

Title of your Thesis

A subtitle if you wish

by

Your Name

ABSTRACT

Here you write a short description of 2-4 sentences summarizing what your thesis project is and what it's about. For example, a four-minute 3D animation about a young woman who comes from Korea to New York to study computer graphics at Pratt Institute and falls in love with New York City

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A thesis

Submitted in partial fulfillment

Of the requirements for the degree of

Master of Fine Arts

(Digital Arts)

School of Art and Design

Pratt Institute

May 2024

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by

Your Name

Received and approved:

_____ Date _____

Thesis Advisor – Michael O'Rourke

_____ Date _____

Chairperson – Peter Patchen

ACKNOWLEDGEMENTS

This section is optional. If you wish to thank certain people, you do it here. For example, you might say that you would like to thank your mother and father, or your wife or husband for being so... etc., etc..

LIST OF ILLUSTRATIONS

Figure

1. Description of Figure 1	13
2. Description of Figure 2	22
3. Description of Figure 3	25
etc.	

TABLE OF CONTENTS

ACKNOWLEDGEMENTS	iv
LIST OF ILLUSTRATIONS	v
CHAPTER	
1. INTRODUCTION	1
2. RESEARCH	3
Subsection	
Subsection	
3. ISSUES OF CONTENT	8
Subsection	
Subsection	
4. AESTHETIC ISSUES	19
Subsection	
Subsection	
Sub-subsection	
Subsection	
5. TECHNICAL ISSUES	23
Subsection	
Sub-subsection	
Subsection	
Subsection	

6. CONCLUSION	25
REFERENCE LIST	26
VIDEO TAPE	pocket

CHAPTER 1

INTRODUCTION

Here you start your text. In this section, you would write about any preliminary thoughts or ideas you want to introduce before getting into the body of your paper. For example, Before I describe the development of the story, I would like to first explain why I decided to choose this topic. Due to my interest in type, I etc.

We live in a blah, blah, blah.

Remember, this page is the page where you start your normal page numbering – 1,2,3, etc.

CHAPTER 2

RESEARCH

Subsection

More text, blah, blah, blah.

Here is how you can reference a long quotation. Please note that anything you quote must be also referenced at the end of your paper in the *References* section.

Notice that for a long quotation like this, you do not include quotation marks, but you do indent and single space. Notice also that titles can be put in italics. Here is the sample.

In her book, *Mind and Media: The Effects of Television, Video Games, and Computers* Patricia Marks Greenfield says,

Television and the newer electronic media, if used wisely, have great positive potential for learning and development. They give children different mental skills from those developed by reading and writing. Television is a better medium than the printed word for conveying certain types of information, and it makes learning available to groups of children who do not do well in traditional school situations-and even to people who cannot read. Video games introduce children to the world of microcomputers, at a time when computers are becoming increasingly important both in many jobs and in daily life. The interactive quality of both video games and computers forces children actively to create stimuli and information, not merely consume them. (Greenfield p2-3)

Here is a sample of how you can reference a short quotation. Notice that for a short quotation we *do* include quotation marks, but do not indent, etc. According to the research of Sheffield Hallam University, Jackie Marsh, who is an English education expert, says, "Introducing the Teletubbies into the classroom environment can have an electrifying effect on small children." (<http://www.something.com>)

Here is an example of how you can include some illustrations. Notice that the figure number is referenced from within the text. Also, notice that the illustrations are placed as close to the text referencing them as possible. Under the illustrations, write the Figure number and a short description of the illustration. The television show, *Teletubbies*, (Figure 2) is being used to help children develop reading and writing skills.



Figure 2. Teletubbies

More text, blah, blah, blah.

CONCLUSION

Here is where you draw some conclusions. You should talk about whether you are satisfied with your project now that it is finished, about how well or badly you think it succeeds, and in what ways. Also, talk about how this project does or doesn't relate to your career goals now. Anything else you feel that is relevant as a conclusion, now that you are finished.

REFERENCE LIST

Greenfield, Patricia Marks. Mind and Media: The Effects of Television, Video Games, and Computers. Massachusetts: Harvard University Press Cambridge, 1984

Kaplan, Robert. The nothing That is: A Natural History of Zero. Oxford University, Press 2000.

Perry Harovas, John L. Kundert-Gibbs 2000, Mastering Maya Complete 2 Sybex

Choi, Jae won. MAYA 2.0. Seoul: Hayanbada, 1999.

[Online] <http://www.shu.ac.uk/news/releases/aug99/teletubbies.htm>

[Online] <http://www-groups.dcs.st-andrews.ac.uk/~history/HistTopics/Zero.html>

[Online] <http://www.neo-tech.com/zero/part6.html>

[Video Tape] Sesame Street - 123 count with me 1997

[Video Tape] Sesame Street - Do the Alphabet 1969

[Video Tape] Blue's Clues - ABC's and 1, 2, 3's 1998