
SPRING
STORM
2026

# SPRING STORM 2026

**Spring Storm 2026** marks the 14th year of our School of Art + Design Senior Exhibition, a showcase for the work of Art, Art & Technology and Product Design students graduating in 2026. Spring Storm has become a great tradition, with the flurry of activity all day as we install a massive show across the entire first floor of Lawrence Hall and then the joy of the evening as we celebrating the work with family and friends.

I am so proud of our graduating UO Art + Design students. They leave the university well equipped to shape their own individual paths. Across a broad range of approaches, students have developed significant formal, technical, material and critical capabilities and have cultivated individual visions and practices. They are ready to create, to raise questions, to engage people and to solve problems through their work.
With Spring Storm, we recognize students' significant discoveries and accomplishments and help them launch into the exciting next phase of their lives!

Laura Vandenburgh
Director, School of Art + Design
Professor, Art

# 2026 Spring Storm Participants

Abimbola Adebawo
Ayesha Andini
Marco Arellano
Jack Baca
Jackie Bennett
Joey Bezner
Arabella Bisheimer
Iva Borrello
Kyra Bradley*
Torin Brubaker
McKenzie Cameron
Zhen Chau
Kirsten Chiang
Mira Ciccarello
Maeve Cier
Leah Culbertson
Macy Curletto
Luisa F. Deleon
Claire Denton
Jack Dietz
Tamra Duncan
Eric Ericson
José Escobedo
Tanner Evans
Aaron Ferris
Candice Francis*
Grace Frangente*
Ella Fuchs
Zoey Fujii
Ayla Fung
Victor Nicolas Gaspar
Elías Gellon-Maxon*
Sophie Graham
William Grinstead
Ethan Hadden
Alexa Haenel
Erin Hamilton
Jade Hancock
Amanda Henderson
Chase Hollis
Morgan Hood
Andrew Hunter**
Taylor Igarta
Amu Ilavarasan
August Jaeggli
Taylor Jones*
Maverick Kalvig
Kurtis Kato
Emma Kelly
Miriam Kennelly
Carter Killin
Emily Kirkland
Ava Klooster
Ben Koonce*
Kayt Littrell
Samantha Lockamy
Alfredo Lopez
Zoe Maitland
Jo Martorana
Audrey McCarthy*
Q McCornack
Colleen McInerney
Anabella Megard
Chloe Mills
Dewni Mirihana Arachchilage*
Gabriela Mitchell
Kylie Brighton Myers
Vicky Navarro Yoves
Sophia Newton*
Mal O'Donnell*
Hannah Oldham
Tia Oppegaard
Lucas Palumbo
Sophie Parker
Harper Pearce-Mitchell
Trina Pham
Gracie Ramirez
Elliott Reynolds
Luc Robichaud
Hayden Rooney-Fletcher
Lucy Rutherford
Luke Schafer
Sydney Schutz
Piper Shanks
JD Smith
Riley Stevens
Maximillian Stuebe
Adam Webb
Victoria Wilke
Emily Williams
Hana Wittleder

* Jurors' Awardee
** Director's Awardee

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Logo design by:
Caroline Ballard (BA, Art & Technology, 2026)

UNIVERSITY OF OREGON | School of Art + Design

# Abimbola Adebawo

BS, Art & Technology



Bulu Orun
2026
Digital animation
1:36 min

@emi.animation

I wanted to explore the idea of existing in a place where one feels alone. I chose to intermix the idea of the feeling of loneliness through animation, using the medium as a way to bring about this topic through childhood. Animation is often associated with being a medium for children, but I want to challenge this idea by discussing a mature topic with a more juvenile perspective. I explored this by using common tropes in child animation stories, while expressing the emotions of loneliness and isolation throughout this project.

# Ayesha Andini

BFA, Product Design



**Catnap Accent Tables**
**2026**
**Hard maple, textile fabrics, stainless steel powder coated black, quartz**

**@katsudsign**

The cat furniture market is constantly growing, currently being valued at roughly $1.6 billion. It holds a great share of the broader pet industry in the U.S., primarily driven by the humanization of pets and integration into home decor. There are many options for cat furniture, but owners in smaller spaces such as studio and one-bed apartments often are concerned about the aesthetics and clutter of cat beds and towers. As a result, they often aim to find something more practical, while also elevating the surrounding space. Catnap side tables are simply designed to allow cats to coexist and spend quality time with their owners within a small space. These accent tables not only keep a space organized and intentional, but they establish functionality for both you and your cat.

# Marco Arellano

BFA, Product Design



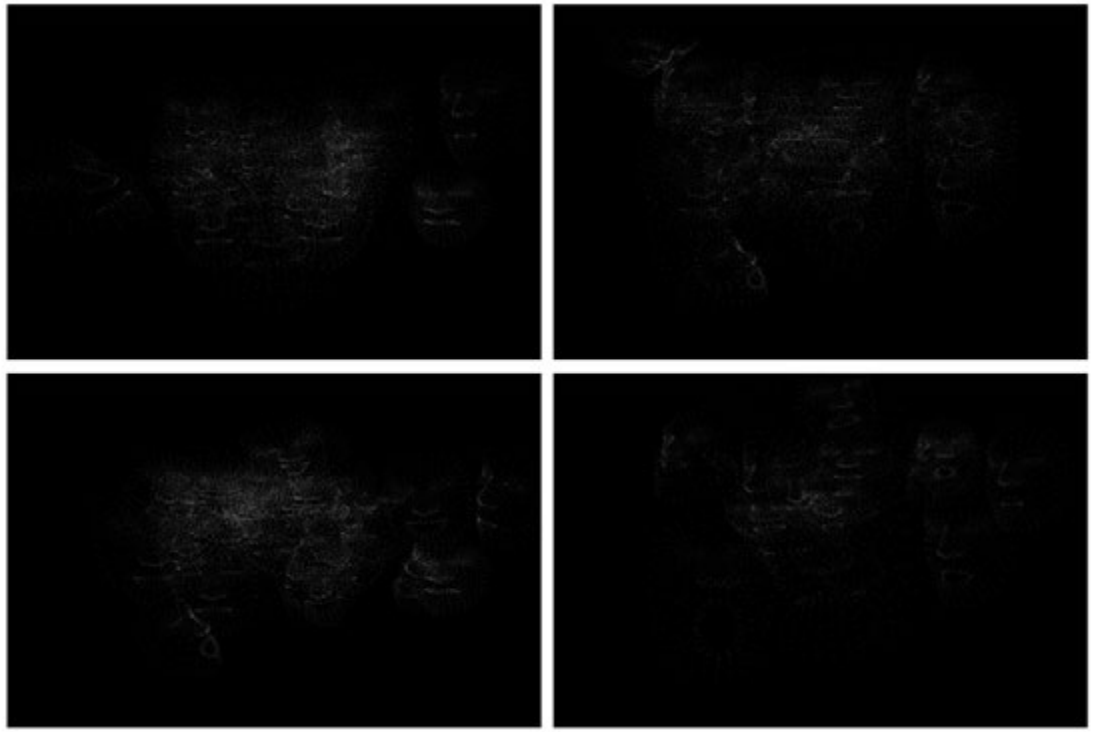
**Vanta**
**2026**
**RPET knit Sock, bio woven Dyneema upper, EVA / TPEE drop-in midsole, Vibram Ecostep natural rubber cupsole, braided nylon cord**

**@arrr_llano**
**marcoarellanoportfolio.com**

Vanta is a trail running trainer that is designed to be easily deconstructable for repair and recycle. This is achieved via a unique mechanical attachment system that uses a cord, groove, and channel design to connect the upper to the sole without the use of adhesives. Modern shoe construction relies heavily on adhesives to bond parts, making shoes difficult to repair or recycle when parts can be easily separated. This project explores the history of footwear construction, developing a synthesis of design details and functions inspired by footwear from the past and concepts exploring the future of footwear, to inform a possible solution for sustainable footwear construction. Trail running was chosen for this project because of the challenge of designing a system for deconstruction in such an abrasive sport.

# Jack Baca

BS, Art & Technology



**Metadata**
**2026**
**Digital inkjet print, custom python face-mesh aggregation script on archival luster paper**
**Each 13 x19 in**

**@Jackrbaca**

Metadata is a slightly obsessive look at relationships and online connection using computer vision. Each print represents a person in my life. I gathered every single photo of them from the past year and used a Python script to extract their facial geometry, essentially “painting” a year’s worth of my digital archive onto a single canvas.

# Jackie Bennett

BFA, Product Design

Hard-Boiled
2026
Digital mixed media
2.5 x 2.5 x 5 ft

I have always found video games to be both a means of expression and escape: little worlds that are endlessly fun to explore. They feel like small dreams we enter and leave behind as we continue searching for meaning and fulfillment in them. From my fever dreams to the electric screen, Hard-Boiled offers a small glimpse into my inner world.

@reckoningcatbug



# Joey Bezner

BS, Art & Technology

**Expressionless**
**2026**
**Colored pencil**
**Each 11 x 14 in**

As a skill-based artist interested in conceptual strategies, I've sometimes felt like an outsider in the art world. For this diptych, I wanted to explore opening realism to abstract interpretation. I did a photoshoot, styling the models, then began the intense process of colored-pencil drawing, deviating from the reference. The contrasting figures face away from each other. One returns the viewer's gaze; the other looks aside. One's eyes are cloaked by sunglasses; the other's revealed. Both appear expressionless, their body language up for interpretation. Expressionless explores differing modes of expression, ways of finding meaning through shifts in point of view.

**@joeybezner**
**@joeys._art**



# Arabella Bisheimer

BFA, Art

**Sputum of the Sea, Spirits, and Me**
**2026**
**Indigo-dyed silk and cotton yarn, my own hair, ethically sourced local bones, secondhand corals, denim scraps, shells, wool, personal and secondhand scrap fabrics, donated fabric from my grandmother, old scarves, scrap lace**



My interest in waste and the bodies behind material waste drives me to work primarily with found and secondhand objects, to reflect both these rich histories and my own relationship with the objects. I imagine how we can represent deities of the ocean, the vast embrace of the ocean's roar, and how it spews back at us that which we need to confront. I want to reflect the ocean's ambivalence, as a being both nurturing and frightening, and the ways in which the water is able to confront & hold ails too difficult to discuss casually, such as PTSD recovery.

**@arabellasartworks**

# Iva Borrello

BA, Art



**On Sensory Contemplations**
**2026**
**Etchings, woven tapestry, watercolor and graphite**
**6 x 6 ft**

**@ivaborrello**
**@iva.creating**

With the rise of the virtual space, I find it more important than ever to prioritize the physical world & am interested in how sensory material in daily life can be a means to connecting us to both past (sensory memory) and present (sensory now). Through this I aim to emphasize the shared experiences of being human and subtle joy available to us all the time, if we pay attention. On Sensory Contemplations is an ongoing project about cultivating happiness through sensory details in daily life. I asked people in my life what their favorite sensory experiences were (sight, sound, taste, touch, smell, etc.) and created etchings based off of the responses.

# Kyra Bradley

BFA, Product Design



**Poppy Chair**
**2026**
**Beech, fabric, foam**

**@bradley.pd**
**kyrabradley.com**

On average, we spend over half our waking hours sitting. The Poppy Chair is designed to make that experience more fun, comfortable, and healthier for our bodies. The design combines spinning and rocking to maximize movement and variation. This combination encourages playfulness while still functioning as a practical chair for tabletop surfaces.

# Torin Brubaker

BA, Art

**Liminal**
**2026**
**Oil on canvas**
**26 x 52 in**

Liminal explores how far I am willing to abstract a scene. Stripped of line and recognizable color, value is all that remains. I encourage the viewer to linger, moving between distant observation and close inspection, unable to look away until a semblance of form emerges from darkness. As ambiguity increases, interpretation expands. Yet beyond a certain point, form dissolves into obscurity. This work exists at that threshold.

**@Torin_Brubaker**



# McKenzie Cameron

BFA, Product Design



**Queue**
**2025/2026**
**Red oak, aluminum**
**50 x 14 x 30 in**

**@mckenzie.cameron**
**mcameron.design**

QUEUE is a record shelf that seeks to elevate the listening experience through organization and display. The angled dividers create a unique arrangement of the records themselves and help balance the weight strain of the stack. The playlist queue and “currently playing” slot allows the user to plan and highlight their listening experience. The top section allows for storage of 7in records, CDs, books and magazines, maximizing the use of the shelf. This shelf is designed for modern record collecting, where people want to store their records and show off their collection/memorabilia. QUEUE creates a curated listening experience that emphasizes visual display as much as music quality.

# Zhen Chau

BS, Art & Technology

**Liminal**
**Indigo's Blessing**
**2026**
**Silk, organic indigo dye, thread, ceramic**
**84 x 16 x 96 in**

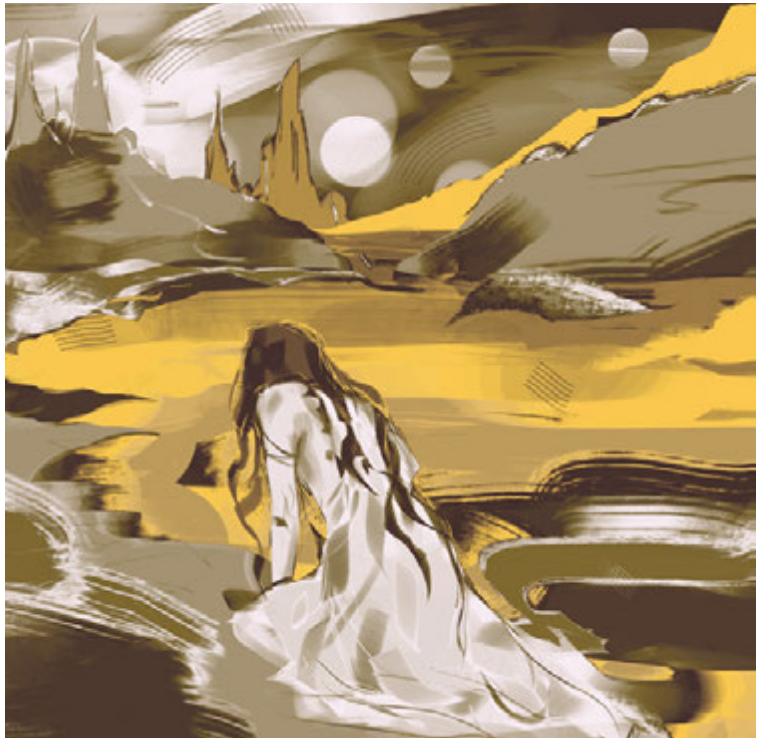
I close my eyes and cling to my breath.
Submerged, the water consumes my being.
There is a powerful light through the waves of unknowing and uncertainty.
And I must swim towards it.

**@zhenfulartchives**



# Kirsten Chiang

BA, Art & Technology



**Otherworld**
**2026**
**Digital illustration**
**12 x 12 in**

Otherworld explores the abstraction of space through color, texture, and gestural brushstrokes. In this piece, I move away from realistic representation to create an imagined environment that evokes the atmosphere of a dreamworld. It is a space that feels both familiar and strange, yet "other," inviting exploration and personal interpretation.

# Mira Ciccarello

BFA, Art



Distance Series
2026
Oil on canvas
5 x 3 ft, 2 x 2 ft

I study the familial photographic archive with the intent of highlighting and discussing connections, dynamics, and roles within the family system. My work is at the intersection of people, photographs, and paintings. Scraps of memories through ephemera are reconstructed onto a single surface, with the goal of encapsulating everything that a photo is.

# Maeve Cier

BFA, Art & Technology; BA, German







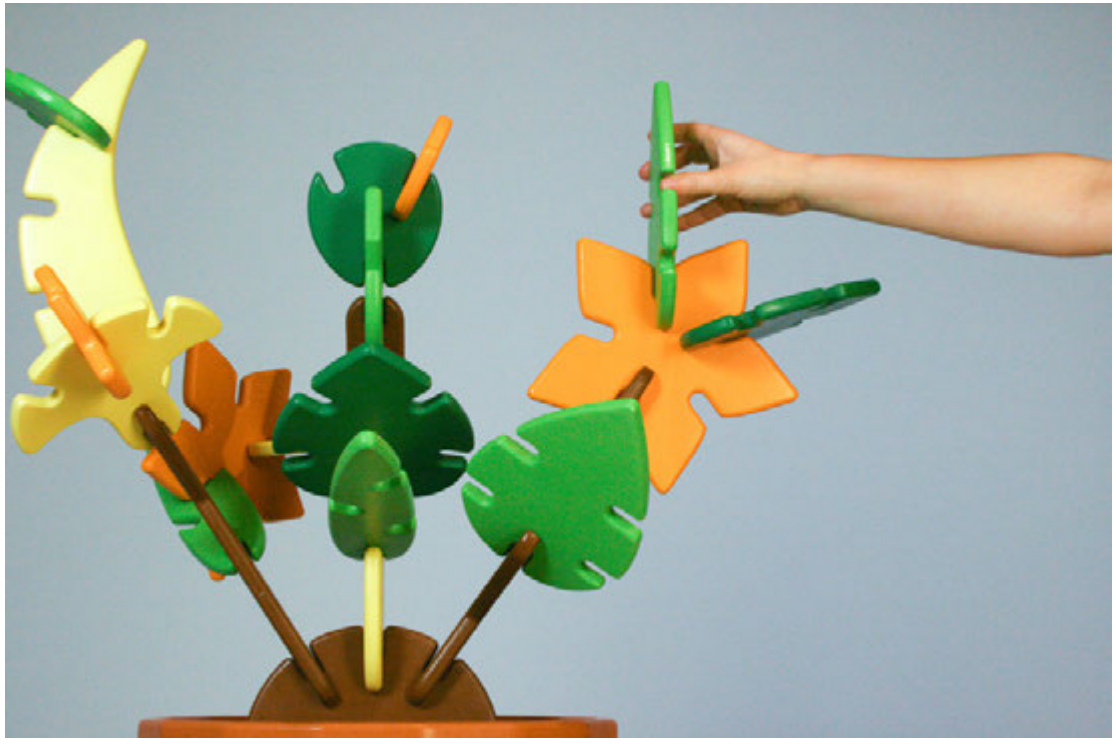
**Citadel**
**2026**
**Interactive 3D digital multimedia**
**Dimensions variable**

Created for the Meta Quest in Unreal Engine 5.3, Citadel is a short semi-linear narrative.

A citadel is a highly fortified refuge built on elevated ground that serves as a final line of defense. This project uses this idea as a metaphor. Our perception is shaped by an internal echo chamber of experiences and emotional associations. We construct alternate realities that are simultaneously factual and fictional. The viewer moves through an environment from the perspective of a character navigating fragmented memories and shifting emotional states. They make small decisions that shape a developing headspace and weave chance and agency together.

# Leah Culbertson

BFA, Product Design



**Sprout**
**2026**
**Birch, Baltic birch plywood**
**15.5” x 15.5” x 8.25”**

**@leah_culber.art**
**leahculbertson.com**

Sprout is a tactile, nature-inspired building toy that emphasizes open-ended play, developmental enrichment, and an extended play lifespan. It aids in development by helping young children improve their motor skills, gives them a creative outlet to build with, and helps them learn how to clean up after themselves. Though the set is inspired by nature, the shapes were kept simple to invite kids to invent their own ways to play. This means that the ways to play with Sprout can adapt to a child’s evolving play style as they grow.

# Macy Curletto

## BA, Art; BA, Art History

**In-Progress**
**2026**
**Mixed media on canvas**
**3 x 5 ft**

In-Progress discusses the intricate web between contemporary art and art history. I balanced the themes of old and new to show my knowledge and appreciation for art history, as well as using traditional religious values that get challenged by evolution and time through the depictions of bodies, as contemporary work addresses and criticizes these expectations of bodies in art. The idea of motion and fluidity, as well as feeling, helps dictate the expression of people, art, history, politics, etc., during my four years at the University of Oregon, which allowed me to make mistakes that eventually progressed into something greater.

**@ceceliaInk**
**@mcycur10**



# Luisa F. Deleon

BA, Art

**The Day He Died, What Was Revealed**
**2026**
**Oil on canvas**
**4 x 3 ft**

This painting began as a prayer. I asked Jesus to show me what truly happened on the day He died, what He felt, what He saw, and what was revealed in that moment. The image came through softly, like a memory rather than a clear scene. I wanted it to feel distant and dreamlike, not like a still life or portrait, but like recalling something sacred that lives between vision and remembrance.

**@poltergeist_paintings**



# Claire Denton

BFA, Art

**Nonsensical Delusion**
**2026**
**Oil on canvas**
**4 x 3 ft**

My work explores patterns through the examination of childlike and psychedelic experiences of reality; by challenging their rules, it exists in both the sensible and the nonsensical. Through the use of layers, I create multiple planes, each with its own rules, while simultaneously operating as a whole to create a uniform pattern. Furthermore, I employ vibrant colors to strengthen these planes, creating an almost multisensory experience of a two-dimensional piece. Our sense of sight, touch, and hearing becomes the backbone of my process; it is intuitive and spontaneous.

**@clairedentonart**



# Jack Dietz

BFA, Product Design



**Petzl CORE Belt**
**2026**
**Fabric + 3D Print**

**jackhdietz.com**

Waist-mounted lamps are beneficial due to a shallow projection of light, casting more shadows, and therefore better depth perception. Within multi-day ultramarathons such as Cocodona 250, runners may spend up to 40 hours in complete darkness, where illumination is their safety and tool for wakefulness. Fitted (elastic) running belts are the top choice for longer events, despite having narrow size windows from a fixed-tube construction. As runners lose body weight and change between layers, adjustability becomes limited for belt fit and positioning. This concept extends Petzl's CORE (hot-swappable battery) ecosystem, designed to be used in tandem with their trail-running headlamps.

# Tamra Duncan

## BA, Art & Technology

**Forgiven**
**2026**
**Digital illustration, mixed media ceramics**

Forgiven is the fictional world I've developed during my senior year. After a god's failed rapture transforms its victims into hollow, wandering "angels" called the Forgiven, survivors turn to forgotten pagan magics for protection. Two hundred years later, civilization endures behind enchanted city walls while the Forgiven roam the wilderness beyond. I developed the world's lore and its 1930s Art Deco–inspired visual identity, alongside a murder mystery-style ceramics installation showing the aftermath of a Forgiven attack.

**@cakeyquakes**



# Eric Ericson

BS, Art & Technology; BS, Anthropology



**Through the Ages**
**2026**
**Sterling silver, copper, brass, gold, varied precious stones, enamel**
**Dimensions variable**

My work encourages the exploration of historical aesthetics through contemporary jewelry. From the neolithic times with a fish in your hand, to the domestication of horses, Anglo-Saxon folklore, and medieval doorknockers; simple moments and practices that seem insignificant but carry the weight of technological advancement and human evolution. I focus on creating pieces that serve as connection points to our history through everyday wear or reserved for special occasions.

# José Escobedo

BS, Art




**PAPALOTE The Game™**
**2026**
**Digital, Isadora**
**Dimensions variable**

**@oh.naw**

PAPALOTE The Game™ is based on my dad's restaurants in the Mission District of San Francisco, Papalote, which have been open since 1999. The restaurants were named after the kites they were decorated with, as 'papalote' means 'kite' in Spanish. This piece is a kite flying simulator that allows the player to pick between five maps, and fly over Farø, Denmark; Florence, OR; San Francisco, CA; Chichen Itza, Mexico; or Shizuoka, Japan. The kite is controlled by a customized Nintendo Wii Nunchuck, detecting the pitch and roll of the player's hand, as if they were flying a real kite.

# Tanner Evans

BFA, Product Design



**Ripple**
**2026**
**Portable restaurant light, aluminum, glass, (modeled in PLA)**

**tannere.com**

Ripple was created by asking the question, how might I create a portable light for restaurant tables that provides more functional light than a candle without compromising on the atmosphere. It is aimed at providing a handle for versatile uses, enabling customers who struggle to read in dimly lit spaces, an elegant solution that replaces flashlight. The light is designed to be fully dimmable, as well as wireless chargeable – built with restaurant needs in mind. Ripple poses a solution to restaurant owners asking, “how can I improve the functional needs of my guests without taking away from the atmosphere of the space?”

# Aaron Ferris

## BS, Art & Technology

**That's It?**
**2026**
**Digital print**
**7.5 x 7.5 ft**

I sure did print that out very large.



# Candice Francis

BFA, Art



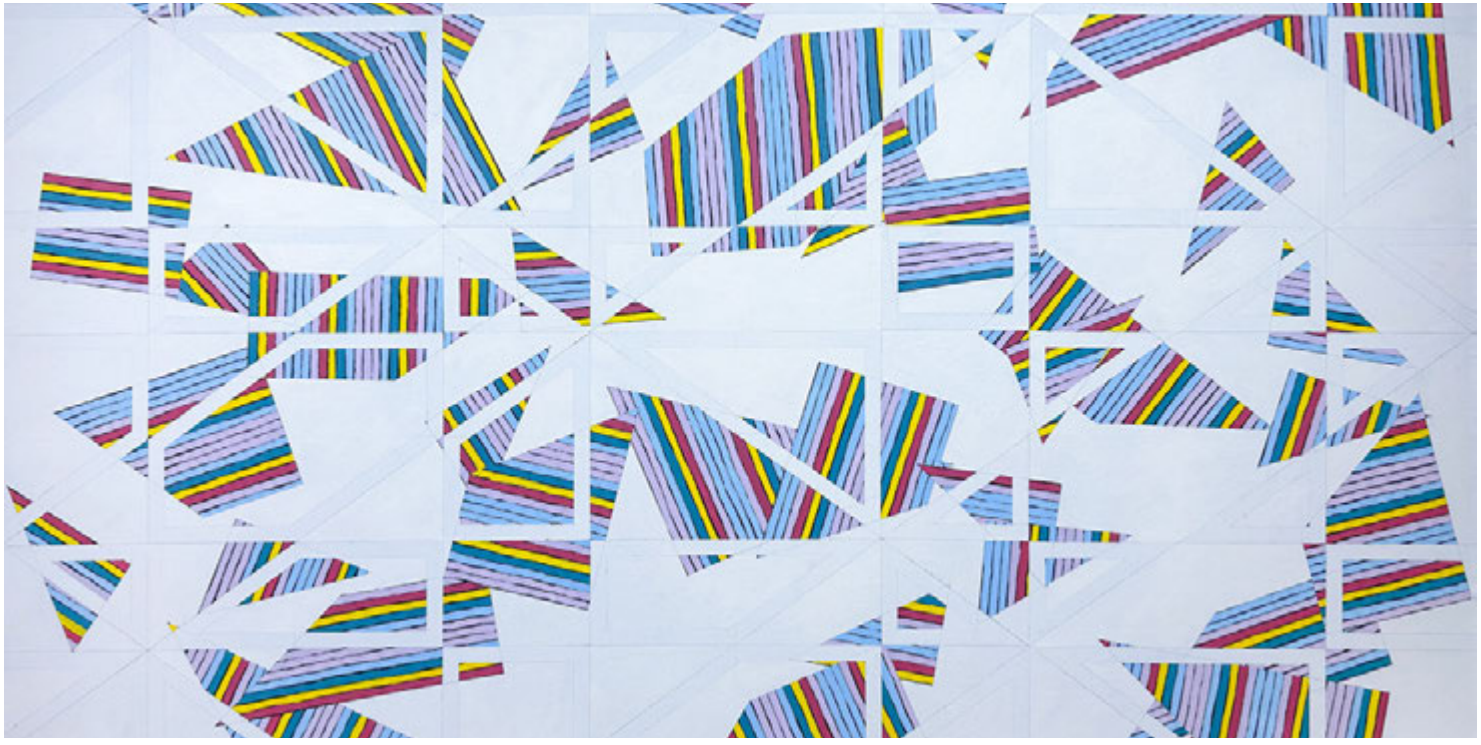
**No Human Involved**
**2026**
**Sculpture, printmaking, video**
**Dimensions variable**

**@comm.oddities**

This sculpture glorifies obesity. It's soft, squishy, huggable. It asks to be touched, pushed, urging the viewer to feel the weight of how much I've shrunk myself in order to be seen as a human. Juxtaposing weighty slime– soft, oozing, jiggling-– with light and airy material that have been stiffened and thickened with glue, latex, and silicone. The heavy parts are begging to be touched; a subtle sensuality society tries to ignore about the fat body—it's nice to touch. The ephemeral moments become deceivingly sharp and sticky. The piece refuses to be small, it takes up space.

# Grace Frangente

BFA, Art



**Untitled (Excess Geometry)**
**2026**
**Acrylic on canvas**
**66 x 48 in**

**@gracefrangenteart**

I make work that obeys a grid structure and disrupts it, operating between control and chance. This series, Excess Geometry, started with a resolved painting with a rigid grid system. Creating these paintings generates excess geometry built from the same structure. What builds up are the clusters of tape and pictures of in-progress stages. They create images that retain the compositional integrity of the original painting. These moments where I interact with the painting are fed into this meticulous hard-edge process. The system is continuously evolving as the labor of producing the painting itself transforms into a new system to be executed.

# Ella Fuchs

BS, Art & Technology

**Recycled Memories**
**2026**
**Found fabric textile collage**
**Dimensions variable**

Using recycled textiles, embroidery, and appliqué, I combine fragments of architecture and landscape into a layered composition. The work reflects my interest in memory and the way it changes over time. Some details stay vivid while others fade, blur, or blend together. Through stitching and layering reclaimed materials, I explore how memories are reconstructed from fragments, creating connections between places, experiences, and what they leave behind.



# Zoey Fujii

BFA, Product Design

**Oreya light system**
**2026**
**White Polylactic Acid (PLA), Japanese washi paper, polished nickel**
**30 x 24 x 24 in**

Oreya is an ambient dining room light designed to encourage social connection and bring people back to the dining table—an often overlooked space in the home. Through adjustable shades, dimming capabilities, and thoughtful material choices, Oreya allows users to create a personalized atmosphere that enhances the moments they share with others.

**zoeyfujii.com**



# Ayla Fung

BFA, Art

**The Lookbook: In Bloom**
**2026**
**Polaroid color 600 film**
**23.5 x 28 in**

The Lookbook: In Bloom documents In Bloom, a fashion show hosted by Align Magazine, the University of Oregon Fashion Club, and the School of Journalism and Communication. Captured on Polaroid 600 Color Film, this series of thirty-six photographs highlights individual runway looks designed, created, or styled by students. By focusing on each model and outfit, I draw attention to the creativity and individuality behind the work. Using Polaroid film creates a physical archive of the runway show. The instant nature of the medium reflects the fleeting experience of the event, while the one-of-a-kind prints preserve moments that might otherwise disappear.

**@aylafungphoto**



# Victor Nicolas Gaspar

BFA, Product Design



**Chibi (Ch'ib'i - Mayan)**
**2026**
**Mate PLA, birch plywood, MDF**
**6 x 5 x 3 ft**

**@v_dsgns008**
**victorngportfolio.myportfolio.com**

CHIBI is a modular furniture system designed for studio apartments and small homes, addressing the need for efficient organization and storage without compromising aesthetics. Constructed from a combination of wooden elements and custom plastic connectors, the system uses a modular joint structure that serves both as a method of assembly and as expansion points, allowing each component to be extended and reconfigured as needed. By integrating storage, workspace, and spatial organization into a single adaptable system, the project offers a practical solution for compact living environments.

# Elías Gellon-Maxon

BA, Art & Technology



**40 Parts of a Whole**
**2026**
**Mixed media**
**10 x 4.7 ft**

**@finally_serenity**

40 Parts of a Whole is a multipaneled drawing made with a pen-plotter. For this piece, a hand-drawn design was digitized and segmented into 40 sections, each given to the drawing machine to trace. The pen-plotter allowed me to exchange the surface and the mark-making tool. Through this process I was able to conjure up each fragment's own character, highlighting them individually and as a whole.

# Sophie Graham

BFA, Product Design



**Sleep Ceremony**
**2026**
**Textile**

**sophiegmakes.com**

Sleep Ceremony is a system of women's pajamas designed to reinforce routine and intentional action before bedtime through the historical lens of St. Joan of Arc. Combining historical beauty with modern solutions, the set includes a compression vest designed to utilize Deep Touch Pressure (DTP) to decrease anxiety as the day winds down.

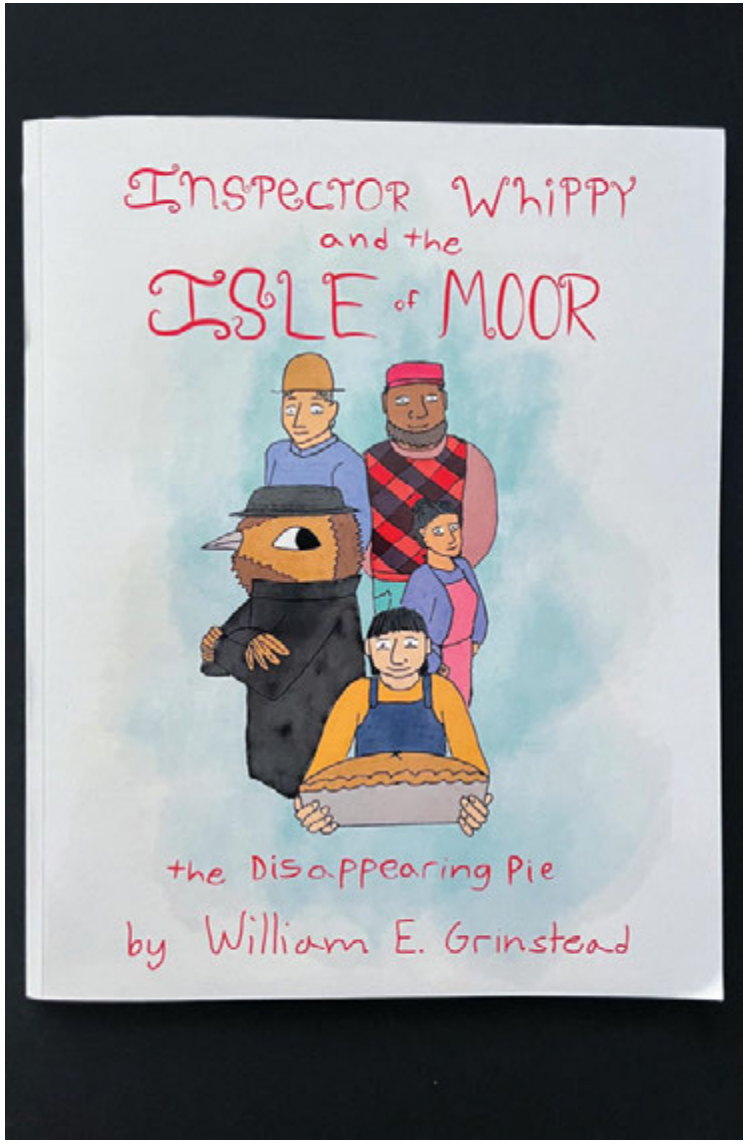
# William Grinstead

BA, Art and Technology

**Inspector Whippy and the Isle of Moor: The Disappearing Pie**
**2026**
**Children's book, physical and digital illustration**
**8 x 10 in**

I have always loved children's books for their ability to teach lessons within a world of fun characters and low stakes. This book incorporates my love of illustration and storytelling with lessons about honesty and taking accountability for your actions. I believe that children's books are one of the first introductions to art for children. This book was created with the intention of being enjoyable visually, tell a captivating story, and provide a life lesson, something that both children and parents can enjoy.

**@willgrinz.design**



# Ethan Hadden

## BA, Art and Technology

**Midas Touch**
**2026**
**Solid bronze lost wax casting**
**4 x 4 in**

The main focus of my jewelry is creating unique pieces meant to be worn by specific people while capturing distinctive features of their bodies, such as the texture of their skin or the shape of their fingers as they curl around your hand. The work is meant to serve as a wearable sculpture, responding to unconventional methods of adornment with unique, large, and personal jewelry with textures inspired by the skin of the area where the jewelry is meant to be worn.

**@ethanhaddenart**



# Alexa Haenel

BFA, Product Design



**The Empower Collection: Performance Eyewear for Athletes with born with Trisomy 21 (Down Syndrome)**
**2026**
**TR-90 nylon, molded silicon, overmolded TPE, impact-resistant polycarbonate lenses, & stainless-steel fasteners & hinges**

The Empower Collection is a performance eyewear collection designed to empower athletes born with Trisomy 21 (Down syndrome) to perform at their highest potential. This project addresses fit, comfort, and durability challenges often overlooked by traditional eyewear by responding to the unique facial characteristics associated with Trisomy 21. By prioritizing inclusion and athlete-centered design, The Empower Collection demonstrates how thoughtful products can expand participation, improve confidence, and better support communities often overlooked by traditional athletic design.

# Erin Hamilton

BFA, Art



**Another Minute or Two**
**2026**
**Monotype, oil on paper**
**7 x 5 in**

**@erin.instudio**

This work is an amalgamation of printmaking and painting practices. It explores the unique marks that paint makes when put under the pressure of the press. I use stripes as a form to evoke both structure and softness. Drawing from ordinary moments of love, comfort, and connection, this series of monotypes works to explore quiet moments of reflection.

# Jade Hancock

## BS, Art and Technology

**Ode to Learning**
**2026**
**Mixed media**
**8 x 8 x 8 ft**

This piece works as a collection of my artist journey throughout my time here at university. Here lies remixed versions of various works and pieces of myself that developed over time as I learned more of what the world has to offer. Mixing textiles, found objects, and imagination, this work exhibits the growth in the range of abilities I have picked up during my three years here.



# Amanda Henderson

BA, Art



**Cosmologies in Orbit**
**2026**
**Acrylic paint and marker**
**72 x 48 in**

**@here_just_a_person**

The night sky carries many stories. This painting brings together Indigenous Cosmologies, Scientific Exploration, and Contemporary space industries within a shared landscape. By layering this perspective, I explore the diverse ways of understanding the universe that coexist, overlap, and shape one another. This work reflects humanity's enduring curiosity about the cosmos and the changing ways we imagine our place within it.

# Chase Hollis

BFA, Product Design




**Boundless**
**2026**
**Ripstop nylon, synthetic polyester fiber fill**

**chasehollisdesign.com**

My capstone project explores how product design can strengthen the recruiting experience in college athletics through meaningful, functional gifts. Inspired by Oregon's outdoor culture and the concept of "Boundless," I designed a collection of outdoor gear including a blanket, bag, matches, speaker, and dish set. The collection highlights the unique lifestyle and experiences available in Oregon while creating an emotional connection between recruits and the program.

# Morgan Hood

BFA, Product Design

**Kallos**
**2026**
**Mixed wood fabrication utilizing CNC-milled MDF, hardwood dowels, layered plywood, and birch veneer finishes**
**45 x 24 x 20 in**

The summer after my junior year, I studied abroad in Barcelona, where I was introduced to calisthenics through both the city's communities and its digital culture. When I returned home, I had planned to pair calisthenics with traditional gym training, but after moving, I no longer had access to a gym. This limitation led me to explore the home fitness market, where I found products that were expensive, unattractive, and inefficient. Realizing this wasn't just a personal issue, I spent two terms researching users, markets, and behaviors, ultimately designing a product that lives between furniture, gym equipment, and sculpture, enhancing at-home movement through both function and form.



# Andrew Hunter

BFA, Art

**Astrological, Anatomical, Slow Dance**
**2026**
**Mixed media on canvas**
**71 x 74 in**

A trace is evidence that something has passed. It remains absent while still holding grasp of its lost self. An impression. A shallow groove, a long lasting and loving mark. Remnants. The leftovers and residues of a burning star. Debris. The fragments of our existence linger in a vortex of swirling syllables and sounds, a ballet of dancing bodies in patterns. This is it, one last trace, one last slow dance.

**@snarlingsnout**



# Taylor Igarta

BFA, Product Design



**Ember**
**2026**
**Aluminum, stainless steel, polycarbonate diffuser, polyethene shade (modeled in PLA + PETG)**
**4 x 4 x 8 in**

**@taylor.igarta**
**taylorigarta.com**

Ember is a campsite lantern that reimagines outdoor lighting through adaptability, warmth, and conscious design. Transforming intuitively between a spotlight, lamp, and lantern, Ember reduces the need for multiple camping lights while supporting a wide range of campsite activities. Designed to simplify the packing experience, the light provides focused illumination for tasks like cooking and setup, while also creating soft, dimmable ambient light that draws people together. More than a utility object, Ember becomes a social centerpiece within the campsite — shaping atmosphere, encouraging connection, and bringing a sense of warmth and presence to outdoor living.

# Amu Ilavarasan

BFA, Product Design

**Book.III**
**2026**
**Machined aluminum, aluminum sheet, stainless steel wire, glass, PLA, transparency film**

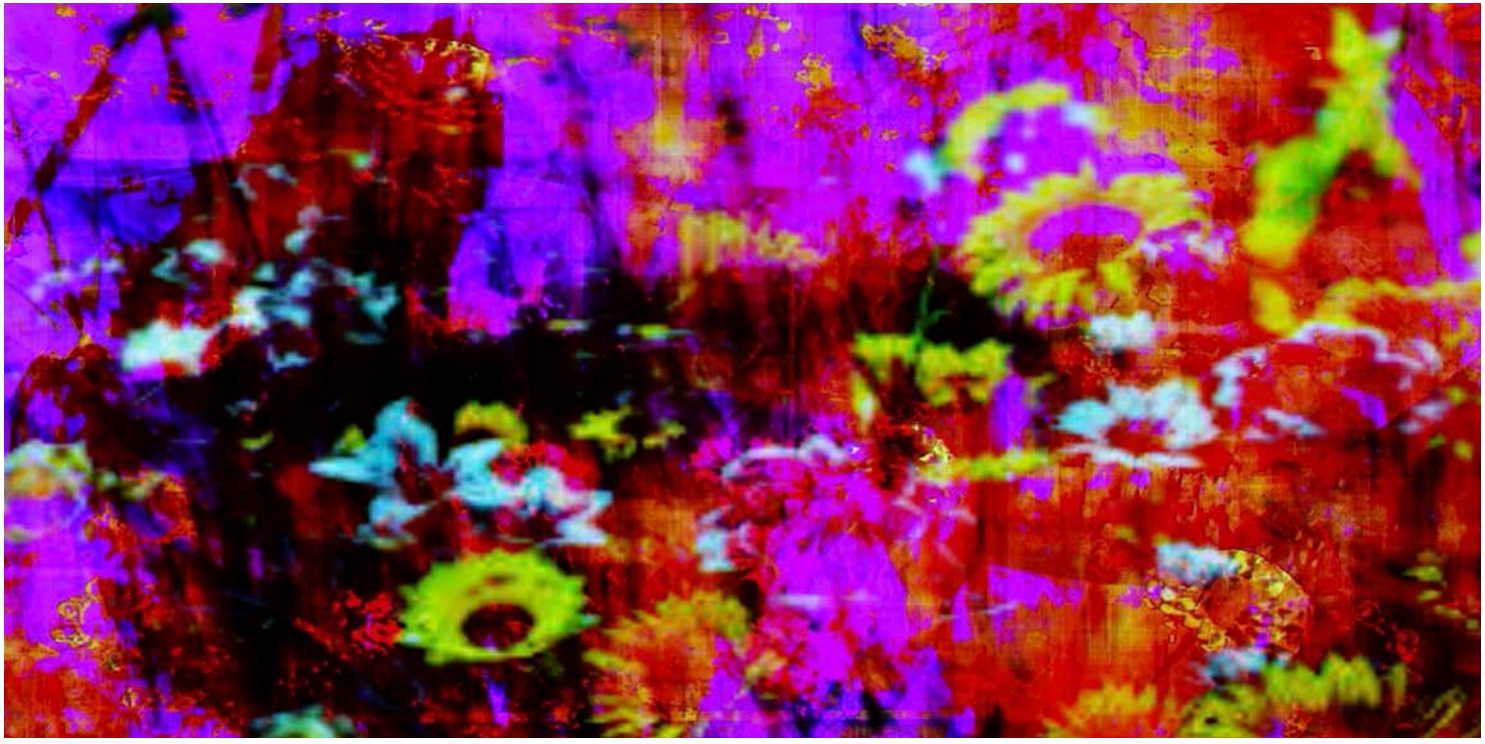
Book.III is a part of my Honors College thesis project about surveillance capitalism, “Three Books.” It’s a digital tool that performs the sacred parts of a phone, not the profane ones: you can take photos with a clip-off camera, listen to music with a magnetic remote, get places on an internal interface, and send handwritten letters with a stylus. All interaction is finite and close to the body. Book.III’s creation story is told in a comic book following a futuristic punk monk (Book.II), informed by written research on surveillance capitalism in my academic thesis (Book.I).

**amuilavarasan.com**



# August Jaeggli

BA, Art & Technology



Lost Hope
2026
Single-channel video
4:06 min

@probably.august

A meditation on the tons of emotions that come out of graduating into a tumultuous environment. Inspired by the future and the ideas of losing hope. Created, not to spread fear or anxiety, but to explore those emotions. The colors and abstract plot are open ended. The viewer decides if hope is lost.

# Taylor Jones

BFA, Product Design



**Plia**
**2026**
**TPU, foam, engineered mesh, polyester, nylon**

**taylorjones.xyz**

Plia is a studio apparel and footwear collection that is able to transition between different environments (pilates, yoga, gym, lifestyle) to support movement while maintaining a clear sense of personal style. Layering is utilized to create a dynamic, versatile system that accommodates for the entire workout from warming up to cooling down. The collection consists of an adjustable workout top, compression shorts, loose pants that are able to be worn over the shorts, ankle wraps for grip and compression, and a recovery flat-style shoe.

# Maverick Kalvig

BA, Art

**Eternity**
**2026**
**Ceramic, mixed media**
**40 x 22 x 23.5 in**

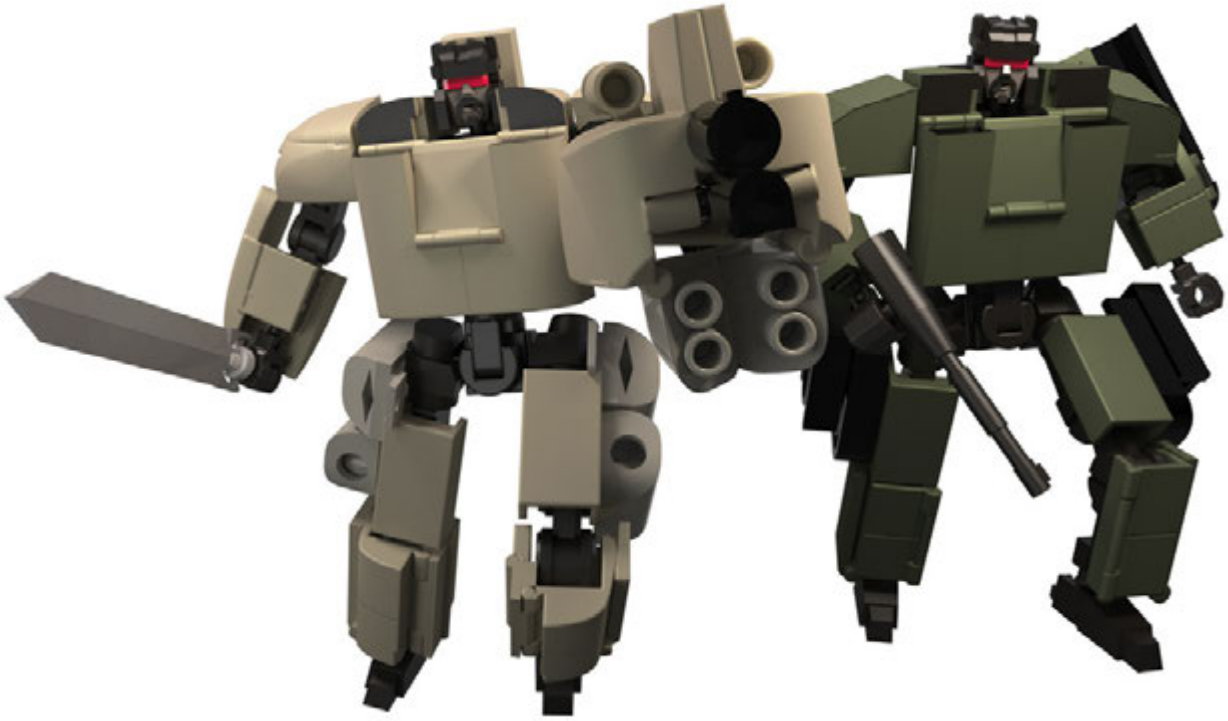


In my recent work I've found myself making things that are unsettling and invite others to face and sit with their own discomfort. Making has always been a means of escape for me. However, I've always let my fear of vulnerability control what I make and who I share it with. This has prevented me from really going deep into my work and exploring myself and my creativity. In my recent work, I have developed a deep fascination with discomfort. In this exploration, I am constantly asking myself and my work "What if...?"

**@maverick.kalvig_art**

# Kurtis Kato

BFA, Product Design



Configurators
2026
Resin inner frame and PLA outer shell

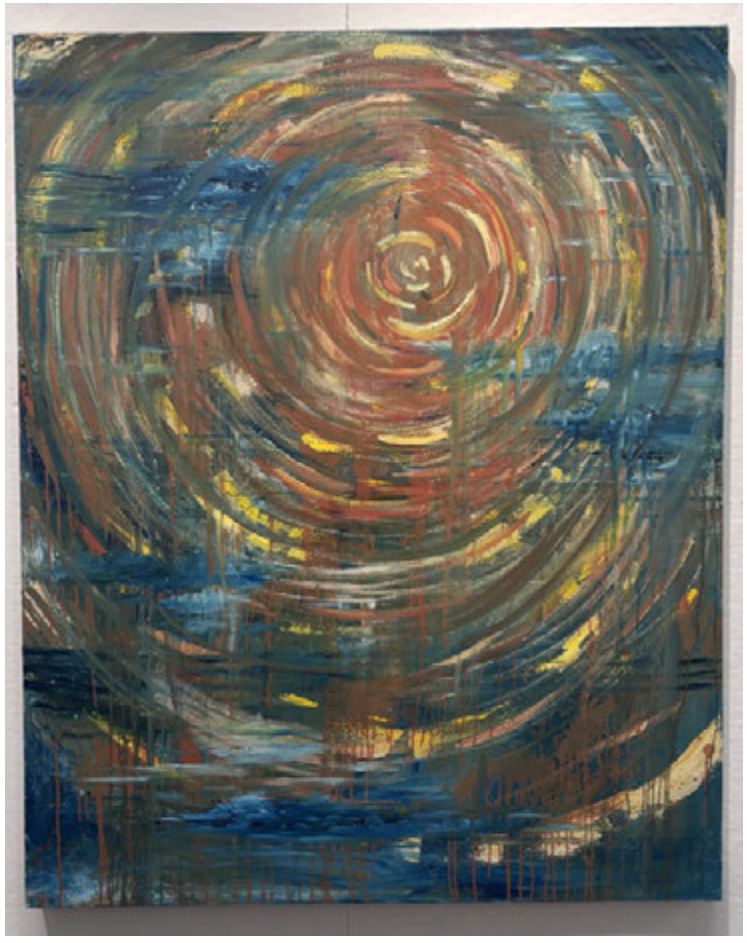
kurtisk1003.myportfolio.com

For my project, I decided to add to the universe of Hasbro's Transformers with my own character. He is a down-and-dirty bounty hunter made for all-terrain combat with a land-based tank alternate mode and an aerial-based helicopter alternate mode. Each alternate form has its own distinct set of interchangeable components that slide onto a posable inner frame, allowing for complete customization. It encourages a contained freeform creative experience for young children around the age of 8 - 12.

# Emma Kelly

## BA, Art; BA, Biological Anthropology

**Ablation of a Hollow Sphere**
**2026**
**Oil on canvas**
**4 x 5 ft**



In this painting, I explored the research conducted by my grandfather in the 60's for his master's thesis in aerospace engineering. With many visual and emotional layers, the piece seeks not only to pay tribute to my grandfather and his work, but also to be in conversation with it. My focus on painting, drawing, and ceramic practice deeply informs the visual language I have developed. The pieces which I've created in my final terms at the university have felt like a mirror into the person I was and the person I am becoming, but more than that, the artist I am becoming.

**@emmaswerld**

# Miriam Kennelly

BA, Art



Bēlua Green
2026
Mixed media
4 x 6 ft

@melly.moron

My work focuses on aspects of the human experience that invoke reflection in the viewer about their own body and how it relates to the world around them. I do this by using humorous and obscure imagery combined with figures that one can place themself into. This specific work focuses on the human relationship to technology and to nature by embodying each side with a figure. It is accompanied by a short story diving into a futuristic realm where humans have evolved into two different species.

# Carter Killin

BFA, Product Design




**Converse B.M.O.C 001**
**2026**
**TPU, jersey knit, neoprene, EVA foam, open cell foam**

**carterkillin.com**

Basketball is often characterized in the simplest terms as “tall people dunking.” However, the footwear choices for the people who are the tallest and dunk the most are few and limited. The Converse B.M.O.C. 001 serves to meet the needs of NBA caliber centers who want a shoe that supports how they play their game, while honoring the history of converse and the centers who made the sport what it is today. The colorway pictured here is in reference to one of the greatest centers to ever play, Bill Russell, and his record of 11 NBA championships.

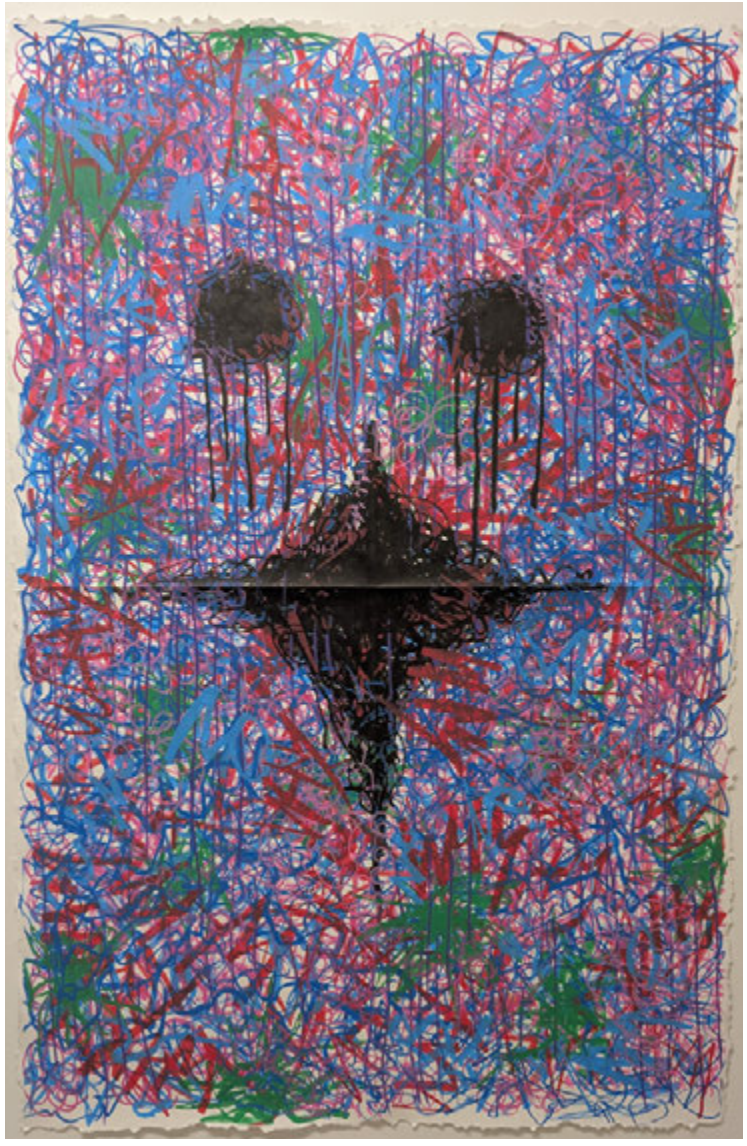
# Emily Kirkland

BA, Art

**Speak**
**2026**
**Acrylic markers on paper**
**46 x 71 in**

Growing up with autism and ADHD made barriers for communicating with others, and this piece is a visual representation of my mind when I was little and without words. Having such intense emotion without the words to express what I was feeling was a difficult burden to handle. This piece is part of a larger goal of healing my inner child and proving that what she felt was real and doesn't have to stay in just her head anymore.

**@sleepyelk.chad**



# Ava Klooster

## BA, Art & Technology

ROOT ROT & RECOVERY
2026
Mixed media
35 x 44 in

This series of work tells a true story of both the pain and the growth caused by a traumatic event. On October 12, 2023, I was roofied and knocked my front two teeth out that night. I have had a long, complex journey of recovering, coping, healing, and growing ever since. These pieces paint a picture of this process, giving a glimpse into my experiences throughout different stages following this event. I intend to not only tell a story, but also spread awareness, and provide hope that peace can be found amidst the chaos.

@avakloosterart



# Ben Koonce

BFA, Product Design




**Axis**
**2026**
**Hybrid Dyneema, Dyneema gridstop, Dyneema stretch mesh**

**@physicallybased**

Axis is a pack that adapts to climbing, ski touring, and backpacking through a sleek system of interchangeable components. While most backcountry athletes rely on multiple specialized packs, Axis consolidates those needs into a single platform, reducing cost and material waste without sacrificing performance. Every component can be added, removed, or replaced through a daisy-chain/toggle attachment system, allowing the pack to be tailored to the user's specific activity and gear needs.

# Kayt Littrell

BA, Art; BA, Linguistics

**The Language of Printmaking**
**2026**
**Letterpress printed hardback book, cyanotype, etching, linocut, screenprint, woodblock**
**Dimensions variable**

The Language of Printmaking is an artist workbook and glossary that reflects the education I've received and the perspectives I've gained as a double major in Art and Linguistics. This work acts as a bridge between my two worlds. Being a part of both the College of Design and the College of Arts & Sciences has gifted me with a very unique scope of society around me. I am hopeful that this project ties together the sociolinguistic nature of my studies and the communal nature of printmakers as a whole. This book is the final project for both of my majors.

**@applesmade**



# Samantha Lockamy

BS, Art

**Contemporary Habitats No. 1**
**2026**
**Oil on canvas**
**48 x 48 in**

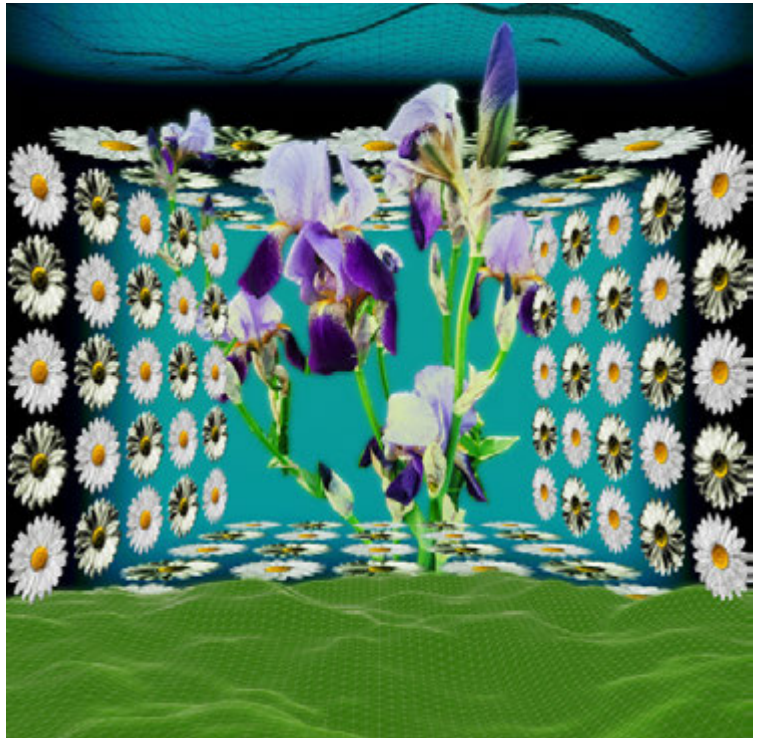


My oil paintings occupy a space between representation and abstraction, reflecting my interest in the complex relationship between humans and nature. Utilizing vibrant colors, patterns, and varied paint application, my paintings combine elements found in nature with unnatural man-made objects. The tense juxtapositions that arise within these compositions emphasize how far humans have distanced themselves from nature, despite being animals ourselves. My paintings call into question how far humans will go at the cost of the planet and its inhabitants. As our actions continue to negatively impact nature, the disparities between how we value technology and the natural world widen.

**@samanthaoncanvas**

# Alfredo Lopez

BS, Art & Technology



**Flowers**
**2026**
**Digital media**
**30 x 30 in**

**@alfredissimos**

Distortion and perception of natural elements altered to draw the viewers' attention towards a center point. A mix of code-based work with taken and found imagery are combined. The combination forms a space where the natural and artificial compete with one another.

# Zoe Maitland

BFA, Art



**Almost Whole**
**2026**
**Digital photography, glass slide mounts, slide sorter**
**24 x 24 x 43 in**

**@zoemaitlandphoto**

In this piece, I explore the way a person can be seen in fragments rather than as a whole. By breaking the image into separate pieces and placing them within individual frames, I wanted to create a sense of distance, memory, and partial recognition. I am interested in the tension between intimacy and separation, and how a familiar image can become unfamiliar when it is interrupted. The slides divide the photograph into individual sections, forcing the viewer to reconstruct the image. This work reflects how I think about memory as something built through small details, partial images, and fragments of a larger.

# Jo Martorana

BA, Art; BA, History



**Cochineal, Lemon, and Indigo**
**2026**
**Sculpture**
**3 x 3 x 5 ft**

An exploration of color and the limits of a single vat of dye. Each piece of silk was dyed in the same vat of color over the span of several weeks. My work is born from experimentation; the final product is a result of rolling with the punches. I love the unpredictability of natural dyes. I find comfort in leaning into the agency of the material I'm working with. Allowing myself to let go of the rigid desire to execute an idea exactly as it was conceptualized has brought joy back into creating, this work is testament to that growth.

# Audrey McCarthy

BFA, Art



**Stretch into Sunlight**
**2026**
**Stoneware, porcelain slip, found rock, glass chips, underglaze, glaze**
**8 x 8 x 25 in**

**@audspot**

Cracking, breaking, shrinking, forming, finding, pausing, resisting. Firing, fracturing, dripping, melting, pooling, fusing, breathing. Extending, exploring, reaching, searching, seeking, playing, becoming. In a medium that transitions toward permanence, I explore how we become human through continual negotiation with the forces that shape us. Accumulation and repeated firings depict how previous versions of ourselves persist within the ongoing formation of identity.

# Q McCornack

BA, Art



**Sifting Through the Darkness**
**2026**
**Canvas, acrylic paint, alcohol ink, fiber-based silver gelatin photo paper, cardboard**
**7 x 5 ft**

**@alfredissimos**

My work is an investigation of “American Identity” during the present conditions of our country. As I’ve grown older, I have become dissolution with my so-called American identity as I have become increasingly aware of the American democratic system we praise to not truly work for the people it is meant to protect. This is seen through my photography, college, sewing, painting, and multimedia combinations. I intend to continue working with multimedia and to use my art as critical analysis of current domestic social issues.

# Colleen McInerney

BFA, Product Design




**New Balance Vera LX cleat 2026**
**PLA plastic, nylon mesh synthetic upper, polyester lining, TPU film overlays, foam, marine vinyl tongue accents, EVA foam logo**

This women's lacrosse cleat was designed to support the unique biomechanics of female athletes with the goal of helping reduce ACL injury risk. Guided by research into movement patterns, pressure distribution, and cutting mechanics specific to women's lacrosse, the cleat focuses on improving stability, traction, and body alignment during rapid directional changes. The outsole pattern and stud layout were developed through iterative testing to encourage controlled movement and balanced pressure distribution while maintaining the speed and agility required for high-level play. By combining performance-driven design with biomechanical insight, the project aims to create a safer, more confident experience for female athletes on the field.

# Anabella Megard

BS, Art & Technology



**Butterfly Diptych**
**2024**
**Graphite on paper**
**14 x 17 in**

**@anabellamegard**

I work in many mediums, but traditional pencil and paper have always been my favorite way to create art. I am especially drawn to hyper-realistic drawing because of the level of detail it allows. I enjoy creating pieces that can be observed for long periods of time, revealing something new with each look. Spending hours carefully shading and refining details has become a therapeutic process for me, and seeing the finished work is incredibly rewarding. Through art, I am able to express ideas and emotions that I cannot always put into words, drawing attention to the beauty and complexity of the world around us.

# Chloe Mills

## BFA, Product Design

**Patina**
**2026**
**Wool, silk, cotton, nickel**

My collection is made up of three pieces that aim to be something that grows with the wearer and they create memories and sentimental value to. This collection encourages personal connection to the pieces by having intentional touch points that show wear through patina and become more than just a piece of clothing but a piece of one's own personal collection.



# Dewni Mirihana Arachchilage

BFA, Art & Technology



Pass-Age
2026
3D renders on paper
70 x 41 in

@dew_m_a

Pass-Age is a 3d animated multiscreen installation that explores time and transformation by following the behavior of light. The light moves, lingers, and blends through a series of rooms that evolve over time. The changes in the light's intensity, tone, and direction evoke subconscious responses, shaping how each environment is experienced.

# Gabriela Mitchell

BA, Art




**I Wish I Was Dead**
**2026**
**Acrylic paint on canvas**
**32 x 48 in**

**@audspot**

My work talks about the contrast between childhood and adulthood. My art explores the difference between innocent, carefree, naive, happy childhood, and the depression, struggles, and loneliness of adulthood. I blend these two different stages of life together to reflect upon how life mirrors itself in different stages, and how within the same environment years later the use or emotions in that space can be completely different. My inspiration comes from childhood photos. Once I finish exploring one photo I move on to the next, to begin a new exploration of that moment in time vs my life now.

# Kylie Brighton Myers

BA, Art



**Light House, Glass Life**
2026
Video

@kybrightonmyers

In my work, light is my vehicle for interpretation. As a wave emanating from an energy source, light is a distinct physical phenomenon. Throughout human history, several cultures have given light metaphysical qualities that transcend nature and our senses. In my own practice, collecting light flares is like a ritual; I am drawn to the emerging life. I've expanded my art to include music, found objects, and installations, merging photography and cinematography to create immersive experiences.

# Vicky Navarro Yoves

BFA, Product Design

**Velare**
**2026**
**Stretch silk, chiffon, tulle, spandex, TPU hardware**

Velare is a Ballroom gown layering system for female competitive dance sport athletes. Its versatile layers allow the dancer to adapt their base gown to both Latin and Smooth dance categories. Designed with the user's needs in mind, Velare allows dancers to have easy restroom access with a detachable Latin skirt and a smooth skirt with integrated hooks that help the user elevate and secure their dress out of the way, leaving only the leotard behind. The leotard has built-in custom secure hardware positioned above the crotch region for restroom access for dancers.

**@vickynystudio**
**vickynavarroyoves.figma.site**



# Sophia Newton

BFA, Art

Sentiments (Series)
2026
Hand-sawed copper
9 x 2 x 3.75 in

My series is tied to specific relationships within my body. Many elements have layers of meaning, thought processes, and paradoxes displayed through the methodical removal of metal from its sheet before assembling the work. Drawing through the material with a saw, I create physical manifestations of my emotions. Strong feelings, past experiences, and the triggers that cause emotion to become both mentally and bodily present inform the structure and placement of each piece.

@sophia_anne_jewelry



# Mal O’Donnell

BA, Art

**Forged Curves/Twisting, Curving, Melting**
**2026**
**Steel, resin, surgical tubing/steel, grip tape**
**7 x 2 ft / 5.5 x 3 ft**

The trauma our bodies go through and the stories they hide under the skin shape and crush us. A spine that has abrupt curves, organic shapes, and a gradient of shining and wet colors created by applied resins atop the vertebra are a reflection of those stories. Each steel piece was forged and hammered over 360 hours over ten weeks. Surgical tubing cold connections hold up each vertebra so they can be moved and shifted throughout the life of the piece just as a spine will degenerate and discs compress over the life of a living person.

**@Malodonnell_art**



# Hannah Oldham

BFA, Art

Pause a Moment
2026
Ceramic
18 x 24 x 50 in

I think about those quiet mornings during spring break or summer vacation when there is time to slow down and enjoy a cup of coffee or tea outdoors. Those moments of stillness, reflection, and connection to nature inspire my work. Through my art, I aim to encourage others to pause, step away from the pace of daily life, and appreciate simple experiences that bring comfort, joy, and presence. My installations create opportunities for people to slow down, gather, and reconnect with both their surroundings and each other.

hannahoart.com



# Tia Oppegaard

BFA, Art

**Understanding the Body**
**2026**
**Ceramic**
**2.5 x 4 ft**

Through light, reflection, intricate textures, and organic bodily forms, I attempt to illustrate the complexities of being human and the struggle of staying close to one's moral compass in an everchanging, ever complicating world. And through this, I sit with the sadness, the confusion, the misunderstandings, the imperfections, and find peace in chaos being constant in effort to accept my reality as my own.

**@tiaoppart**



# Lucas Palumbo

BA, Art

**Rocky Momentum**
**2026**
**Steel and wax**
**Dimensions variable**

Throughout the year many of my sculptures have reflected on nature, and how humans interact with the land around where we live and create. “Rocky Momentum,” came from the idea of how texture can be found in places that we may never have considered. Each aspect of this piece was textured by hammering forged steel directly on a limestone rock with a rawhide hammer. This process echoes the unique material and formal qualities that one might observe in an actual rock.

**@Lucas.pal05**



# Sophie Parker

BFA, Art



**Efflorescence**
**2026**
**Ceramic and glaze**
**22 x 6 x 5 in**

**@sophsceramixs**

These ceramic centerpieces serve as material reflections of the unique communities gathered at three hosted dinners. Through variations in form, scale, texture, and function, Sophie Parker translates the emotional atmosphere and relational dynamics of each group into ceramic objects. Some pieces emphasize closeness and interconnectedness, while others evoke playfulness, tension, or care. Drawing from shared experiences and collective identities, the centerpieces act as visual and tactile records of social interaction.

# Harper Pearce-Mitchell

BFA, Art



Seascape Gardens
2025
Lost wax cast in bronze
11 x 8 in

@the_enchanted_lair

I explore the chest as a site of adornment and space to explore queer and transgender bodies. I am aware of the ideals of a trans masculine person's chest and the feelings of what it is to be transmasculine in a body that no longer feels like yours. I use sculptural coral, organic forms to normalize transgender and queer bodies as natural. I combine soft coral-like forms with grid-like structures to reflect the complexity and fluidity of queer identities.

# Trina Pham

BS, Art & Technology

4x4
2026
Mixed media
Each 18 x 12 in

A series of feelings, intuitions, and physical manifestations.

@triiinaaa



# Gracie Ramirez

BS, Art & Technology

Souvenir
2026
CMYK process silkscreen
54 x 72 in

Printmakers rarely have the opportunity to participate in self-portraiture Through the process of large format CMYK printing, I hoped to show a contemporary version of what a self-portrait has come to be and how they function in our society. From digital image to tangible print, I offer a look into how participation in self-portraits can be as simple as tapping your phone or as manual as printing through silkscreen.

@graciegracegallery



# Elliott Reynolds

BFA, Product Design




**FLYGEAR**
**2026**
**Nylon ripstop PU coated, brushed polyester DWR, PETG-CF, TPU, Bemis adhesives and films, antifog clear plastic sheets, heatless seam tape**

**@archiiv.e**
**elliottreynolds.com**

FLYGEAR is a premium rain protection system engineered for the high-performance demands of professional photographers in the field. The design centers on a first of its kind hotshoe indexing bridge that securely frames the viewfinder for a precise, stable, and watertight fit. This innovation, paired with advanced textile patterning, eliminates the frustrations of traditional covers, ensuring unimpaired visibility, tactile control, and focus in any environment.

# Luc Robichaud

BS, Art and Technology




**Happiness Is a Thing Called Joe**
**2026**
**Screenprint**
**30 x 30 in**

This four-color screen print honors my great-grandfather, Joe Loprinzi, a Portland fitness pioneer whose impact on the community extended far beyond the gym. Alongside his brother Sam, he opened Loprinzi's Gym in 1948 and spent six decades training generations of athletes and members at the Multnomah Athletic Club. Through bold layers of color and graphic imagery, I celebrate his legacy of discipline, mentorship, and community. Inspired by archival photographs and family history, this piece connects personal memory with Portland's cultural history, preserving the story of a man whose dedication to health, leadership, and service continues to inspire future generations.

**@luc.robichaud**

# Hayden Rooney-Fletcher

BFA, Product Design




**Project Shiden**
**2026**
**3D Printed ASA, leather, acrylic, automotive filler and paint, OTS electronic components, and polycaprolactone**
**4.6 x 4.7 x 1.8 ft**

**haydenrf.com**
**tidalwavesdynamics.com**

With Project Shiden, I am bringing the best of tactile controls from old car interiors to the next generation of electric vehicles. I'm focusing on creating intuitive mapping of tactile auxiliary controls to allow for the buildup of muscle memory, ultimately leading to less distracted driving and more confidence in driver control. I am achieving this by taking the dynamic mapping concepts of tactile switches from older vehicles and aircraft cockpits, and combining it with the newest technology in EV platforms to allow for modern features, as well as predictable overridability.

# Lucy Rutherford

BS, Art; BS, Psychology

**A Phlegm of Slugs**
**2026**
**Ceramics**
**Dimensions variable**

I created nearly 400 ceramic slugs that explore a wide variety of color and texture. Growing up near the redwoods, banana slugs were an important part of my summers as a kid. With this piece, I wanted to bring others the same joy I feel whenever I see an awesome, slimy creature out in nature. Slugs trail slime everywhere they go; I hope my slugs leave a trail of whimsy and joy in their wake.

**@luciegoosie8**



# Luke Schafer

BFA, Art



**Fused Jewelry Collection**
**2026**
**Jewelry and metalsmithing**
**Dimensions variable**

**@lukeschafer_art**

I have a condition known as aphantasia that drastically affects how I can imagine objects in my mind's eye, necessitating that I create and explore objects with my hands instead of predetermining them in my mind. As a result, my work explores spatial relationships of geometric forms to one another and to the body as jewelry. I make a vast library of modules, experiment with these forms, then deconstruct and bisect them to create geometric compositions for the body.

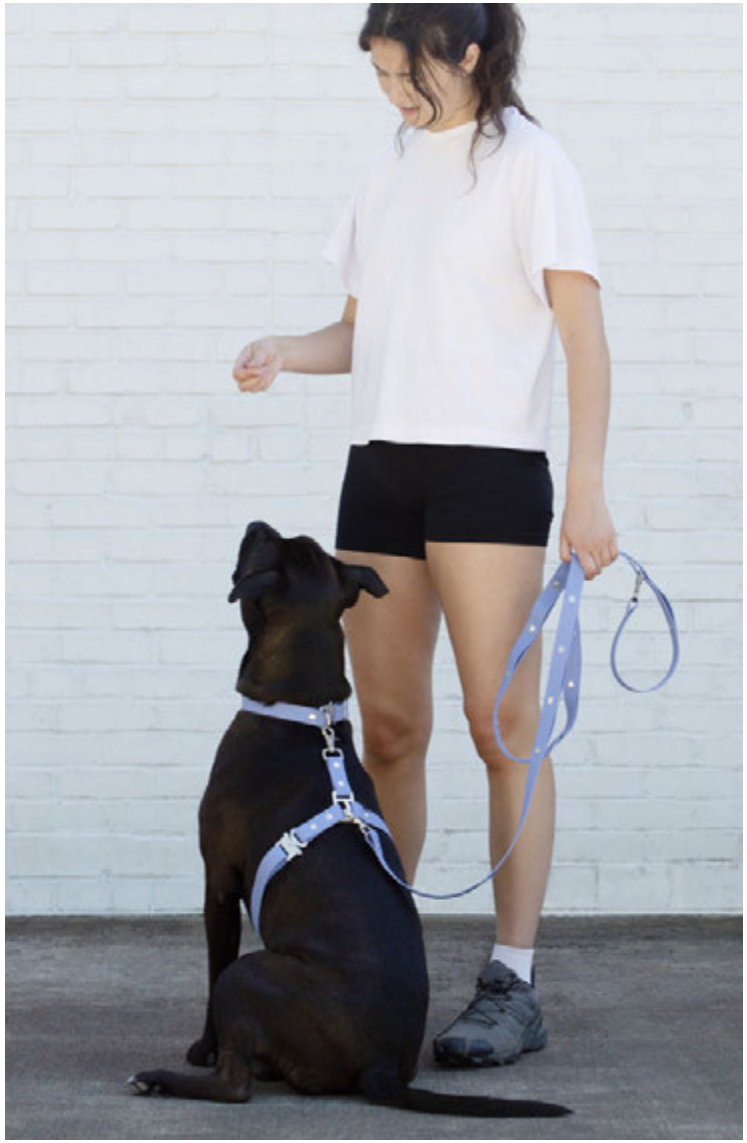
# Sydney Schutz

## BFA, Product Design

**Pack**
**2026**

Pack is a harness, collar, and leash system designed to strengthen the connection between dogs and their owners. Built with dog-conscious materials, durable construction, and custom hardware, the system prioritizes comfort, reliability, and adaptability. The harness and collar work together to provide a customizable fit and easy interchanging. The 4-in-1 leash offers security for any adventure through a fully adjustable design to create any type of leash you may need. Designed for everyday walks to long hikes, this approach works by encouraging a stronger, deeper connection with your dog through finding what combination works for your pack.

**schutzdesign.com**



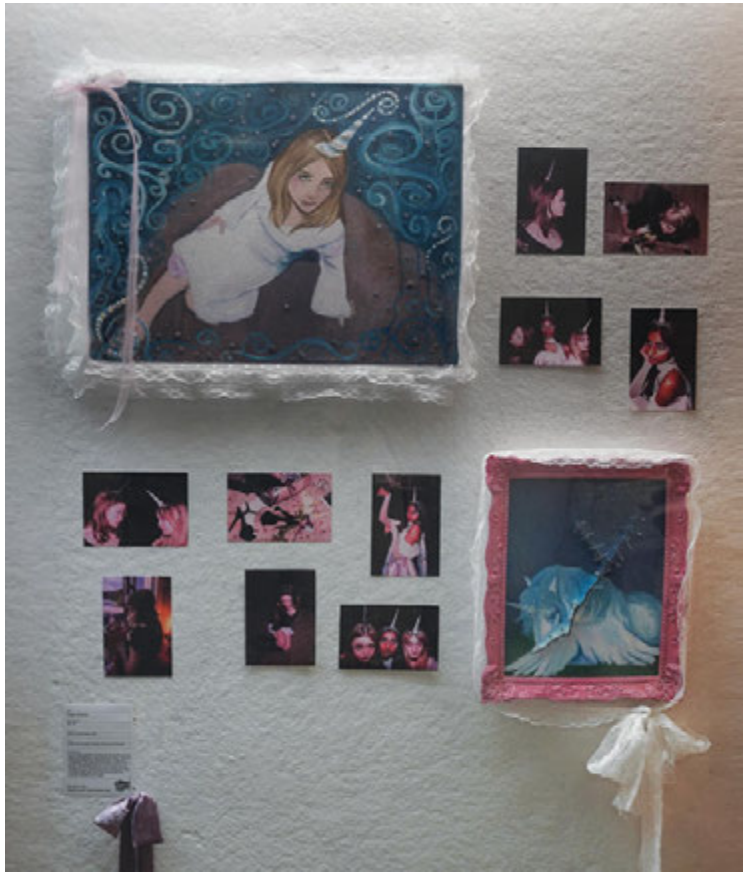
# Piper Shanks

BFA, Art

**Dear Princess Celestia**
**2026**
**Inkjet prints, oil paint on canvas, the power of friendship**
**Dimensions variable**

Dear Princess Celestia, * Friendship isn't always easy, but it is always worth fighting for. Over the past four years, I have met wonderful people whose friendships made my experience unforgettable. I also learned the importance of staying true to yourself, because that is how you find the people who truly belong in your life. Through this artwork, I explore friendship in adulthood and how it compares to the friendships we have as children. What better way to tell that story than with unicorns? Friendship truly is magic.

**@pipershanks**



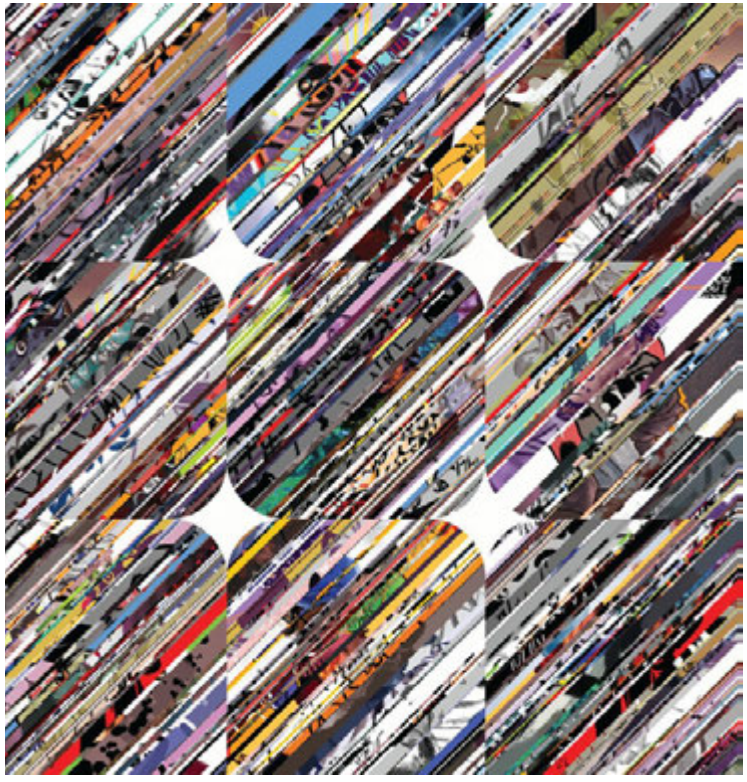
# JD Smith

BFA, Art

**The Source of Cyberlife**
**2026**
**Digital drawing**
**40 x 40 in**

This piece is a collage of over 100 unique digital drawings I've done in 2026. I've greatly abstracted them, to visualize my creative tendencies as an overarching aesthetic rather than constrained to a specific moment. Want to see some drawings, coding, and other projects I've done? Check out more at jdsmithartwork.com.

**jdsmithartwork.com**



# Riley Stevens

BS, Art

**Terraform**
**2026**
**Walnut, maple, cherry, and sapele wood with a tung oil finish and steel rods for support**
**3 x 3 x 6 ft**



These three abstract tree sculptures invite viewers to look beyond the surface and discover the concealed interiors around them. The sculptures reveal a gradient of natural wood colors ranging from soft white to deep brown. Walnut forms the outer bark, while the interior exposes layers of color and pattern. Heart-shaped forms create a flowing rhythm through each piece, reflecting my appreciation for wood as both a natural material and an artistic medium. Together, the sculptures encourage a deeper appreciation for the richness and complexity hidden within the everyday.

**@elevatedPrint**

# Maximillian Stuebe

## BFA, Product Design

**MOMENTUM**
**2026**
**Yellow birch**
**6 ft x 30 in x 32 in**

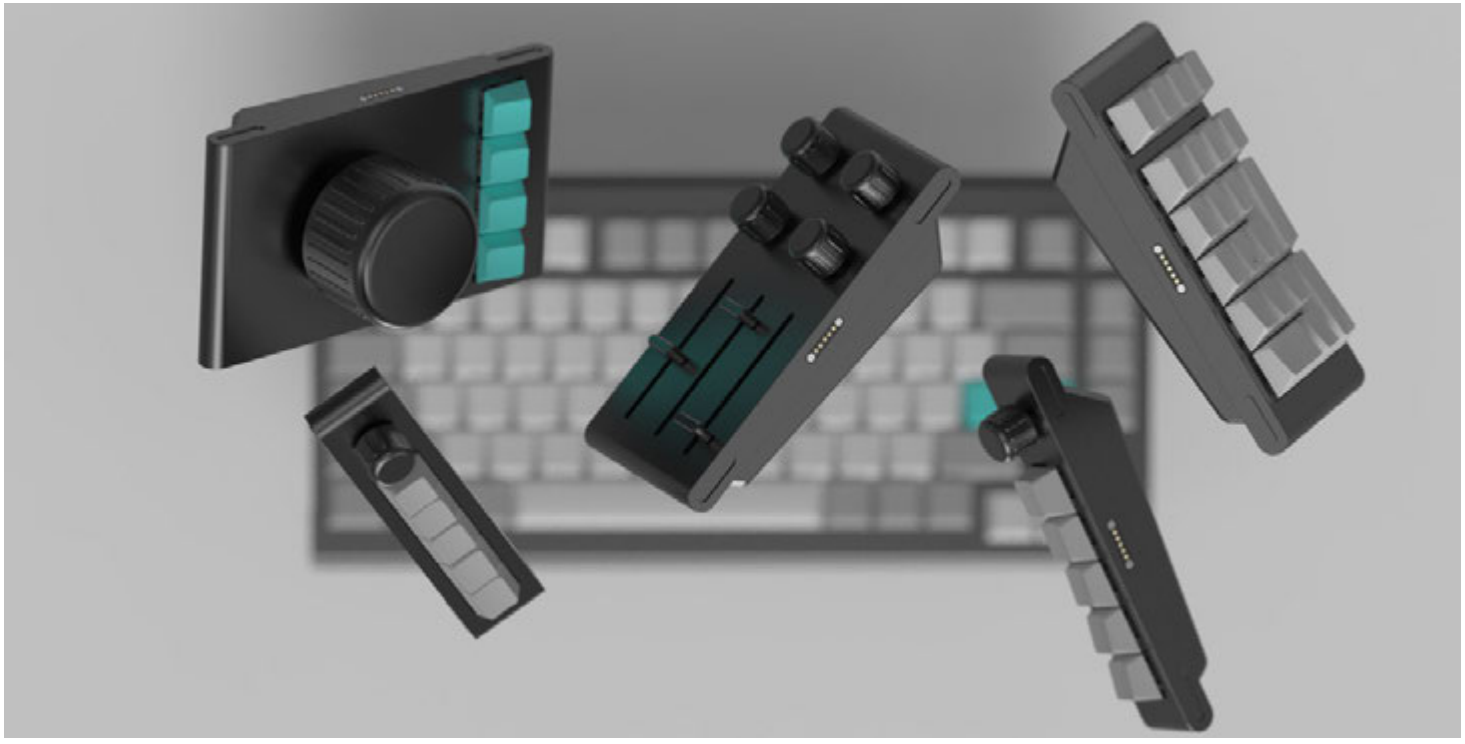
Conventional desks aren't built for the way creatives and makers work. Most of them have a single work surface and maybe some drawers which, for single-task computer users, is enough. But for makers, crafters, prototypers, and multi-media creatives, it isn't. Their tasks have physical states -materials, tools, works-in-progress- and these things cannot simply be minimized or closed like a computer tab. Every task switch forces a decision: push things aside, pile on more, or clean up entirely, with each option risking lost creative and productive momentum. MOMENTUM's storage solution mitigates the friction users encounter while managing their work as it is better suited to the way they juggle multiple, resource-heavy tasks at the same place.

**@stoob.made**
**maxsdesign.xyz**



# Adam Webb

BFA, Product Design



**Command Deck**
**2026**
**3D Printing, PLA, PETG, iron filled PLA**

**a-webb.com**

A modular keyboard system for improving user experience across a variety of workflows. Command Deck has modules tailored to specific use cases, a simple and intuitive attachment system, and it considers user ergonomics in every configuration.

# Victoria Wilke

BFA, Product Design




**LAYR**
**2026**
**Aluminum, PLA**

**vwilke.com**

This project explores a beginner-friendly music production device that makes sound layers visible and tactile, simplifying music-making and encouraging collaborative creation.

# Emily Williams

BS, Art



**What Remains**
**2026**
**Hand cut, bent, and welded round steel bar, jewelry wire, bark recovered from burned trees in the Archie Creek Fire, spray paint**
**14 x 11.5 x 6 ft**

**@audspot**

The Archie Creek Fire in Glide, Oregon, in September 2020 devastated over 130,000 acres of land, including my father's childhood home. Following the fire, the property was clearcut, leaving only a single charred and hollow stump standing. This sculpture is based on that stump and serves as a tribute to both the landscape and my father, who passed away the following year. Constructed from welded steel, jewelry wire, bark gathered from burned trees, and the original stump itself, the work explores memory, grief, and resilience through materials collected directly from the altered landscape.

# Hana Wittleder

BS, Art

**Forever Together**
**2026**
**Moments, pearl paper, crystals, blushing cheeks**
**Dimensions variable**

In a soft embrace, cushioning your pride. Feel the coldest kiss and adorn yourself with floral garlands and silver chains. I see the same fountain where I tossed filthy pennies and sometimes a dime as a child. Today, I bear my deepest wish: that when I die, flowers will take root in flesh, returning each spring. Peonies in a glass vase gaze over lakes and passing planes. A gentle scent lingers in the homes of those I love. We meet again, no longer running from who we were or who we have become bound eternally, together forever.




SPRING
STORM
2026

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