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Rhys Trammel, SUVA Alumn working at Amazon.com
Read our interview with Rhys on page 5.
Food for Thought Article

3D...U? By Joel Cowdry, SUVA's Marketing Coordinator and SUVA Graduate

There’s a lot of talk about the emerging technology of 3D “printing,” and there’s some controversy surrounding what 3D printers can make versus the ethical question of what they should be able to produce.

3D printers can extrude layer upon layer of plastics and other material now allowing almost anyone to make just about anything. These devices – ranging in price from $400 to over $50,000 – let users create three-dimensional objects with moving parts, from IPad stands, guitars, and jewelry to guns and ammunition.

Well, some people figured the best use of this new technology is cloning one’s head – hair, face, makeup and all – and sticking it on a doll’s body.

Before delving into the moral, psychological, or artistic implications associated with the use of such human technological achievement, let’s first examine the process of “cloning” one’s likeness:

First, a person sits or stands in a room, surrounded by an array of digital SLR cameras that take photos of the subject in sequential order. The subject’s photos are then rendered in a computer program, creating a digital map of the person’s likeness. The digital map is sent to a 3D printer which prints layers of ink onto hardening plastic – and voila, you’ve got a doll head replica of the subject!

This form of 3D modeling is currently popular in Japan, particularly with Japanese women looking to capture a special moment in their lives, such as their wedding day.

The created likeness is extremely accurate, capturing every detail including hairstyle, makeup, and even the person’s personality. To top it off, the cloned head can be placed on the body of a doll that is “anatomically correct.”

The possibilities for using such 3D self-modeling range from the profound to the perverse to the absolutely absurd. I mean, come on! Guys used to have their G.I. Joes and girls had their Barbies. Now, can you imagine grown men and women playing “dress up” with miniature versions of themselves, building tiny toy cities and living out their wildest Grand Theft Auto fantasies?! This could take Rock ‘n’ Roll to a new level, where you could look right into your friend’s beady little eyes and punch their face... without having to really punch your real friend in his or her real face!

Events and Club News

2013 Hospitality Design Expo in Las Vegas.

Members of SUVA’s Tucson Campus ASID Chapter attended the 2013 Hospitality Design Expo in Las Vegas. The Expo had 6,000 designer attendees, over 700 booths, and many conference settings.

Established in 1992, HD Expo is the premier trade show for the hospitality design industry bringing together over 900 exhibitors and over 7,000 attendees to Las Vegas each May. Presented by Hospitality Design magazine, the show is at the forefront of offering the newest and most innovative products and services, encouraging and sharing ideas, providing inspiration and connecting the industry. http://www.hdexpo.com/hde/

Upcoming Events

June 19th — August 23rd - BFA Annual Juried Exhibit Florence Quater Gallery on the Tucson campus is hosting a national competition of Bachelor of Fine Arts graduates exhibited in our 2013 BFA Annual Juried Exhibit. Gallery Hours: Monday–Friday 10am – 5pm Location: 2534 N. Country Club Rd. Tucson, AZ 85716

July 3rd - Organizational Meeting for all SUVA Student Clubs on the Tucson Campus SUVA students are organizing a garage sale, being held September 6th and 7th, to benefit SUVA Student Clubs at the Tucson campus. Students are needed to inventory items on July 3rd from 7am-noon, an interclub meeting will follow. Everyone is welcome to attend.

W.O.W. (Words of Wisdom)

The Trouble Tree —Author Unknown

I hired a plumber to help me restore an old farmhouse. After he had just finished a rough first day on the job—a flat tire made him lose an hour of work and his electric drill quit—his ancient one-ton truck refused to start. While I drove him home, he sat in silent eloquence.

On arriving, he invited me in to meet his family. As we walked toward the front door, he paused briefly at a small tree, touching the tips of the branches with both hands. Upon opening the door he underwent an amazing transformation. His tanned face was wreathed in smiles and he warmly hugged his two small children and gave his wife a kiss.

Afterward he walked me to the car. We passed the tree and my curiosity got the better of me. I asked him about what I had seen him do earlier. “Oh, that’s my trouble tree,” he replied. “I know I can’t help having troubles on the job, but one thing’s for sure, those troubles don’t belong in the house with my wife and the children. So I just hang them up on the tree every night when I come home. Then in the morning I pick them up again. Funny thing is,” he smiled, “when I come out in the morning to pick ’em up, there aren’t nearly as many as I remember hanging up the night before.”
Student Interview

Landscape Architecture Student Lee Ingle: Designing for the Animals.

C.O. - Can you tell us a little bit about the decision process for choosing to become a Landscape Architect?

L.I. - Landscape Architecture seemed like the right choice for me. I will have a lot of possibilities open to me in the future with a degree in a field that is so necessary. Having the option to get a good paying job working for an employer or doing freelance work is a huge plus to me.

C.O. - Is there a specific segment of Landscape Architecture you want most to work in? What kind of projects do you hope to work on most after graduating?

L.I. - My favorite aspect to Landscape Architecture is that I can create functional outdoor spaces as well as use art to add elements. I am very interested in the future of landscape architecture. My ambition to open a pet shop should lead to opportunities that apply my degree to designing living outdoor enclosures for those who desire them.

C.O. - Is there a project you have worked on here at SUVA for which you are most proud and why?

L.I. - There isn’t a single piece of artwork that I’m most proud of at this point. What I’ve taken away the most from my time at SUVA is re-learning the basic principles of art. Even though I’ve been creating things my entire life, numerous aspects of art and design have come together and “clicked” and made more sense to me now.

C.O. - What inspiration or artistic influence do you get from other artists and designers studying different fields at SUVA?

L.I. - I feel surrounding yourself by those who are better than you drives you to reach your own personal best. SUVA is filled with a solid group of diverse artists and I’m able to experience ideas I wouldn’t have anywhere else.

C.O. - What resources do you consistently use to gain insights into your specific field and/or the art and design world as a whole?

L.I. - At this point I’m trying to get back to the basics. You have endless possibilities with a piece of paper and a pencil. I want to focus on my drawing abilities so I can draw faster than Len (Len Disalvo, SUVA Faculty) one day.

Alumni Interview

SUVA Alumni and Graphic Designer Rhys Trammel: “Get used to being busy!”

C.O. - What is it like working at Amazon? Headquarters?

R.T. - What can I say, Amazon is an amazing organization. They push you to make big goals, and then to accomplish them faster than you anticipated. It can be stressful, but once you get into it, the pace is exciting! The really great thing about Amazon though is the number of super intelligent people you can work with from all aspects of the business. There’s literally something new to be learned every hour of every day from someone.

C.O. - Can you tell us a bit about what you do there?

R.T. - A lot of my day-to-day tasks revolve around working to concept, design and deploy client advertising across Amazon’s media. This includes on Amazon.com, IMDB, MYHABIT, and my personal favorite, the new Kindle Fire tablets which I helped to launch. My favorite projects are the interactive placements we get to make for the Kindle Fire. Seeing an animated, interactive ad experience come together on a tablet is just really cool!

C.O. - How is this more of a passion than just a job?

R.T. - Amazon is a great place for designers! There’s so much opportunity to do cool things if you’re in the right groups. It’s exciting and challenging, and Seattle is a great place to be and to grow a career. Going to work, for me, doesn’t even feel like work most of the time. I think that’s pretty much the definition of a passionate job!

C.O. - How did your experiences at SUVA prepare you for a career you love?

R.T. - SUVA opened my mind to the possibilities there are. I went into SUVA simply wanting to be a better website designer. But the world is a big place: Rich Media Designer, Advertising Copywriter, Advertising Art Director, Visual Designer, Digital Media Designer, User Interface Designer, User Experience Designer, Motion Designer, Brand Strategist... These are all career-paths that SUVA introduced me to and opened doors to. Through internships, I was able to experience a lot of them, which helped prepare me for the path I’m on today, which is an exciting mix of everything I just listed!

C.O. - How do you use what you learned at SUVA on a regular basis in your professional field?

R.T. - I use a lot of what I learned at SUVA every day. In my group at Amazon, it’s pretty routine to hop on the phone with big clients who have huge ad buys on the line and walk them through the work I’m doing, or have my work presented directly to Jeff Bezos, the CEO. Being able to handle questions, comments, and know when to defend your work and when to accept valid concerns all while being as cool as a cucumber... that’s just part of what SUVA taught me to do really well!

C.O. - What advice would you give to SUVA students?

R.T. - Get used to being busy! Seek out internships either through the school, or on your own... or both! Push the level of your work beyond the scope of the projects being assigned, and when you think you’ve done enough... do more! And don’t be afraid to fail. Try new things, seek inspiration, reach out to local (and non-local) creative agencies and ask for opinions about your work. Experiment with your design styles and don’t get too settled with one. A true designer can design in many different ways. And finally, don’t be afraid to move beyond greener pastures if the jobs you seek are located elsewhere.
Lasting Legends

George Herriman: “a source of inspiration to thousands of artists.”

Every artist leaves their mark - a lasting impression on the world they influence and the future they help to shape. Behind each artist is a personal story, and these stories often teach us that hard work and persistence are just as important as creativity and skill.

George Herriman, creator of the Krazy Kat comic strip (an example of which appears below), was born August 22nd, 1880, in New Orleans. He moved out west with his family when he was a teenager to escape the restrictions of Jim Crow laws, just as many American Creole families did at the time.

George began his career as an engraver, producing spot illustrations, political cartoons, and daily comic strips.

The Krazy Kat comic strip made its debut in 1913. Herriman’s creative use of language and the whimsical adventures of the comic’s likeable characters created an enthusiastic following within artistic and intellectual circles. Krazy Kat fans included Gilbert Seldes, E.E. Cummings, Bill Watterson, William Randolph Hearst, President Woodrow Wilson, and Picasso. Walt Disney referred to George Herriman as “a source of inspiration to thousands of artists.”

George Herriman produced the Krazy Kat comic strip the rest of his life, as the strip was cancelled only after its creator’s passing in 1944.

By Way of a Compliment

1. The ability to say “no.” Party this weekend? Cool club to join? Overnight trip on Saturday? Quick pizza with your roommates that turns into three hours of just hanging out? Helping that cute you have a crush on with Art History homework? Learning to say “no” can often feel darned near impossible during your time in college -- but saying “yes” to everything can often be impossible, too. Learning how to say “no” is difficult but important for good time management.

2. Spacing things out. Translation: avoid procrastination. Do you know you have a challenging midterm/research paper/design project due in, say, one month? Don’t wait until the last week to get started. Try spacing things out a bit so you can manage your time and workload in a steady flow, instead of one gigantic wave.

3. Using social time wisely. College is amazing because there is always something fun happening. Unfortunately, college is also incredibly challenging for this exact same reason. Instead of feeling like you’re missing out on something whenever you try to do your homework, have to go to work, etc., remind yourself that there will be something fun to go do once you’re done. And then you won’t have to feel guilty about enjoying yourself since you’ve all caught up.

4. Prioritizing and reprioritizing -- constantly! Now matter how on top of things you are, life just happens sometimes... which means, of course, that you’ll get sick, your computer will crash, your roommate will have some kind of drama, and you’ll lose your cell phone or USB drive. Good time management often requires the ability to prioritize and reprioritize and reprioritize again as things come up. Having good time management skills also means that, when things shift around, you’ll be able to deal with it instead of suddenly finding yourself in a crisis.

5. Keeping your health/sleep/exercise in check. Sure, you have about 25 hours worth of work to do each day — and that doesn’t count the time required to sleep, eat, and exercise. Yet filling in those three little things can really make all the difference in your ability to manage your time well in school. Staying up a little too late here or there? Maybe not eating a healthy dinner every night of the week? Usually okay. Making those actions not just exceptions but patterns in your college life? Bad idea! In order to stay on your game, you have to be physically and mentally able to play your game. Practicing a little self-care can really go a long way to making sure you can take care of all you need to do with your limited time while in school.
SUMMER SIZZLE SPECIAL
Bring this ad in to receive 25% off your entire art supply order at Pads & Copies (The Bookstore @ SUVA)
(excludes: food, textbooks and electronics)
OFFER GOOD 6/12/13 - 7/30/13

Free Classified Ads
Run your classified ad free in Creative Outlet. Do you have art and design related items for sale, need a roommate, want to carpool, etc.? Classified ads are text only and limited to 60 words. E-mail your ad copy to creativeoutlet@suva.edu

Cartoonist Wanted
Attention SUVA Students! Do you have an original comic strip that you have created? Creative Outlet wants to publish your work. This is your chance to get some exposure. Every submission will be entered into a drawing for a PADS & Copies gift certificate. E-mail questions or a print quality .jpg or .eps file of your comic strip to creativeoutlet@suva.edu

Art Words

Across Clues
2. a two dimensional object
4. a dark value of color with black
7. three dimensional objects
9. orange, green, violet
11. equal amounts of blue and yellow
13. equal amounts of red and yellow

Down Clues
1. colors next to each other on color chart
3. red, blue and yellow
5. the way something looks or feels
6. made only of a single color
8. lightness or darkness of a color
10. a warm color
12. a hue as related to a spectrum

Need some help? Find the answers online at suva.edu/artwords.html

Submit to Creative Outlet
Creative Outlet is your community newsletter, so share your creativity with the SUVA community. Submit original content such as articles, classified ads, comic strips, illustrations, photos, etc. to creativeoutlet@suva.edu for consideration. All submissions will be entered into a monthly drawing for a PADS & Copies gift certificate.

Resources for Food For Thought Article page 2
http://geek-news.mtv.com/2013/05/23/japanese-human-doll-cloning/
http://allmywant.com/2013/05/japan/