkowitz (jess) is an interdisciplinary and commercial artist whose portfolio consists of digital illustration, animation, 3D modeling, painting, photography, and music. In her artistic practice, she explores and experiments with a multitude of themes, ranging from her interests in character design, animation, pop art, and automotive culture. Jess's current work has expanded to reflect her love for the car scene. In her spare time, she enjoys participating in local automotive shows and events around South Florida connecting with fellow car enthusiasts, making lifelong connections, and expressing her artistry and passion for cars.

"Automotive Legacy" is an experimental art piece that displays and preserves the craftsmanship of the Mazda Miata by repurposing car parts and



using projection to showcase the car's cultural significance in the form of a tribute.

The bumper is often found to be a significant part of the vehicle because it serves both as a protective covering and a stylish detail that contributes to the overall aesthetic look and feel of the car.

The emotional connection between car culture and the memories it inspires is emphasized by the use of projections on the piece, depicting the car's final moments through an edited video montage and animation, evoking feelings of nostalgia and memory. A car is one of the few mechanical creations that create a deep emotional response in people.

This installation piece also caters to Jess's passions and interests in cars, allowing her to explore and experiment with various found materials, paints, and decorative vinyl decals, to provide a lasting reminder of what the car once was before its fateful demise.

Web Weirdo



+

It begins with the mundane routine of attending classes, enduring through his least favorite subjects, and eagerly anticipating the moment he can head back home. However, the narrative takes a sudden twist when, unexpectedly, the ground beneath Emilio collapses, plunging him into a bizarre and fantastical realm.

In this new reality, Emilio finds himself accompanied by a newfound fuzzy companion. Together, they embark on a collaborative journey, navigating the challenges of this strange world and working together to find their way back home.

"Web Weirdo" combines elements of high school nostalgia with imaginative adventure, all filtered through Emilio's distinct artistic lens. He hopes for it to be an engaging and captivating exploration of both the ordinary and the extraordinary.

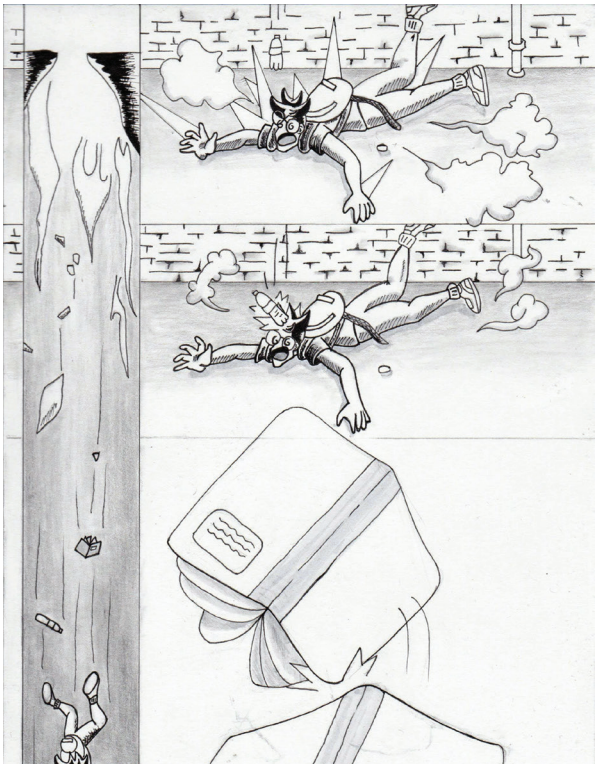
Emilio J. Sandoval

GRAPHIC DESIGNER

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Artist and graphic designer Emilio finds inspiration in the everyday occurrences and challenges he encounters. He channels these experiences into his artwork, which often takes on a strange, surrealistic, and satirical tone, offering a unique perspective on the world around him.

One of his recent projects, tentatively titled "Web Weirdo," draws from a typical high school day in Emilio's life.



Mystic Adventures: Pilot



Nathan Jefferson

DIGITAL ANIMATOR & ILLUSTRATOR

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Drawing from his influences of sitcom television, animation, and film, Nathan Jefferson creates artwork inspired by his passion for contemporary 2D animation. Through digital illustration and animation, His work encompasses worlds, characters, and narratives—the mundane, the remarkable, and the in-between.

+

With Nathan's BFA project, "Mystic Adventures," he delves into the tattered yet thriving world of the titular character Mystic and his friends. The project explores themes of self-discovery and acceptance as Mystic grapples with a mysterious power emanating from his hand.

Nathan aims to bring this captivating narrative to life, inviting viewers to join Mystic and his friends on their transformative journey while introducing viewers to the greater threats that persist in the world beyond the contents of the episode.





Introspection: Mask and Flesh

Katherine “Neco” Kafruni

MULTIDISCIPLINARY ARTIST

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Katherine “Neco” Kafruni is a queer Arab-Venezuelan artist based in Miami. Growing up, Neco has had to mask their personality in order to fit in into their surroundings. By observing the people around them, Kafruni realized that this is a universal experience in which people try to adapt to have an easier time in society.

Delving into the complexities of self-perception and identity, Kafruni employs repurposed materials to imbue significance and redemption into the overlooked.



+

In their sculpture "Introspection: Mask and Flesh," Neco unveils the intricate layers of human adaptation, revealing the delicate balance between conformity and authenticity.

The artwork exposes the universal truth that beneath our crafted facades, we are all inherently human, bound by the commonality of flesh and bones.



Live Fast, Day Seeker



Jesse Martinez

FILMMAKER / PHOTO BASED ARTIST

They/Them

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Jesse Martinez is a filmmaker and photo-based artist from Miami, Florida. Their most recent short- Live Fast, Dayseeker is a series of maladaptive daydreams whose sequences depict a progressive immersion into memory and fantasy in a corrective fracturing of what was or could have been.





Vehemence

Norelys Martinez

GRAPHIC DESIGNER & ILLUSTRATOR

She / Her

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Norelys Martinez is an illustrator and graphic designer whose work is driven by her love for artistic freedom and self expression. Embracing the allure of grunge themes and dark aesthetics, her work defies conventional boundaries, transcending the limitations of singular mediums or categories. Martinez's compositions are imbued with an untamed energy, urging audiences to embrace the beauty found in breaking free from artistic norms and societal constraints. Martinez strives to inspire others to seek inspiration in the unexpected, and celebrates the boundless possibilities of imagination.



+

'Vehemence' explores the intricate and multifaceted realm of female rage. Its purpose is to serve as a visual exploration of identity, self-expression, and the turbulent journey into adulthood experienced by young women. This installation sparks a conversation about the often unspoken and concealed realms of the female psyche, which have too often been stifled by societal expectations and a lack of sufficient media representation. Exploring themes of confinement and restraint, its purpose is to magnify the suppression and inner turmoil rejected by a society that often demands silence and compliance.

Vehemence incites introspection, confronts stereotypes, and catalyzes conversations about the interplay between strength and vulnerability within the female experience.



The Most Cuban Man Alive



+ Matamoros sees cartoons as a powerful tool that can be used to not only provide comic relief but to effectively challenge topics that do not reach solutions in regular discourse.

He feels that poking fun or applying humor to topics that tend to be more serious will allow for a more light-hearted conversation that will eventually lead to reflective commentary. Matamoros strives to create an ongoing conversation with the audience that is initially fueled by humor because he feels that he is truly bonding with someone when he can make them laugh.

He finds this new personal relationship helps him create a sense of community that will allow him to continue exploring the hilarity of the topics that he is addressing, while also learning the viewer’s perspective on universal experiences such as understanding one’s identity.

Dylan Matamoros

MULTIDISCIPLINARY ARTIST

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The Most Cuban Man Alive is a painting series fueled by humor and satire using cartoon-like imagery challenging the idea of what it means to be Cuban and Cuban American. Whenever Matamoros tells someone that he is Cuban, he has expressed that they immediately dismiss his claim, arguing that he is not a “real” Cuban due to his appearance, behavior, and lack of fluency in Spanish. However, he is proud to be Cuban American and uses these paintings as a way to challenge those claims by including unique references that exist within his culture.





Bloomed Bodies

Diana Nieto

MIXED MEDIA ARTIST

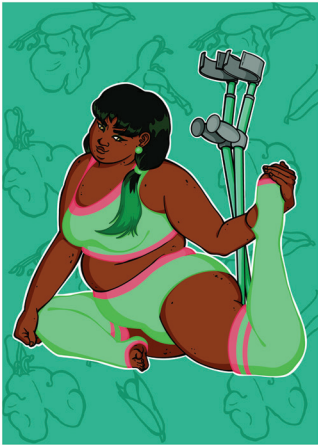
She/ They sketchpooch.carrd.co/
diananieto503@gmail.com

Diana Nieto is a Miami-based mixed media artist, her practice is grounded in play and process and having fun, this manifests as original characters and figurative sculptures.

Diana considers herself an anti-idealist as well as a firm believer in inclusivity as she exhibits this through her piece “Bloomed Bodies”, which dives into her love for character design and 3D sculpting.



Here she displays posters and figures of three femme-presenting characters with marginalized bodies living carefree lives and enjoying having active hobbies such as yoga, roller skating, and ballet, that are commonly associated with “ideal”, thin, and able-bodied people.



Despite the challenges life has put them through for simply existing in their bodies, these three characters: Sagé, Poppi, and Lilie – are content with who they are and how they present themselves very comfortably.

“Bloomed Bodies” is a pun on how the three are named after flowers like the Common Sage, Corn Poppy, and Lily of the Valley, as well as how they have bloomed as people just like flowers.

Ducky's Island Adventure



Nikolas Olmo

MULTIDISCIPLINARY

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Nikolas Olmo is a multidisciplinary artist exploring digital mediums to examine how community labor becomes a victim of mythologization. He is drawn to game development, character design, and fashion design in particular, and seeks to merge them in a series of illustrations and three-dimensional environments to promote collaboration between disciplines.

Ducky's Island Adventure is a revival of visual production pipelines for video games in the 90s and early 2000s. Creating with severe hardware limitations in mind, early video game artists brought life to their worlds using intricate techniques innovated through experimentations in stylization.



+
Today, this labor is disregarded as a simple product of its time. This is especially relevant today in the wake of massive layoffs and extensive exposés of worker abuse in the games industry.

This 3D environment seeks to recognize decades of labor in gaming by self-imposing similar hardware and software limitations in its production.

In developing retro-style visuals within an industry-leading modern game engine, early game development is paralleled in the necessity of research, collaboration, and exploration of stylization to reverse-engineer the advancements of software that limit the mimicry of early game console quirks.



Human

Linda Poder

MULTIDISCIPLINARY ARTIST

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Linda Poder draws influence from abstraction, experimentation, nature, and human existence. Which comes from learning how to defuse her anger and agitation when unfortunate circumstances occur out of her control in their life.

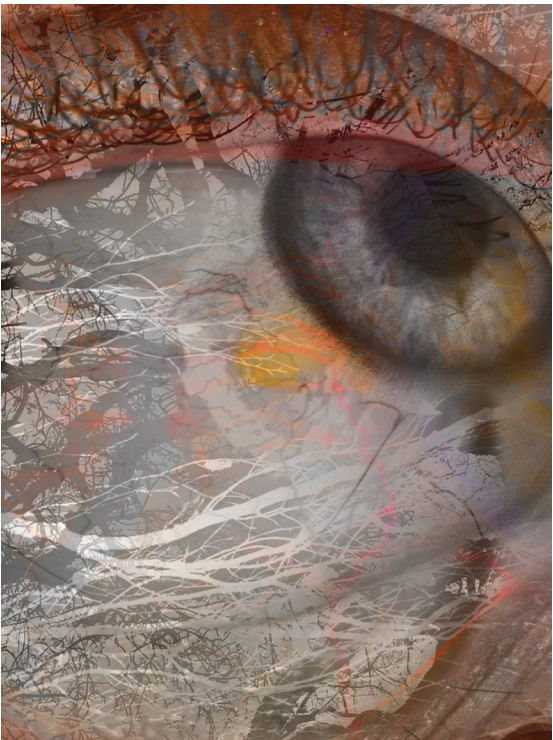


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Abstraction and experimentation have been known to be a huge process of letting things flow and not trying to control what you put on paper. That is why she enjoys experimenting with different types of materials and techniques.

Not only just to see how they can come together to create a beautiful image but, to have curious visions about how a certain pattern can look with a specific font on top.

Linda mostly uses programs like Photoshop, illustrator and incorporates forms of acrylic painting, digital painting, digital drawing, and drawing with pencil, pen, markers, and color pencils.





Pena Intima

Lianet Rodriguez

MIXED MEDIA ARTIST

They/ Them

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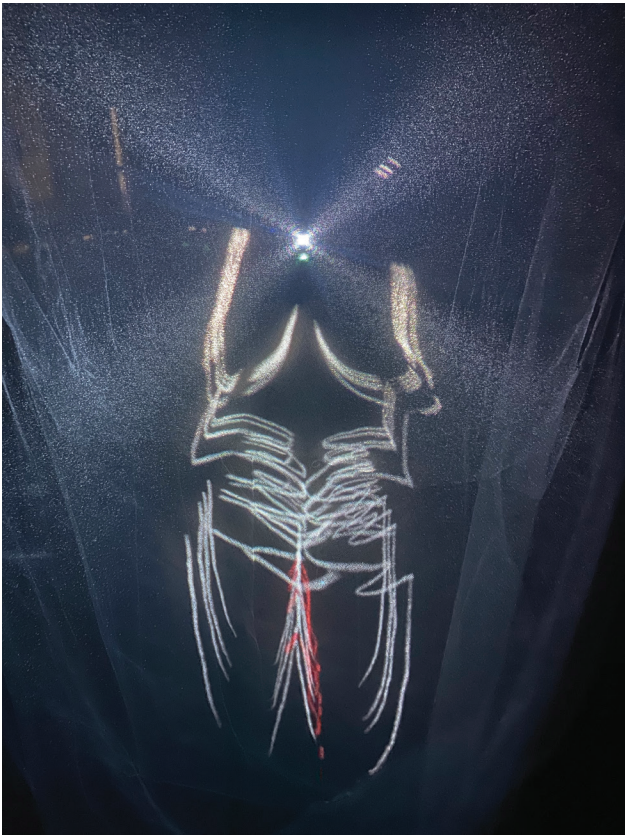
As an artist captivated by the human form and cinematic aesthetics, Lianet specializes in projection-based artworks exploring embodiment intricacies.



+

Their piece, "Pena Intima," is a profound reflection on menstruation, utilizing delicate tulle as a canvas. Inspired by Ana Mendieta's visual language, particularly her evocative portrayals of the body, this work delves into the ethereal essence of the menstrual experience.

It invites contemplation of the natural rhythms and complexities of the human body, celebrating its beauty and resilience while infusing the piece with intimate introspection born of personal connection to the subject matter.





A Boy's Kintsugi Story

Benjamin Sequeira

GRAPHIC DESIGNER & DIGITAL ARTIST

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Benjamin Sequeira is a Graphic Designer & Digital Artist who focuses on storytelling through art. Through true stories and taking inspiration from them to create ones that focus on shedding light on societal discussions or issues.

“A Boy's Kintsugi Story” is a series of 29 six-word stories and digital collages recounting various memories and experiences that shaped Benjamin's Identity as an artist and person in the digital space. The stories are divided into three chapters broaching the topics of familial bonds and expectations, relationship trauma, Identity in the digital space, and the exploration of femininity & masculinity.

Benjamin utilizes commercial design and digital art to unify people and cultivate community in a manner that is reminiscent of his own experience of seeking community online as a child.



As a young boy, he took refuge in the digital and gaming space. In a generation where community began to transcend physical space, his space adapted accordingly.

In there, he was able to express himself free from societal expectations. Through the digital space, he found himself in a community that shared many of the interests he had, and whose members were primarily former or current service members. Though quite large, they were a close-knit community that played the role of mentorship and role models for Benjamin from middle school to his present day.

He wishes to share his passion for digital spaces and the communities they nurture and shed light on the military experience of veterans, such as that of his childhood mentors.

*The Man
Of The
House
Now.*



If Walls Could Talk

Sanáa Simmons

TYPE-BASED ARTIST

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Sanáa Simmons is a type-based artist. Her work focuses on redefining and repurposing found materials while exploring the idea of having profound conversations surrounding trust and transparency within a West Indian household.

'If Walls Could Talk' is a physical structure that embodies the essence of a West Indian home, incorporating materials like oak wood, various stains, and patterns that are symbolic of her cultural background.



+

She also highlights the dialogue between her and her family members through wood engravings, which solidifies the idea of trust and honesty between each other.

It addresses the communication challenges across diverse age groups and generations, which often stem from differences in life experiences and willingness to open up.

Showcasing her work is more than a creative endeavor; it is a testament to her personal journey and the integral role that her cultural background plays in shaping her identity.





Who Am I Without Exile ?

Mar Sub Laban

MULTIDISCIPLINARY ARTIST

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marsublaban@gmail.com [@marsublaban](https://www.instagram.com/marsublaban)

Mar Sub Laban is a multidisciplinary artist of Palestinian and Puerto Rican descent working primarily with video, installation and textile arts. They explore human emotion, personal and familial identity, and cultural connection.

Colors play a specific role in their artistic expression, specifically red and blue, as the colors connect respectively to clarifying and confusing experiences in their life and identity.

Red and blue work similarly to language in their art, blue having positive connotations and red having neutral and negative connotations.



+

Seeing these colors in their day to day while associating them to certain people and experiences, they began to see their whole life through these colors, leading to an exploration of why red and blue have those associations and roles in the artist's life.

"Who Am I Without Exile?" is a piece using footage sourced from several individuals in the South Florida Palestinian diaspora. It focuses on the relationship and connection Palestinians have with their identity through the way their ancestors and lineage live on in our bodies.

It explores the Palestinian American diaspora's experience by mixing present-day video documentation and archival documentations of the rich Palestinian history and its people.

De La Tierra Quemada Nacimos



+ This piece invokes the positionality of consecration within cultural hierarchy through a triptych format, as well as through dynamic composition.

Within the geopolitical framework of Miami, a city grappling with the intersections of housing and climate crises, this imperative becomes more acute as sea levels rise. Returning land sovereignty to indigenous peoples, following indigenous practices of reciprocity, and moving away from the extractive practices of capitalism are the only ways forward.

The title of the piece speaks to those who traverse scorched earth – the marginalized, stewards of the land, and those disproportionately impacted by the climate crisis, particularly in the Global South.

Ultimately, De La Tierra Quemada Nacimos aims to reframe and posit Queer and Trans bodies as sacred—as well as underwrite the inherence of our relationship to the earth. This perspective serves to uplift Queer existence, which continues to be attacked under Florida's current administration.

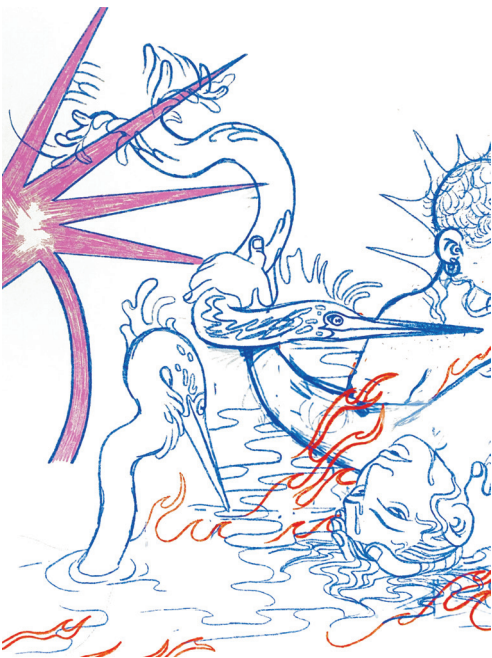
Catherine Villalonga

MULTIDISCIPLINARY ARTIST

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"Catherine Villalonga is a multi-disciplinary artist that aims to reveal how Queer and Trans people navigate an intrinsic linkage to the earth. The same systems that oppress queer people also exploit our natural world, and consequently, emphasize the importance of returning to la Tierra (the earth) in the fight for self-determination.

'De la Tierra Quemada Nacimos' is a triptych that explores the power of consecration through Evangelical iconography via a Queer ecological lens. The context of this piece draws from South Florida's physical landscapes and the effects of the climate crisis.



Little “I Love You’s”



Aaron Zanabria

SCULPTOR

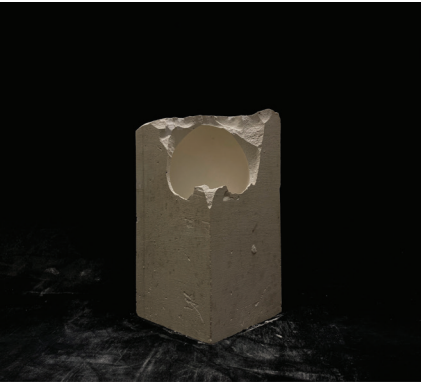
He/Him
aaronzanabriaa@gmail.com @aaronzanabriaa

Text sedimentation, candle asphyxiation, bell jars, and balloons take center stage in Aaron Zanabria’s uneasy vignettes, where—through the rhythm and presence of his objects at play—he encourages viewers to indulge in the tension.



+

Little “I Love You’s” is an iterative approach to a redemptive practice. Monoliths are breached, and frailer bodies put at risk of rupture in efforts to rescue (or exhume) the part of ourselves gently urging us forward.





Brink of Ascension

Vapor

DIGITAL ARTIST

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Vapor is a digital artist whose work consists of designing characters, creating digital avatars and rigs for them, illustrations, animations, and video content. Her designs are primarily inspired by cartoons, anime, and video games, as well as various mythologies and nature. She focuses on creating fun and interesting characters based on things she enjoys, always for the sheer joy of creation. It is her sincere hope that her passion and love for her work is visible in everything she makes.



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“Brink of Ascension” is an example of what is known as a VTuber model or digital avatar. This work is an extension of “Upstream Journey,” the first piece Vapor created at New World School of the Arts, based on a Chinese and Japanese legend referred to as Dragon Gate.

Like the koi in the legend that ascend into the waterfall to become a dragon, Vapor’s artistic journey at NWSA has been her own ascent, leading to becoming the artist she is today. “Brink of Ascension” is the culmination of everything she has learned throughout these past four years of exploration and growth.



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We would like to express our sincerest gratitude to the administration, faculty, and staff at the New World School of the Arts.

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