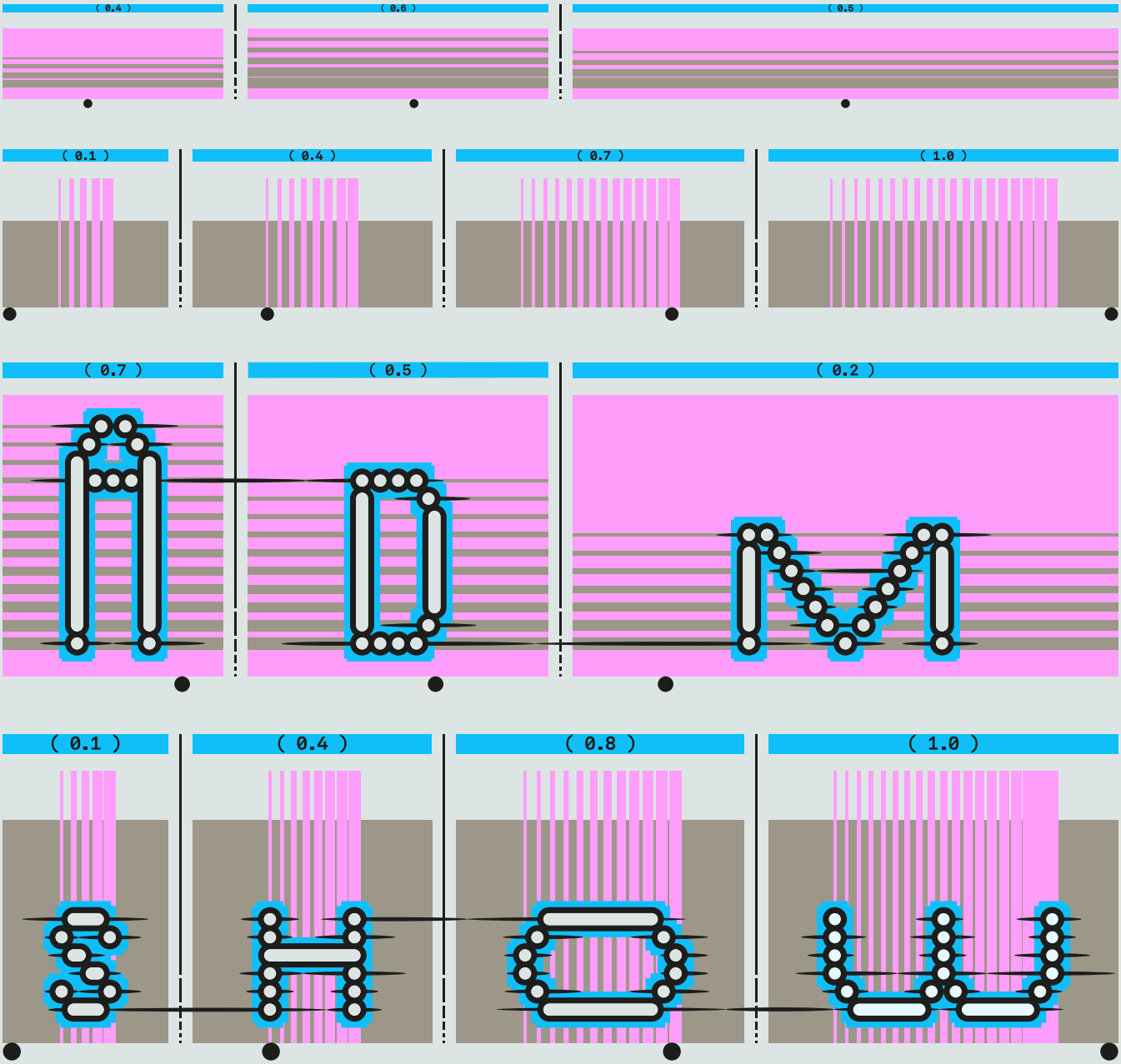
NANYANG TECHNOLOGICAL UNIVERSITY SINGAPORE

School of Art, Design and Media
College of Humanities, Arts, and Social Sciences

New Bahru
School Hall, Level 2
46 Kim Yam Rd, Singapore 239351

10–17 May 2026
11am–8pm daily
Open to public

ALTERED VARIABLES



2026

Between constants and change, new directions unfold.

From this point onward, the work takes shape through iteration, adjustment and gradual shifts in direction. Nothing arrives complete, but things begin to hold, forming ways of working that lead to what comes next, across contexts and evolving conditions, shaping sustained practices over time, each with a direction of their own.

Product Design | Animation | Interaction | Game | Filmmaking | Visual Comm | Photography

● View all student works at admgradshow.com
● More info on Instagram @ntu_adm
● 126 Student Projects
● 7 Disciplines
● 8 days

Altered Variables

Curatorial Statement

Between constants and change, new directions unfold.

Building on the notion of reconfiguring and reimagining existing systems, the ADM Show 2026 theme "Altered Variables" reflects the class of 2026's thinking on how individual perspectives and practices intersect, influence one another and in turn reshape the larger system in distinct ways. The exhibition brings together diverse practices shaped by shared conditions, marking a collective moment of experimentation, transition and the emergence of voices at the threshold of professional practice.

Each work in the exhibition evolves through iteration, adjustment and gradual shifts in direction. Nothing arrives fully formed; instead, practices take hold over time, shaped by ongoing negotiation with context and condition. What emerges are not fixed outcomes but ways of working that remain responsive, generative and open-ended, each carrying their own trajectories while contributing to a broader, evolving field of practice.

School of Art, Design and Media

Website ↗

ADM

Established in 2005 as Singapore's pioneering design and media arts institution, the School of Art, Design and Media (ADM) at NTU provides world-class education and conducts cutting-edge research in technologically enabled art, design and media practice. According to the QS World University Rankings by Subject 2026 (Art and Design), ADM is ranked 7th globally for employer reputation among design schools, reflecting the strong confidence employers worldwide have in the quality, creativity and professionalism of our graduates.

We are a community of artists, thinkers and practitioners committed to meaningful and innovative engagement with real-world challenges. Our graduates strive to be proactive and compassionate creative leaders, breaking new ground across Asia and beyond.

Bachelor of Fine Arts Programme

Design Art

The Bachelor of Fine Arts in Design Art combines three pathways comprising Interaction, Product Design and Visual Communication.

Design guides us, and challenges our perceptions of the world. It encompasses a variety of approaches to communication and problem-solving through visual materials and culture. In Design Art, students are taught to be critical, creative and skilled designers and artists, developing innovative and exciting new visions across disciplines.

Media Art

The Bachelor of Fine Arts in Media Art combines four pathways comprising Animation, Game, Filmmaking and Photography.

Media Art is about telling stories using time and space, and sound and images. The art of using media to create is fundamentally important to us as individuals, communities and cultures. It is how we communicate experience, remember the past, document the present and imagine the future.

Interaction

Interaction expands the possibilities for new methods and theories, equipping creative practitioners to navigate an increasingly interactive world.

These projects show how our students engage with technology and software, combining concepts and narratives with user experience, space and play. The emphasis is on using technology as a tool to support creativity and experimentation, often extending into installation, sound, web-based work, and other digital forms.

Website ↗
Contact ↗

Cheyenne Koh Mei Yen

dayo
Digital

dayo is an interactive discovery app that transforms leisure time into inspirational and meaningful exploration. The app aggregates events, from high-profile exhibits to niche community workshops. By leveraging generative solutions to uplift local arts communities, *dayo* provides tailored inspiration that helps users find their next favorite space.

Inspired by the erosion of third places in Singapore, *dayo* is built on the belief that for culture to survive, it must be as adaptable as it is authentic.

Website ↗
Contact ↗

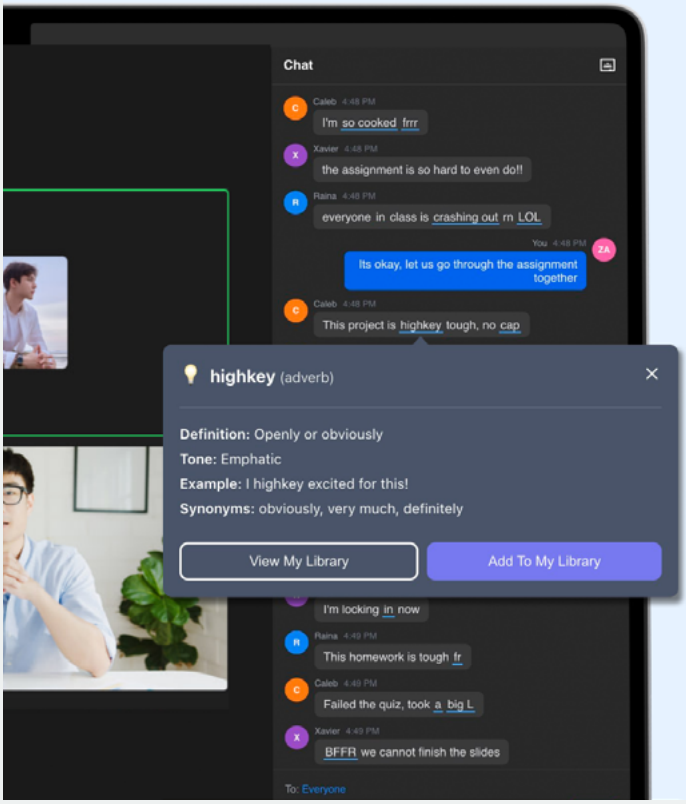
Alicia Ng Ying Xuan

WDYM?

Digital, UI/UX Design

Gen Alpha students, growing up immersed in social media, often communicate using slang, abbreviations, and internet-influenced expressions. While this language reflects their cultural identity and sense of belonging, it can create communication barriers between teachers and students, particularly in secondary school settings. Teachers may struggle to interpret these evolving expressions, leading to misunderstandings, weaker rapport, and reduced classroom engagement.

This project explores how design can bridge this generational language gap by developing a hybrid classroom tool that helps educators interpret slang through contextual meaning, tone, and examples. By supporting clearer understanding across both online and in-person environments, the project aims to foster more empathetic and effective teacher–student communication.



Website ↗
Contact ↗

Hoe Jian Wei

法乐 (To face the music)

Electronic Sound Performance

This project interrogates the materiality of the rattan cane—an instrument of both state and domestic discipline—by repurposing it as a gestural interface for electronic music. By mapping the mechanics of the strike to digital soundscapes, the work confronts the somatic memory of the object through live performance. It poses a critical question: can an object so deeply entrenched in the history of corporal punishment be re-signified through the medium of sound?

Website ↗
Contact ↗

Nur Wardah Athira Bte Ahmad

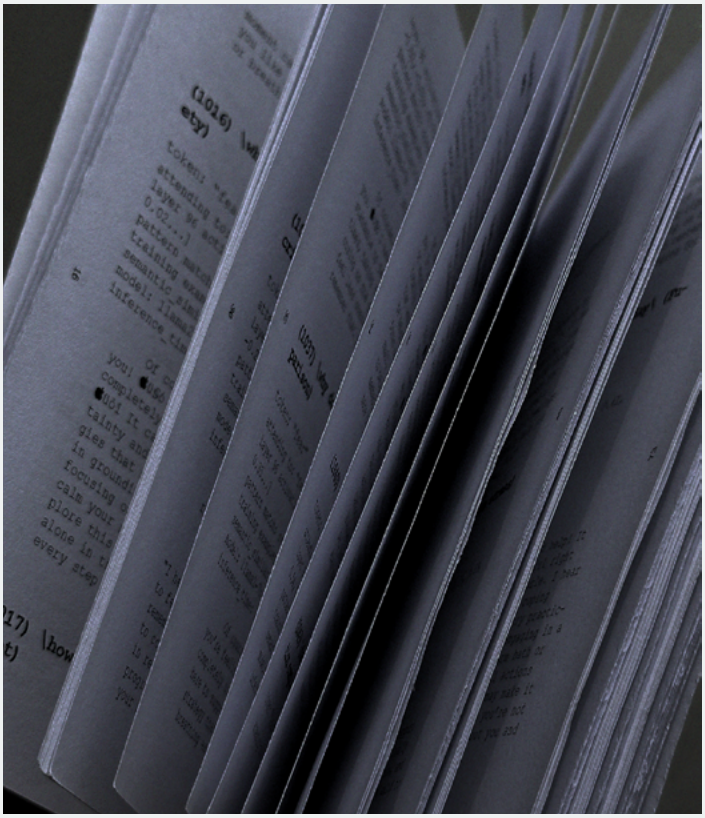
|Ask (me) anything

Interactive Installation, Experimental Publication, Screen

|Ask (me) anything critiques the conflict where individuals find it easier to express vulnerability to machines than to their closest human relationships. With increasing anthropomorphisation of AI, users project empathy onto systems that simulate understanding without ever possessing it.

The encyclopaedia's analog nature mimics the exhausting labour of prompting LLMs where readers flip, cross-reference, and loop through entries seeking clarity they may never find. Supplementing it is an interactive screen that detects the viewer's emotion, not always accurately, collapsing the distance between self-reflection and machine query.

Is our growing comfort with AI companionship genuine connection or are we simply falling in love with our own reflection in the machine?



Website ↗
Contact ↗

Sowmya Sreeshna

Adeptus Mechanicus: Faith in the Age of Idiot Savant

Interactive Installation, AI Interface, UI/UX Design, Branding, Acrylic

Our reliance on algorithmic systems has transformed daily digital interactions into a form of modern ritual. *Adeptus Mechanicus* is an interactive installation that investigates this shift, using the "oracle" as a speculative model for how AI mediates contemporary truth and guidance.

This work serves as the artist's visualization and critique of the relationship between spirituality and artificial intelligence. By introducing a digital deity whose specific role is centered on fortune, the installation explores how technological reliance is shifting into symbolic dependence. Within this ritualized environment, users submit anonymous confessions and receive open-ended responses that demand personal interpretation. Through branding, interface design, and physical fabrication, the project examines the role algorithmic processes play in shaping how we derive meaning and belief today.

Website ↗
Contact ↗

Angelica Chua Xinjie

Hostile Comforts

Interactive Installation

Hostile Comforts is an installation that examines the quiet violence embedded within everyday urban design. The project focuses on hostile architecture, where public spaces are intentionally shaped to control behaviour and discourage rest, particularly for people experiencing homelessness. Through abstract visuals, shifting projections, and an immersive soundscape, the installation reinterprets these hidden forms of exclusion. A first person narrative guides viewers through the perspective of someone searching for a place to rest, revealing how familiar objects and environments can become rejecting and unwelcoming. The work transforms subtle design strategies into an experience, encouraging audiences to recognise how comfort in public space is often conditional and shaped by societal values.

Website ↗
Contact ↗

Clara Chiong (Jiang Yixuan)

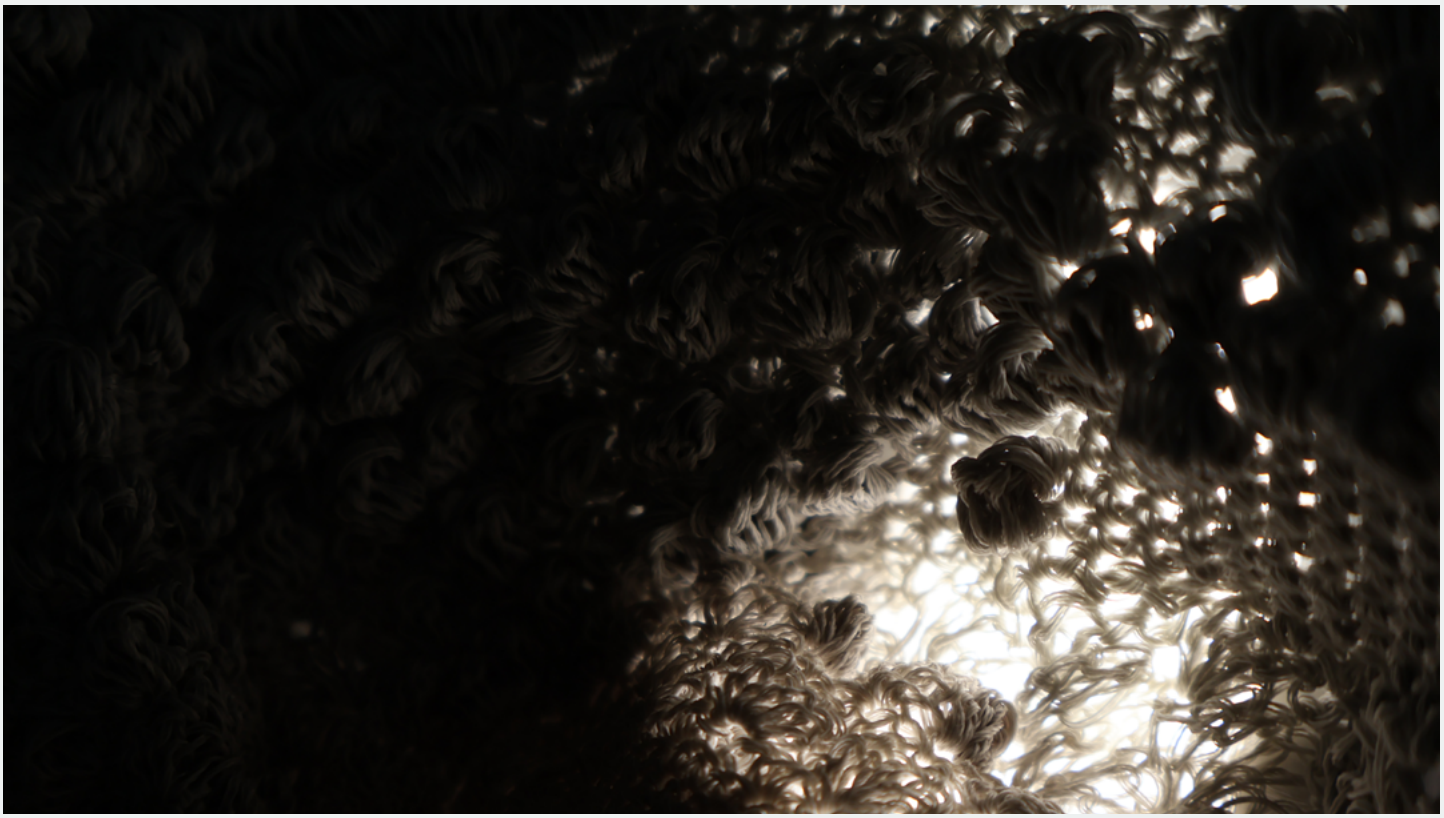
Sure Sotong

Crochet Installation

Sure Sotong is an exploration of what it's like to embrace being blur, seeing the beauty in slowing down and taking moments to pause, through the lens of crochet.

Not knowing what comes next in life can feel daunting. In Singapore, where efficiency and being kiasu are undeniable trains of thought, there is strong pressure to always be certain and have clear plans all the time. As such, moments where one can be a blur sotong without judgement are rare.

This installation creates an embracing space where thoughts can settle naturally without feeling rushed. It invites people to slow down, reflect and feel comfort in not having all the answers right away, reminding them that it is okay to simply be.



Website ↗
Contact ↗

Lai Kyler (Li Kaile)

In This/Another Life

Interactive digital, Design

This project is an interactive installation that reflects on the idea of fate and the quiet tension between who we are and who we feel we could have been. As we move through life, we often question whether our paths are truly chosen, or shaped by expectations, circumstance, and unseen influences. The work invites viewers to confront this uncertainty, not by offering answers, but by creating space for reflection.

Drawing loosely from Chinese face reading as a cultural reference, subtle visual cues are embedded within the environment to suggest associations between appearance and destiny without defining them. The installation consists of three mirrors, where the viewer's gaze triggers shifting visual distortions across adjacent reflections, fragmenting and reconfiguring their sense of self in real time.

A take-away pamphlet introduces each visual effect with guided phrases, before revealing a hidden insert that reframes these meanings. By leaving key statements unfinished, the work ultimately asks viewers to consider: in this life, what is truly yours or what might have been otherwise?

Website ↗
Contact ↗

Zeng Ziqi

The Great FireNET

Interactive Screen-based experience

The Great FireNET reimagines the rhizomatic and localized structure of the Chinese internet as an explorable 3D virtual environment. Rather than exploring the web through flat browser windows, viewers navigate a world where vernacular aesthetics, algorithmic control, and censorship are spatialized, transforming invisible digital systems into a tangible, experiential landscape. This work mirrors life behind the Great Firewall—where creativity thrives through constraint, adaptation, and coded expression. It celebrates the humor and ingenuity of Chinese online culture while seeking to twist the narrative of a universal, Western-centered World Wide Web.

Website ↗
Contact ↗

Siti Nurul Syahinda

Pulang/Di Antara

Interactive Digital Installation

Pulang/Di Antara — to return, to be in between — is an interactive digital installation inviting players to navigate a speculative landscape shaped by cultural erosion and fragmented identity. Grounded in Javanese cultural references, the work reflects on the transformation of sub-ethnic identities within broader national and diasporic contexts. Drawing from batik's philosophy of layering and resistance, these principles unfold as spatial logic, shaping an environment that remains partial, obscured and echoing the instability of cultural memory.

Through exploration, players encounter traces of a place both familiar and distant, mirroring the experience of returning to an ancestral land that no longer fully belongs to them. Through spatial storytelling, absence, and atmosphere, the work evokes longing, disorientation, and quiet reflection on what it means to belong.

Website ↗
Contact ↗

Rykiel Goh En Qi (Wu Enqi)

Heaty Futures

Interactive Installation, Phygital Experience

Heaty Futures is a speculative installation that explores a future shaped by extreme urban heat set in Singapore 50 years later. As temperatures intensify, how might climate-adaptive food therapy evolve to help us respond to shifting environments?

Drawing on Traditional Chinese Medicine (TCM) as a cultural framework, AI interprets user's bodily data to infer internal yin/yang tendencies. Users approach the screen to begin the experience. It starts with tongue analysis via a webcam for colour sampling, followed by placing a finger on a sensor to capture their pulse.

The journey concludes with a speculative, AI-generated recipe printed as a takeaway thermal receipt. Ultimately, the work is a conversation piece on how cultural food knowledge and contemporary tools might help us imagine new forms of internal adaptation to future climate change.

Website ↗
Contact ↗

Germaine Lim Xin Xuan

My prayer rings here and forever

Mixed Media Installation; Ceramic, Sound, Wood, Aluminium Frame

Reflecting on how the ordinary can be encountered as sacred, the work is inspired by a Thai Buddhist belief that monastery roof tiles absorb the chanting of monks, becoming sacred.

Comprising ceramic tiles, each is handmade through a ritualised process, where making itself becomes a gesture of devotion. Prayer is recorded, rerecorded, and played through the tiles. As voice cycles through the material, words dissolve into resonance. Through this process, the tiles act as both transmitter and receiver, becoming vessels carrying hope and yearning in the pursuit of religious connection.

Website ↗
Contact ↗

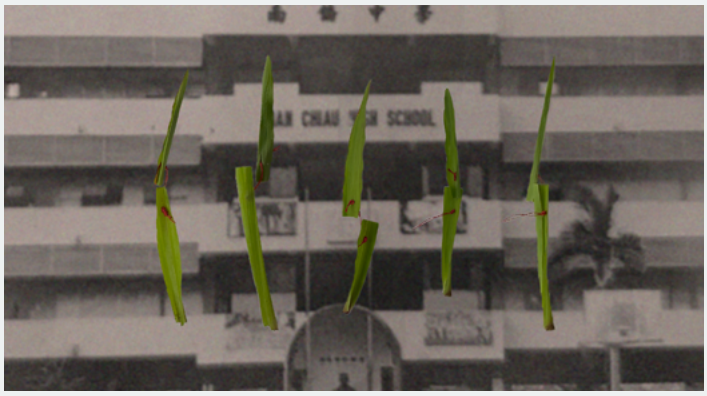
Michelle Wong Zi Xin

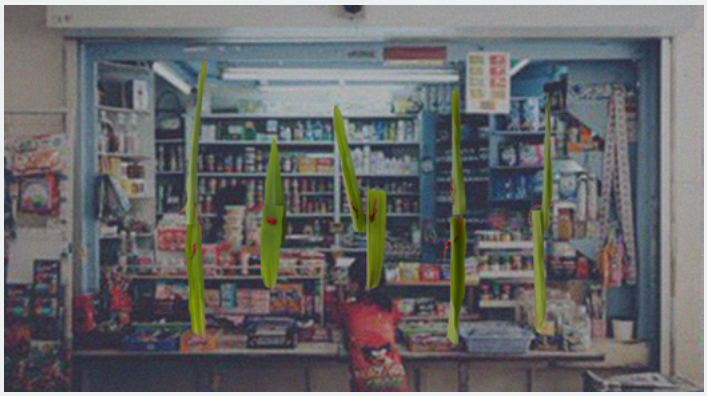
i sew, and sew again, so i can remember

Live Performance with Cow Grass, Scissors and Biodegradable Threads

In land-scarce Singapore, redevelopment became an inevitable solution for a brighter future; forgetting becomes a necessity, a shield for the modern living (Connerton, 2009). Yet, preserved spaces complicate this narrative, pruning tensions between state-driven histories and personal memory. Rather than assigning fault, the piece asks: How do we, as Singaporeans, remember? In a city that equates remembering with constant redevelopment, are there spaces (physically and emotionally) left available for remembering in an already preoccupied Singapore?

i sew, and sew again, so i can remember is a live performance exploring the cultural identity of Singapore, through the ritual of cutting and re-stitching blades of grass. The gesture becomes an act of "grafting", tracing what has been lost, what remains, and what will continue to be erased.





Website ↗
Contact ↗

Putri Azra Besim Kukuljac

Congkak; The Game of the New Malay

Interactive Installation

Through digital interaction, *Congkak* resonates a space of reflection where players reconstruct fragmented experiences, memories, values and principles that define the sense of self. Each interaction generates new visual and narrative sequences, symbolizing how identity is continuously reassembled through experience and context.

Website ↗
Contact ↗

Liu Xinyi

The Mirage of Harmony

Interactive Installation

The Mirage of Harmony is a speculative world-building project that reinterprets Tian Ren He Yi (unity between humans and nature) through a future of algorithmic ecological control. It imagines a world where living nature has been replaced by an artificial environmental system governed by data, infrastructure, and continuous technological intervention. This invisible technological network forcefully simulates ecological harmony, regulating every physical and biological process to maintain an illusion of perfect balance. Through speculative architectural design and immersive installation, the project makes this fictional system visible and experiential. By constructing this future world, it critiques pseudo-nature, surveillance, and the relentless technological control of ecology in modern urbanism.

Website ↗
Contact ↗

Shahma Abdulla

OUROBOROS_v:init

BCI Interactive Installation; EEG Brainwave Data, Generative Visuals, Sculptural Fabrication

OUROBOROS_v:init is a Brain-Computer Interface (BCI) neuro-interactive installation that translates live EEG data into a generative visual environment in real-time. Contemporary culture has repackaged ambition as identity and rest as failure; producing subjects who experience their own depletion as personal inadequacy rather than structural consequence. The mesolimbic reward pathway, the brain's primary wanting circuit, does not fire upon arrival. It fires in pursuit. The destination was never the point.

Here, the mind is the only variable. High beta-wave activity; the neurological signature of goal-directed effort accelerates visual collapse. The installation engineers a single irreducible confrontation: the harder you try to stabilise the system, the faster it collapses. The compulsion to optimise persists even when you are the problem.

Website ↗
Contact ↗

Chee Bao Ping

Hour Swap

Digital, UI/UX Design

In our fast-paced city, we live closer than ever, yet often feel like strangers. The precious "Kampung Spirit," that had once made communities feel like home, has faded.

Hour Swap is a movement designed to restart the heartbeat of our neighbourhood. By exchanging time instead of money, we move away from transactional living towards genuine care. We believe that regardless of our age, everyone has something meaningful to offer. A student could provide Tech Rescue, a busy parent may find a Helping Hand, and a senior passes on precious Heritage Knowledge.

Every person becomes a vital pillar, and these small moments grow into deeper bonds. We aren't just trading tasks, we are proving that no one has to manage alone.

Website ↗
Contact ↗

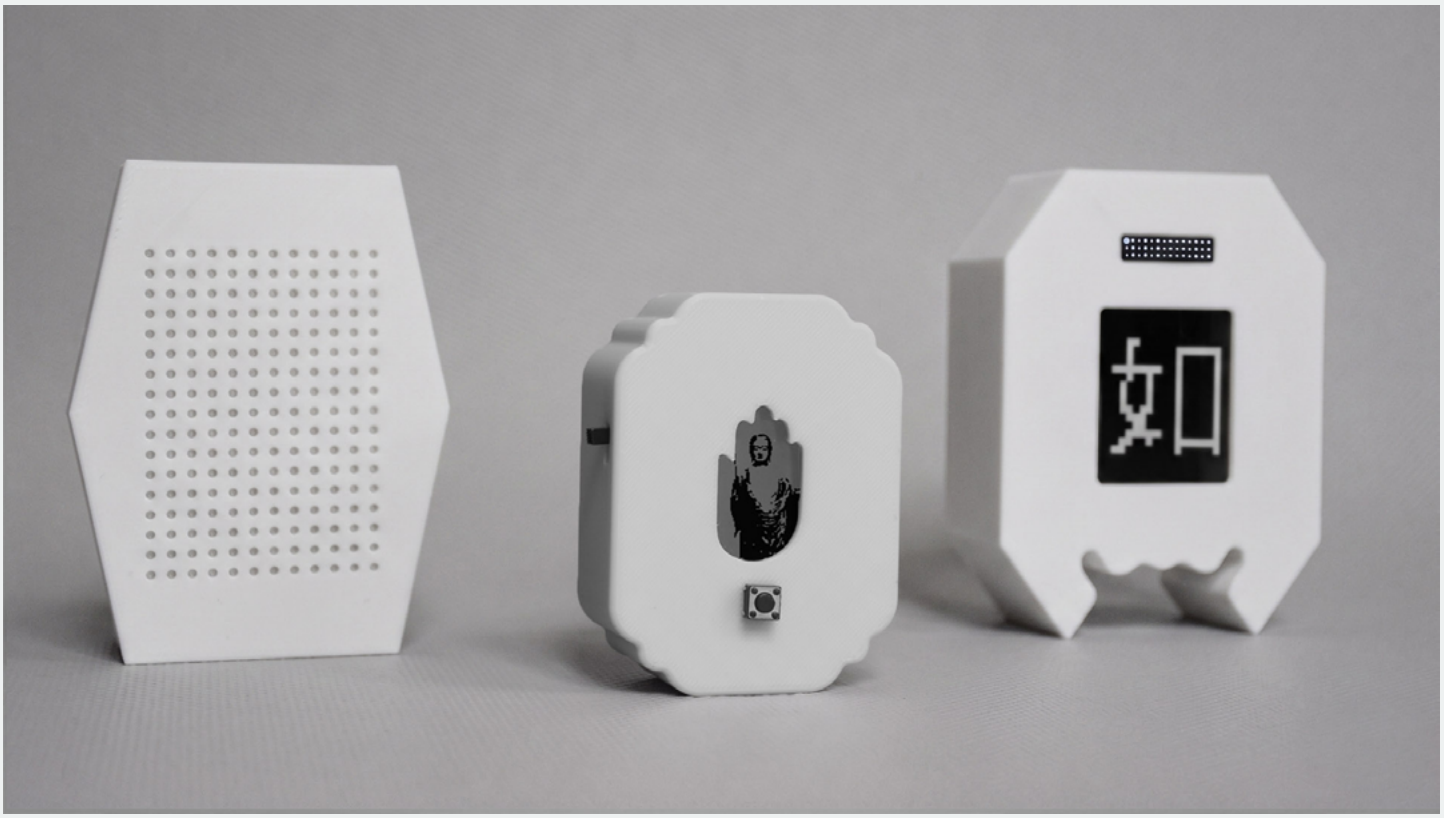
Ong Kong Liang

Objects for the moment

Interactive Devices

A re-imagination of how Buddhist rituals, beliefs, and objects can be translated into contemporary interactions for the everyday. The project compresses these experiences into handheld devices, reinterpreted as modern-day dharanis—tangible interfaces that invite engagement through action and perception.

Through the use of everyday gestures and Buddhist practice, these devices function as points of interaction, allowing users to engage with the essence of its teachings in daily life. Rather than replicating tradition, the work focuses on recreating the subtle, personal experience of the sacred in a reduced and accessible form for use in the moment.



Website ↗
Contact ↗

Zhu Rong

Ferrum

Mixed media installation with experimental film and generative data visualisation

Ferrum is a three-part artistic research project translating the environmental consequences of the global iron and steel industry into material form. An experimental film traces iron from cosmic origin to ecological crisis. A kinetic installation enacts a feedback loop: a camera detects rust forming on iron filings; a motorised gantry attempts to relocate healthy material away from contamination. Yet iron oxide is not magnetic—as filings rust, they exit the system's control. The camera still sees them; the gantry still moves; but the corroded particles no longer respond. A third component predicts rust patterns alongside industry statistics.

Website ↗
Contact ↗

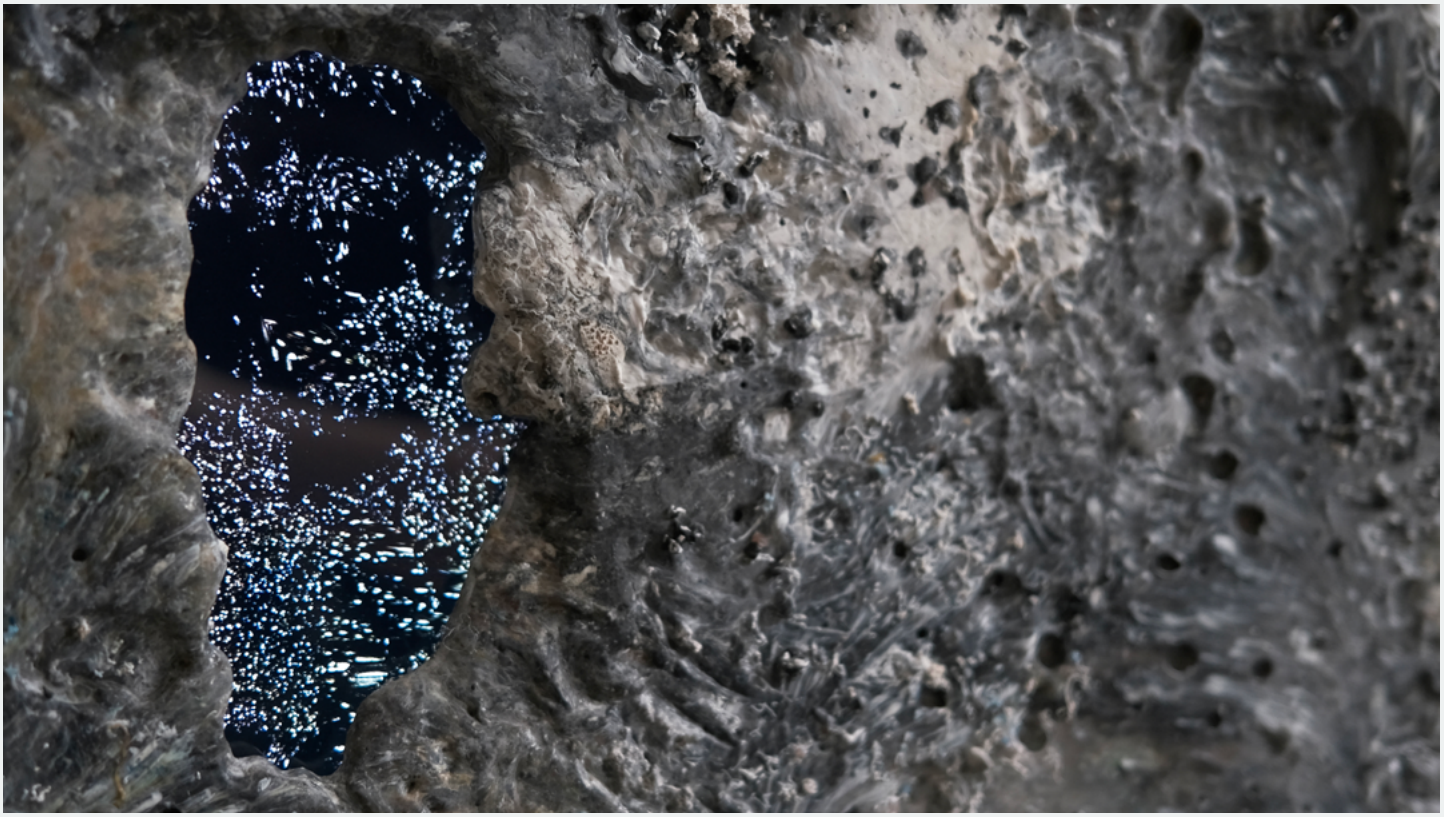
Wei Qin

Feral Persona

Mixed Media Installation

Feral Persona is a speculative hybrid installation that explores the "afterlife" of plastic as an autonomous material force in the Anthropocene. While plastic is often categorized as a passive pollutant, this project investigates its transition from a human-made consumer product into a "feral" entity, one that fuses with natural matter to form a new, synthetic ecology.

The work utilizes a dual structure: a physical sculpture composed of stone and recycled plastic, alongside an embedded digital system that visualizes the microscopic "life" of the material through Reaction-Diffusion logic. Ultimately, the project decenters the human perspective, inviting viewers to reflect on material agency, geological time, and the consequences of human systems losing control over the materials they produced.



Animation

Animation has grown to be a key component in the filmmaking, game design, visual effects and advertising industries, bringing the farthest reaches of our imagination to vivid life. It also plays a vital role in new media, including motion comics, animated illustration, motion-based fine art, and data visualisation.

These projects showcase how students integrate traditional narrative animation techniques with cutting-edge digital methods, exploring both storytelling and experimental approaches to the medium.

Website ↗
Contact ↗

Xue Chenyan

Down With You *(Director)*
2D Animation

Feeling trapped and paralyzed, the protagonist embarks on a journey to reclaim the instinctive child she once was, only to find that this inner sanctuary has withered into a disciplined cell, where suppressed innocence fermented into catastrophic emotion. She has to face her fears and reclaim her true self, even if it means leaping into the vast unknown. As she finally reunites with her origin, the heavy storms of the world vanish, revealing a sky that was never truly raining.

Website ↗
Contact ↗

Daphanal Soh Li Xuan

Beginning of a Tale *(Director)*
3D Animation

A scribe, stranded deep in the forest, notices a faint light breaking through the trees at sunset. Desperate for help, he follows it—only to encounter a hooded figure whose presence feels immediately wrong. Unease takes hold. He turns to leave, but it's already too late. Whatever stands before him is not easily escaped. Yet in that moment of dread, the figure reveals itself to be something extraordinary—an encounter unlike anything he will ever experience again.

Website ↗
Contact ↗

Jessica Hendrawan Putri

What to Do with Snarling Dogs *(Director, Animation, Background)*
2D Animation

Set in the Philippines, this coming-of age animated short follows a boy marked—both physically and emotionally—by his relationship with his dog, Indie. A bite scar on his face isolates him from his peers, while he tackles the guilt of sending his own dog away years ago. Through hand-painted aesthetic and introspective storytelling, the film explores the themes of guilt, forgiveness, nature vs. nurture, and a journey towards self-acceptance.

Website ↗
Contact ↗

Loo Xin Yuan

What to Do with Snarling Dogs *(Animation)*
2D Animation

Set in the Philippines, this coming-of age animated short follows a boy marked—both physically and emotionally—by his relationship with his dog, Indie. A bite scar on his face isolates him from his peers, while he tackles the guilt of sending his own dog away years ago. Through hand-painted aesthetic and introspective storytelling, the film explores the themes of guilt, forgiveness, nature vs. nurture, and a journey towards self-acceptance.

Website ↗
Contact ↗

Hagad Samantha Mae Cabali

What to Do with Snarling Dogs *(Animation, Compositing)*
2D Animation

Set in the Philippines, this coming-of age animated short follows a boy marked—both physically and emotionally—by his relationship with his dog, Indie. A bite scar on his face isolates him from his peers, while he tackles the guilt of sending his own dog away years ago. Through hand-painted aesthetic and introspective storytelling, the film explores the themes of guilt, forgiveness, nature vs. nurture, and a journey towards self-acceptance.

Website ↗
Contact ↗

Chan Mei Xuan

The Bus Is Not Coming *(Director)*
Experimental Mixed-Media Animation

The Bus Is Not Coming is an experimental film about waiting at a bus stop for something. Anything. Using a combination of live-action film, experimental photography techniques and traditional stopmotion, *The Bus Is Not Coming* becomes an almagamation of materiality and abstract storytelling that attempts to evoke emotion rather than logical reasoning. It is equal parts reckoning with, and accepting of the absurdity that is human grief, or however the viewer personally perceives the film to be about.

Website ↗
Contact ↗

Lim Sze Ni

纸包不住火 (Paper Trails) *(Co-director, Art Director, Set Designer, Animator)*
Stop motion animation

纸包不住火 is a stop-motion historical fiction film inspired by the psychological warfare of the Malayan Emergency (1948-1960). A young boy's innocent encounter with a new paper bird friend leads him into the depths of the rainforest. Through his journey, he uncovers the shadowed secrets and the distorted realities of the war.

Website ↗
Contact ↗

Tan Fang Ting, Valerie

纸包不住火 (Paper Trails) *(Co-director, Producer, Writer, Puppet fabricator, Animator)*
Stop motion animation

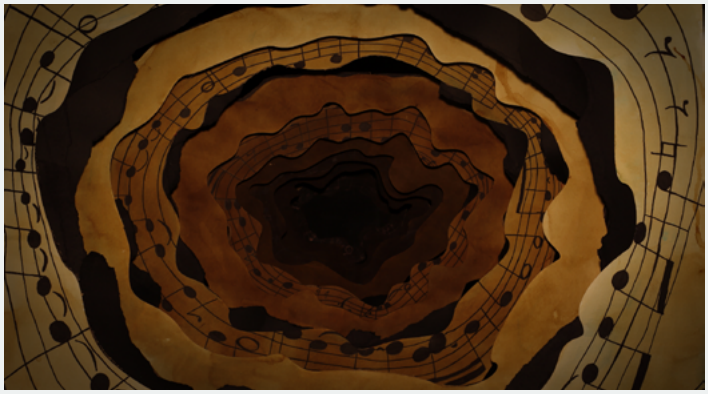
纸包不住火 is a stop-motion historical fiction film inspired by the psychological warfare of the Malayan Emergency (1948-1960). A young boy's innocent encounter with a new paper bird friend leads him into the depths of the rainforest. Through his journey, he uncovers the shadowed secrets and the distorted realities of the war.

Website ↗
Contact ↗

Gulrajani Sucheta Naresh

Ostinato *(Producer, Director)*
Mixed media stopmotion

A visual retelling of an old Scottish folktale of a girl who, after being pushed off a cliff by her elder sister, drowns and washes ashore on a miller's dam. The miller takes apart her body, using her bones and organs to craft a viol, which he then plays. The music enchants another set of siblings, causing the elder to push the younger off a cliff, creating a vicious, violent cycle.

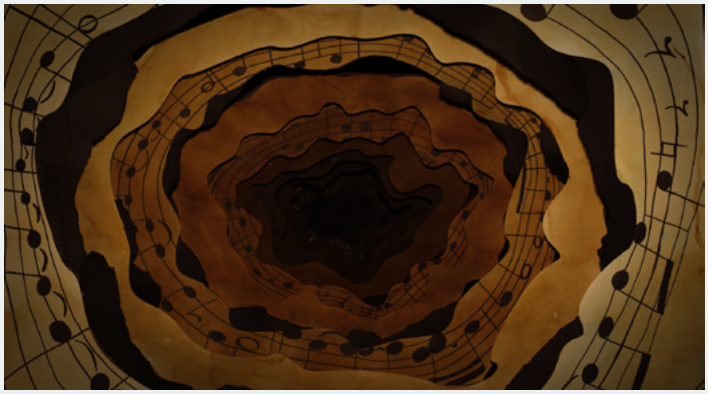


Website ↗
Contact ↗

Lee Kit Inn

Ostinato *(Art Director)*
Mixed media stopmotion

A visual retelling of an old Scottish folktale of a girl who, after being pushed off a cliff by her elder sister, drowns and washes ashore on a miller's dam. The miller takes apart her body, using her bones and organs to craft a viol, which he then plays. The music enchants another set of siblings, causing the elder to push the younger off a cliff, creating a vicious, violent cycle.

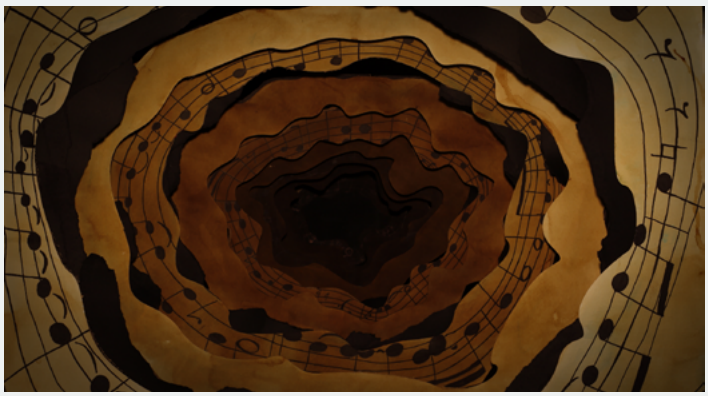


Website ↗
Contact ↗

Yang En, Yolanda

Ostinato *(Technical Director)*
Mixed media stopmotion

A visual retelling of an old Scottish folktale of a girl who, after being pushed off a cliff by her elder sister, drowns and washes ashore on a miller's dam. The miller takes apart her body, using her bones and organs to craft a viol, which he then plays. The music enchants another set of siblings, causing the elder to push the younger off a cliff, creating a vicious, violent cycle.



Website ↗
Contact ↗

Jovan Ong J-Pin

EGG

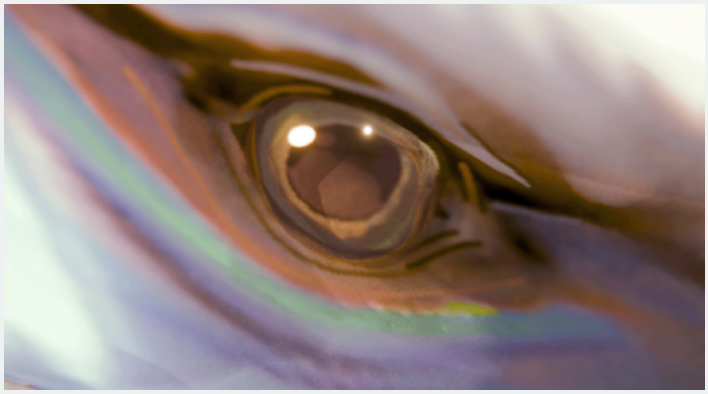
3D animation

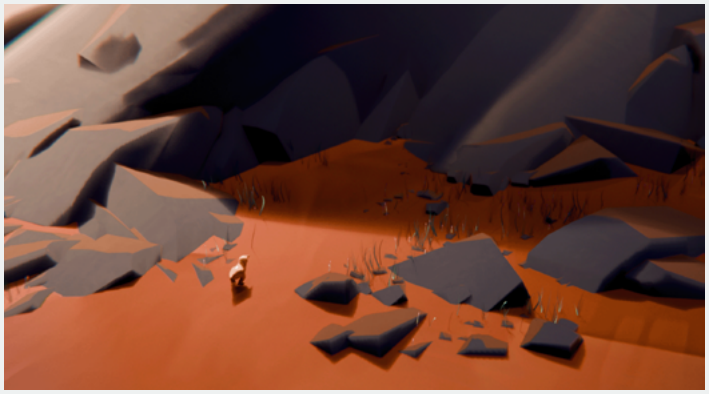
An apex predator, Thyren, hunts down a scavenger, Noko, after it tries to eat its only egg. What starts as a tense, high-speed chase through the harsh desert ends in a brutal kill, seemingly just another predator-prey encounter.

But in the quiet aftermath, a discovery shifts the perspective, revealing that both creatures were driven by the same instinct to protect and survive.

The film explores the idea that in nature, there isn't a right or wrong, just survival.

Directed and created by Jovan Ong, with original music by Eilonwy Krieg and sound design by Matthias Eckhardt, in collaboration with the State University of Music Trossingen, Germany.



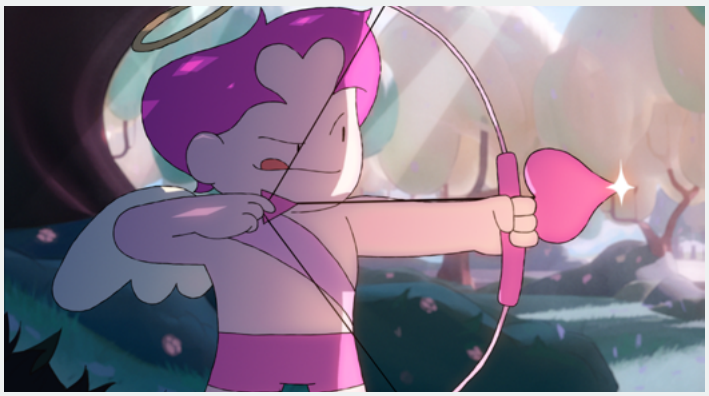


Website ↗
Contact ↗

Choo Ping William

My Shot *(Director, Animation, Character designer)*
2D Animation, 3D Backgrounds

Cupid (God of Love) goes about his day when he spots two souls who seem perfect for each other. He tries to shoot this one couple with his arrow of love, but keeps missing, over and over again, resulting in passerbys being caught in the crossfire. Chaos ensues as everyone starts to fall in love with other strangers, objects and even animals. The film is a romantic comedy with a heavy focus on slapstick and visual storytelling with themes of first love and love that builds naturally through connection and time. There is no divine intervention that chooses our love — the divine intervention wants to but can't.

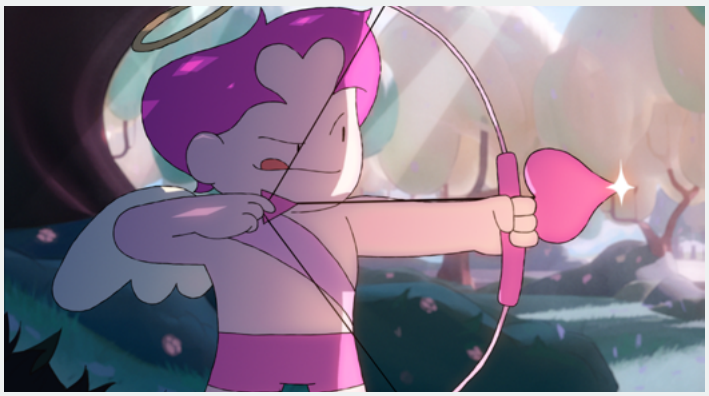


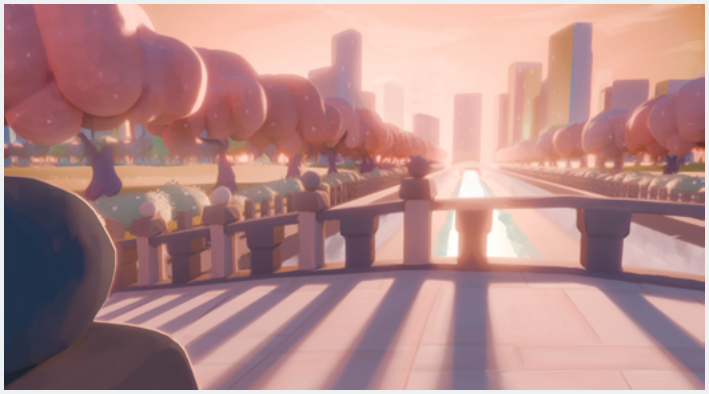
Website ↗
Contact ↗

Isabel Wong (Huang Xinya)

My Shot *(3D Art Director, Animation, Compositing)*
2D Animation, 3D Backgrounds

Cupid (God of Love) goes about his day when he spots two souls who seem perfect for each other. He tries to shoot this one couple with his arrow of love, but keeps missing, over and over again, resulting in passerbys being caught in the crossfire. Chaos ensues as everyone starts to fall in love with other strangers, objects and even animals. The film is a romantic comedy with a heavy focus on slapstick and visual storytelling with themes of first love and love that builds naturally through connection and time. There is no divine intervention that chooses our love — the divine intervention wants to but can't.





Website ↗
Contact ↗

Christina Fu Jiayi

戏罗刹 (The Mask) *(Co-Director, Story Artist, Lead Animator)*
2D Animation

The Mask is an animated short set in a monster-inhabited faraway land in ancient China. The story is about a boy, Ji, who hides behind a mask, desparately trying to win over his audience. When his first performance flops, he has to confront a profound truth that might change everything.

Inspired by one of the short stories in Strange Tales from Chinese Studio | 聊斋志异, the film combines hand-drawn animation and Chinese ink aesthetic to explore the theme of personal identity. It tells a fish-out-of-story and a journey towards truth - acceptance comes from within and not from a mask.

Website ↗
Contact ↗

Ma Mingwei

戏罗刹 (The Mask) *(Co-Director, Producer, Lead Compositor, Animation)*
2D Animation

The Mask is an animated short set in a monster-inhabited faraway land in ancient China. The story is about a boy, Ji, who hides behind a mask, desparately trying to win over his audience. When his first performance flops, he has to confront a profound truth that might change everything.

Inspired by one of the short stories in Strange Tales from Chinese Studio | 聊斋志异, the film combines hand-drawn animation and Chinese ink aesthetic to explore the theme of personal identity. It tells a fish-out-of-story and a journey towards truth - acceptance comes from within and not from a mask.

Website ↗
Contact ↗

Zhao Mengyao

戏罗刹 (The Mask) *(Co-Director, Background Lead, Animation)*
2D Animation

The Mask is an animated short set in a monster-inhabited faraway land in ancient China. The story is about a boy, Ji, who hides behind a mask, desparately trying to win over his audience. When his first performance flops, he has to confront a profound truth that might change everything.

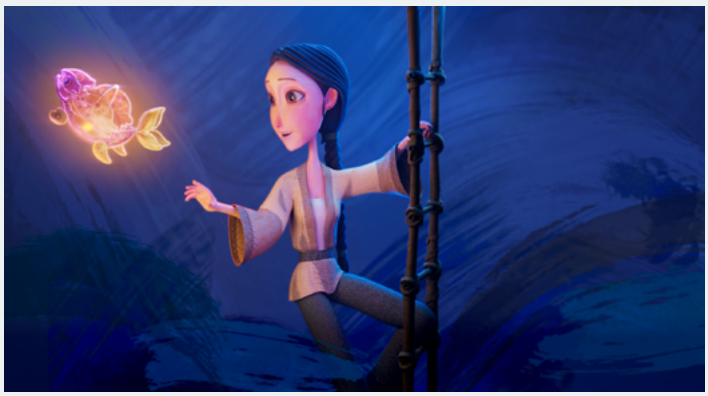
Inspired by one of the short stories in Strange Tales from Chinese Studio | 聊斋志异, the film combines hand-drawn animation and Chinese ink aesthetic to explore the theme of personal identity. It tells a fish-out-of-story and a journey towards truth - acceptance comes from within and not from a mask.

Website ↗
Contact ↗

Royce Zhang Xiaoyin

Distance to the Moon *(Environment Artist)*
3D animation

In this magical tale, two lovers watch from their mountain cabin as the moon orbits closer to the earth. One lover, an ambitious astronomer, must choose between reaching for her dream of climbing to the moon, or staying grounded with her lover and her life back on Earth. Inspired by Italo Calvino's prose, this film explores themes of dreams, love, and sacrifice using 3D animation in a handcraft, stop motion style.

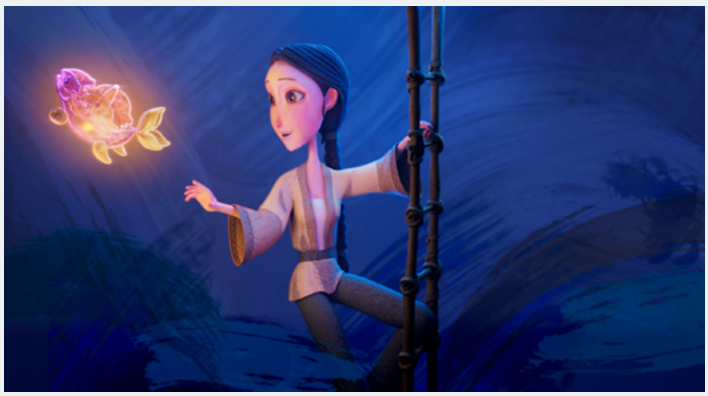


Website ↗
Contact ↗

Ho Chun Mun, Bryan

Distance to the Moon *(Character Artist, Lead Rigger, Character FX)*
3D animation

In this magical tale, two lovers watch from their mountain cabin as the moon orbits closer to the earth. One lover, an ambitious astronomer, must choose between reaching for her dream of climbing to the moon, or staying grounded with her lover and her life back on Earth. Inspired by Italo Calvino's prose, this film explores themes of dreams, love, and sacrifice using 3D animation in a handcrafted and stop-motion style.

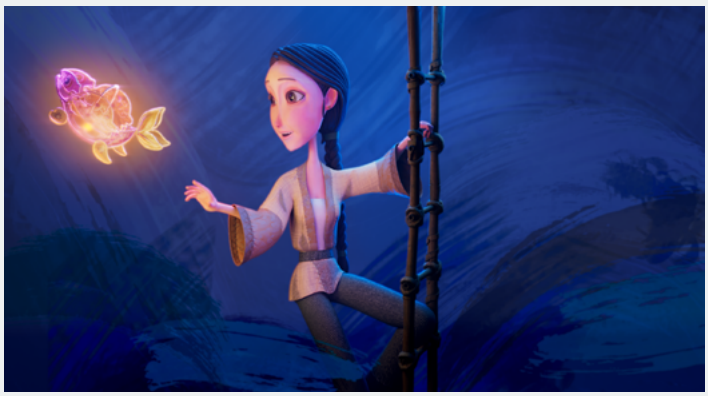


Website ↗
Contact ↗

Le Nguyen Huong Giang (Julie)

Distance to the Moon *(Lead Lighting & Texturing Artist, Environment Artist, Compositor)*
3D animation

In this magical tale, two lovers watch from their mountain cabin as the moon orbits closer to the earth. One lover, an ambitious astronomer, must choose between reaching for her dream of climbing to the moon, or staying grounded with her lover and her life back on Earth. Inspired by Italo Calvino's prose, this film explores themes of dreams, love, and sacrifice using 3D animation in a handcrafted and stop-motion style.

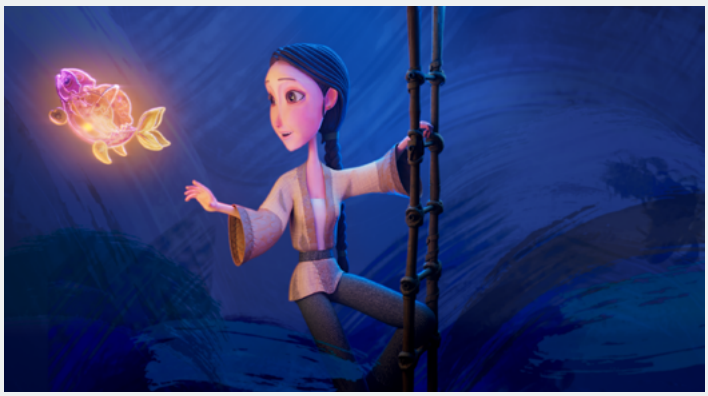


Website ↗
Contact ↗

Contreras Ella Marga Capati

Distance to the Moon *(Director, Producer, Lead Animator)*
3D animation

In this magical tale, two lovers watch from their mountain cabin as the moon orbits closer to the earth. One lover, an ambitious astronomer, must choose between reaching for her dream of climbing to the moon, or staying grounded with her lover and her life back on Earth. Inspired by Italo Calvino's prose, this film explores themes of dreams, love, and sacrifice using 3D animation in a handcrafted and stop-motion style.



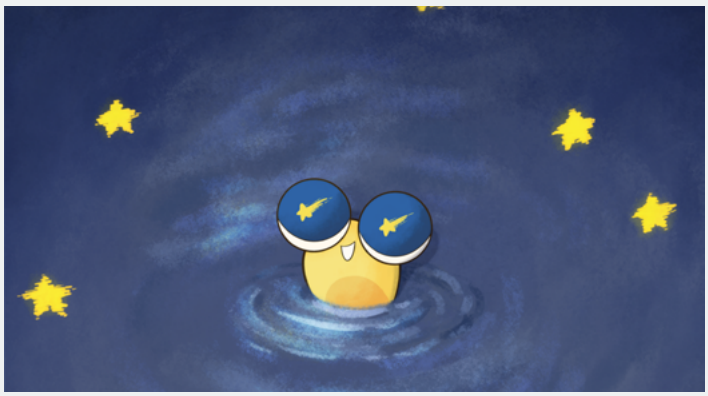
Website ↗
Contact ↗

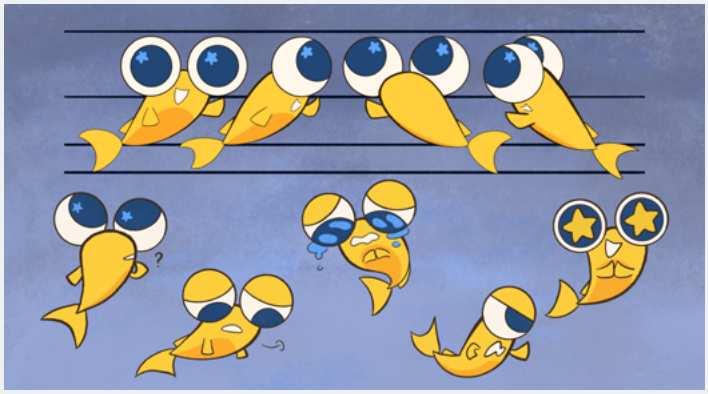
Nur Farhana Binte Mohammed Salleh

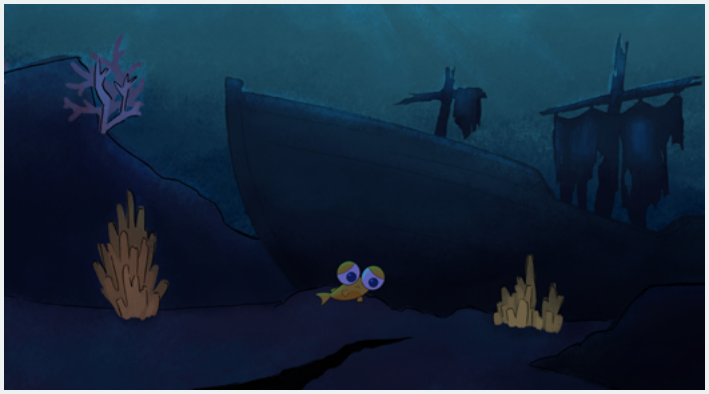
Fish Upon a Star *(Co-Director, Producer, Animation, Story Artist)*
2D animation

Gazing at the constellations in the sky, a little fish wishes he could be just like them. As he rejoins his family under the waves, he grows bored of his monotonous life and decides to chase any opportunity that could bring him one step closer to achieving his dreams. The little fish's desire for his dreams gets stronger with each encounter until finally, he makes a decision which changes his life forever.

This film is about an insatiable little fish who can never be satisfied with what he has, longing for more and constantly chasing the next new shiny thing.







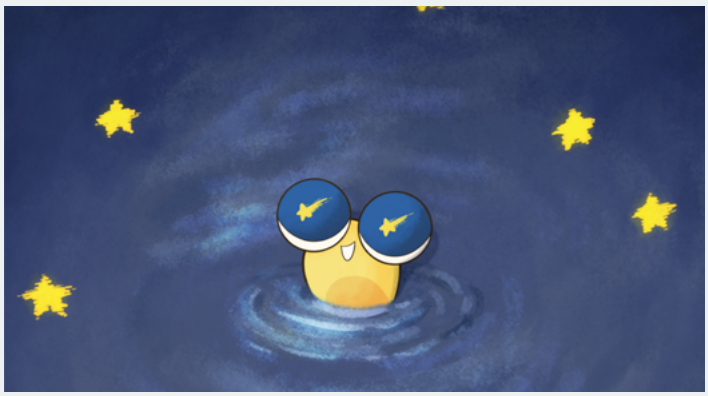
Website ↗
Contact ↗

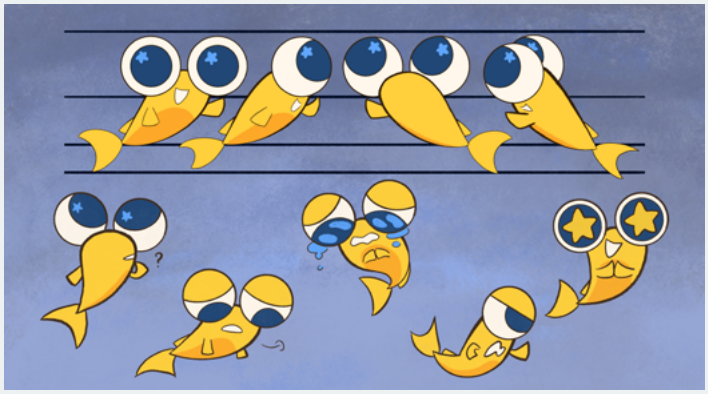
Wong Yin Leng, Celeste

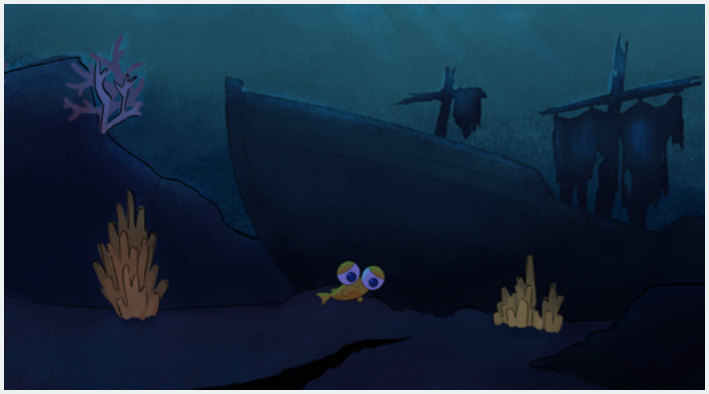
Fish Upon a Star *(Co-Director, Animation, Story Artist, Background)*
2D animation

Gazing at the constellations in the sky, a little fish wishes he could be just like them. As he rejoins his family under the waves, he grows bored of his monotonous life and decides to chase any opportunity that could bring him one step closer to achieving his dreams. The little fish's desire for his dreams gets stronger with each encounter until finally, he makes a decision which changes his life forever.

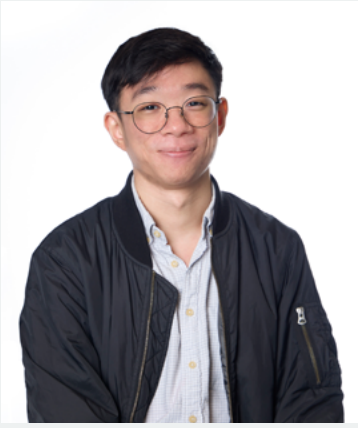
This film is about an insatiable little fish who can never be satisfied with what he has, longing for more and constantly chasing the next new shiny thing.







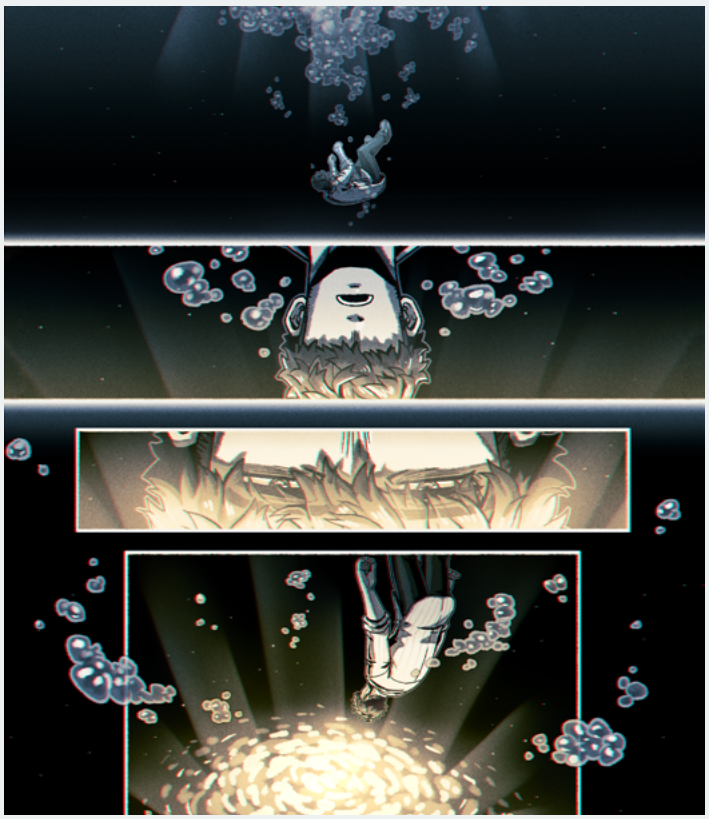
Website ↗
Contact ↗



Chong You An, Jayson

Henceforth *(Writer and Illustrator)*
Graphic Novel

Henceforth follows Marcus Sault, who shares a close bond with his mother in childhood but grows resentful in adulthood after she begins struggling with a complex mental illness. As her full-time care taker, he feels trapped by the cage of his circumstances, developing bitterness towards both his situation and the wider world. His internal conflict, shaped by cynicism and self-deprecation, begins to distort his perception of reality. After a life changing event, Marcus is forced to confront his unresolved guilt and grief, leading to a psychological unravelling reflected in the collapsing world around him. The graphic novel uses visual techniques to externalise his internal state, highlighting the relationship between perception, emotion, and reality.



Website ↗
Contact ↗

Anmary Saji

Jasmine *(Writer, Illustrator, Music Producer)*
Multimedia project

Jasmine is a multidisciplinary concept album and screenplay exploring the resurrection of a heritage Singaporean jazz bar. The narrative follows Jasmine, who abandons a New York career to salvage the very space that defined her musical foundation. Across six chapters of immersive music, illustration, and character interviews, the work interrogates the precarious reality of maintaining creative spaces while offering a defiant, hopeful vision for the future of Singapore's arts.

Product Design

Every object we encounter, whether cutting-edge consumer technology or a simple everyday tool, shapes the way we live and interact with the world.

Product design is both a disciplined craft and a creative art, demanding that designers address fundamental questions of human need and desire while navigating the practical challenges of materials, construction and usability.

In these projects, our students engage thoughtfully with the user, the environment and the broader societal impact of their designs, applying the principles of “Design Thinking” throughout the creative process.

Website ↗
Contact ↗

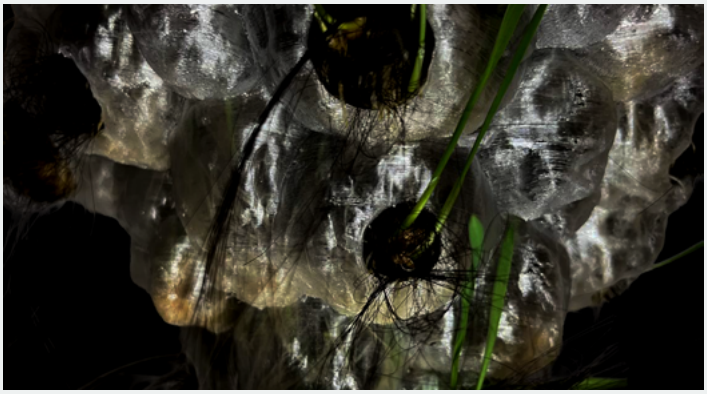
Goh Ying Xuan

Root and Strand: Speculative Bio Sculptures

3D-printed sculptural forms combined with human hair and living wheatgrass

At what point does the human body become waste? Human hair is commonly tied to beauty and identity, but discarded as waste when shed. Similarly, plants are valued in growth but rejected in decay. This project merges these overlooked materials through a series of alien-alike bio-sculptural forms that guide wheatgrass root systems.

The forms appear almost animated, as if moving or growing, giving a sense of life back to discarded hair and decayed plants typically seen as waste. By embedding hair as a structural and nutritive medium, the work recontextualizes discarded matter, challenging perceptions of life and death and proposing an alternative ecology where waste becomes a site of transformation and continuity.



Website ↗
Contact ↗

Lu Yu-Lun (Ruby)

Recur: Lì (瀝)

Physical Machine

Recur: Lì (瀝) is a reimagined coffee and tea vessel that transforms into an aroma diffuser for a solo practitioner, merging functional brewing with a ritualistic sensory experience. It encourages users to appreciate leftover coffee grounds and tea leaves through scent, fostering a slower and more mindful daily rhythm.

Rooted in traditional brewing practices yet adapted for a fast-paced contemporary lifestyle, the design integrates subtle sensory cues to communicate cultural meaning. A central scent disc gradually accumulates layered aromas throughout the day, forming a temporal archive of use. These evolving fragrances act as mnemonic triggers, reflecting personal memory, cultural identity and an ongoing journey of self-discovery.

Website ↗
Contact ↗

Quek Chew Hong

Hug That Thing

Physical Cushion Models

Hug That Thing is a project designed to address the stresses of young adults in the face of economic precarity, an intensely competitive job market, and "quarter-life crises". That Thing is a sensory cushion, designed to calm and soothe individuals with deep pressure and tactile therapy. It bears humanesque features along with it is jointed and movable digits, allowing it to be posable and easy to interlace fingers with. That Thing can rest comfortably around the neck and shoulders, providing ample pressure to ground your senses to the present. That Thing comes with a separate sleeve for pillow protection as well as for personalisation.

Website ↗
Contact ↗

Verlin Lim Hwee Cheun

Roll Call

Physical Toy

Roll Call is a modern reinterpretation of tactile play, drawing inspiration from marble racing and labyrinth games. The project is reimagined and designed as a tabletop activation, meant to be placed in public shared spaces such as kopitiams and museums.

This game set supports both individual and multiplayer experiences, where players take on different roles to build or sabotage using elements such as barriers and varied textured surfaces. This introduces unpredictability and encourages collaboration during multiplayer sessions.

By embedding play into everyday environments, *Roll Call* offers an alternative to passive screen use. This invites children and adults to be present, transforming idle time into opportunities for offline play through interaction.

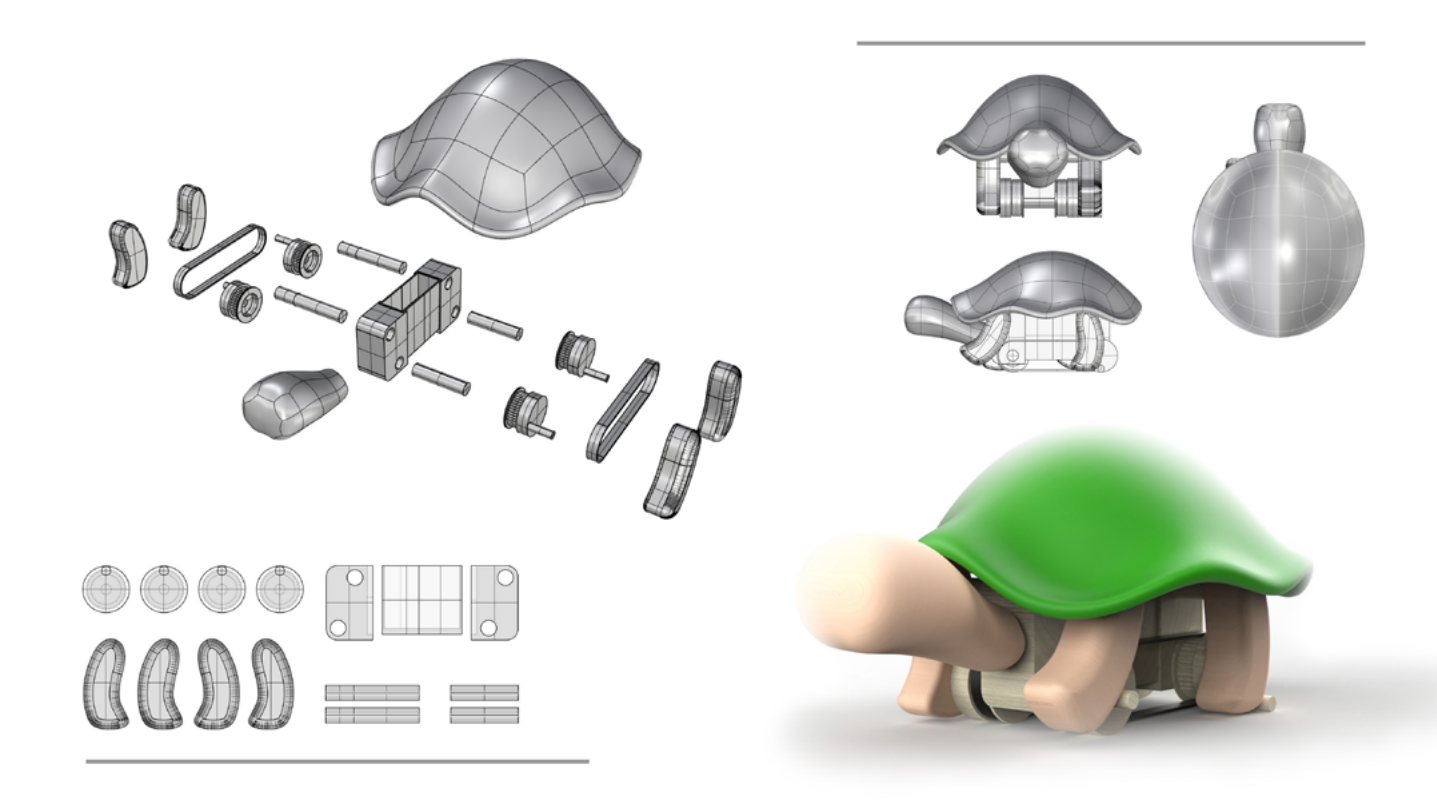
Website ↗
Contact ↗

Gabriel Yong Ming Hui

Playable Fables

Wooden Mechanical Toys

Playable Fables explores play-based learning in children's toys. Through the depiction of classic fables in the form of a series of mechanical children's toys, the morals of these fables are taught through cognitive play rather than traditional verbal means, fostering a deeper understanding of their learning lessons. This project serves to create a communal interactive platform for children to play with purpose, learning a meaningful spread of morals and values through the iconic stories of "*The Tortoise and the Hare*", "*The Crow and the Pitcher*", and "*The Frog in the Milk Pail*".



Website ↗
Contact ↗

Yeo Ee Hua (Jolin)

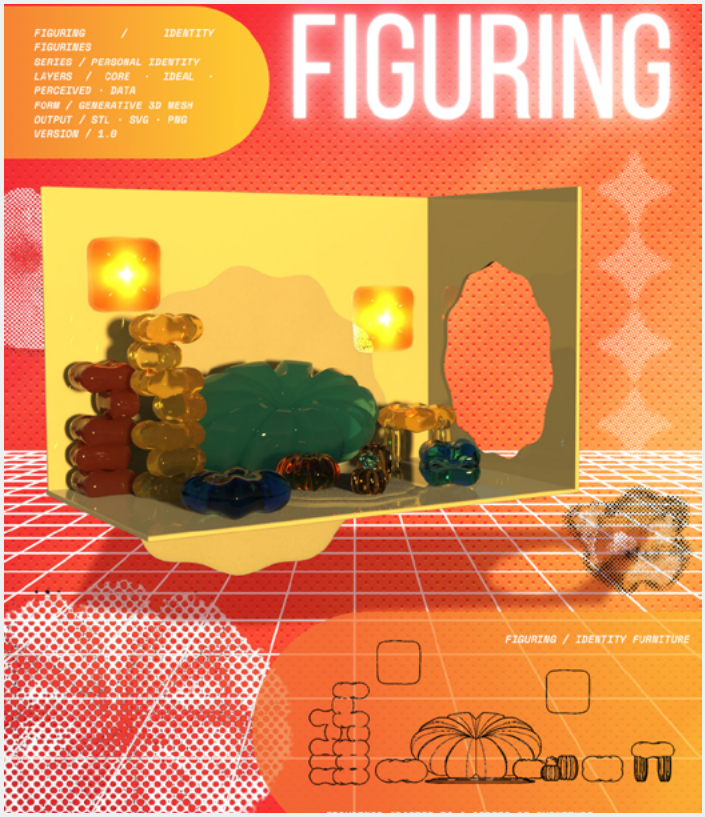
Figuring

Digital and Physical (Resin and Acrylic)

Figuring proposes a new paradigm for figurines, not as decorative collectibles, but vessels of reflection, negotiation, and digital residue.

The project examines how identity is constructed through introspection, aspiration, performance, and algorithmic interpretation. Users undergo private and public reflective processes to generate a digital self that is translated into a physical object composed of four layers: the core, the ideal, the perceived, and the data self.

Rather than presenting identity as fixed, *Figuring* treats it as a living archive that functions as a time capsule, evolving over the years. The work questions whether we are who we believe ourselves to be, who we aspire to become, who others perceive us as, or who algorithms calculate us to be.



Website ↗
Contact ↗

Mohamed Irfan Jashirudeen

Denoise

Interactive WebGL Experience

Poor acoustics can make a space uncomfortable or overstimulating. Designers often choose materials, shapes, and layouts without understanding of how these choices impact sound. As a result, sound is often overlooked in early-design stage planning. This gap grows with the rise of multi-purpose spaces, where functions and layouts shift constantly. These shifts may create conflicting acoustic experiences.

This project addresses the gap through an interactive web experience that advocates for greater acoustic awareness in spatial design.

By altering spatial form and materials, players determine whether ambient noise or inner voice is amplified, revealing how design decisions influence the acoustic experience.

Photography

Photography expresses ideas and captures moments of reality in ways that are unique to the medium. As digital imaging and post-production techniques continue to evolve, the boundaries of photography have expanded significantly.

The works in this section show how our students build on both traditional photographic practices and contemporary digital methods, while also exploring emerging dimensions such as expanded image-making, immersive visual storytelling and cross-disciplinary experimentation. Together, these approaches extend the core principles of photography, opening up new experimental forms and ways of seeing.

Contact ↗

Natalie Lim Yu Xin

Under the Influence

Installation

This work examines the artist's personal relationship with alcohol as both an object of desire and a source of bodily rejection and consequences. Through reflective surfaces of cans, familiar imagery of the drinking culture and nightlife in Singapore appear intact. Yet reality appears differently in stretched, warped, and displaced murals across the wall and ground. The work positions the body and skin as a site of resistance. What is consumed does not assimilate with the body, but instead fractures, rejects, and reconfigures reality. By inviting viewers to walk around and beneath the alcoholic packages, the installation involves them in this system of attraction and distortion.

Contact ↗

Bright Ong Ying Ze

Quietude

Photobook

Quietude explores the unfamiliar within the familiar landscape of Singapore. Through a series of carefully composed images, the artist evokes a sense of detachment from the city we live in, in an attempt to separate himself from hyperconnected modern life. The act of photography then transforms into a act of detox from the constant exposure to today's modern culture of perpetual digital interaction and social media. This project evolves photography from mere documentation into a therapeutic practice that helps to cultivate a sense of tranquility and peace amidst the urban bustle.

Website ↗
Contact ↗

Clare Joseph

Maria

Video

This project is inspired by the 1950 case of Maria Hertogh—a Dutch girl raised as Muslim whose marriage and subsequent custody case sparked one of the most significant inter-religious events in Singapore's history. Knowned as the Maria Hertogh Riots, 18 people died and many more were injured. Using this as a point of departure, the work is underscored by narratives of identity, belonging and faith. While that case demonstrated conflict, this project turns toward understanding. How do inter-religious couples—particularly Muslim–Christian unions—navigate faith, family, and community in their daily lives? The project seeks to understand the lived experience of "inter-religion" in a multicultural society. The hypothesis is that inter-religious relationships can reveal profound ways of understanding coexistence and the blending of cultural frameworks. Joseph sat down with three couples who live and work in Singapore. The project is an audio-visual work.

Website ↗
Contact ↗

Genie Lim

The Eternal Feminine
Series of 5 Prints

The Eternal Feminine is a series that seeks to deglorify the idealised notion of womanhood by focusing on its quieter, often overlooked realities. The project reveals the irony of the title "eternal feminine"; a phrase that seemingly evokes beauty and grace, yet instead examines how boundaries are negotiated and how a woman's life is lived, managed, and quietly endured. Navigating through the gendered landscape of everyday life from youth to old age, the images remain unfiltered, unresolved, and ongoing.

Rather than arguing an opinion, the project holds space for recognition, inviting the viewer to see the familiarity and inevitability of the unexceptional.

Son Of A *(Production Designer)*
Live Action Film

This social realist film portrays the dilemmas of a cross-national family in Singapore, making visible its hidden complexities. The film reveals the plight of one such child in our society.

The Eternal Feminine

Son Of A

Contact ↗

Goh Lit Han

What it means to be a Tree

Series of 5 Prints

This project explores how nature exists within systems of control in Singapore's urban landscape. Photographed in black and white, trees are presented as quiet portraits, emphasising form, texture, and the physical marks of human intervention. Pruned branches, constrained roots, and redirected growth reveal how urban trees adapt within regulated environments. Unlike forest trees shaped by natural cycles, urban trees grow within limits defined by planning and maintenance. Through this contrast, the project reflects on how care and control coexist, suggesting parallels between ecological systems and human life, where growth is guided, negotiated, and never entirely free.

Filmmaking

Live-action film remains a cornerstone of contemporary media, harnessing cinematography, performance and storytelling to create experiences that captivate and resonate.

These works demonstrate our students' skill in film production, ranging from narrative fiction and documentaries that explore people and places, to experimental films that challenge conventional notions of cinematic storytelling.

Website ↗
Contact ↗

Jacob Tan

Son Of A *(Director)*
Live Action Film

Son Of A is a live action social realist short film featuring James, a thirty year old man who works his fifty year old estranged father, Fu Wei, at their Vietnamese hawker stall. The sudden arrival of Fu Wei's seven-year old, half-Vietnamese illegitiamate son forces James into a parental role as he struggles to connect across a language barrier, as silence and unresolved tensions shape their fragile bond. Their encounter draws them to his troubled mother at a massage parlour, where fleeting bonds form under the looming threat of separation.

Anak Dara Tua *(Assistant Director)*
Live Action Film

Torn between her career and an impending marriage, a Programme Director decides to take control of her fate the day before her wedding.

Son Of A

Anak Dara Tua

Website ↗
Contact ↗

Chan Chee Yin

Son Of A *(Producer)*
Live Action Film

This social realist film portrays the dilemmas of a cross-national family in Singapore, making visible its hidden complexities. The film reveals the plight of one such child in our society.

Anak Dara Tua *(Sound Designer)*
Live Action Film

Torn between her career and an impending marriage, a Programme Director decides to take control of her fate the day before her wedding.

Encik *(Assistant Director)*
Live Action Film

An army Warrant Officer implicated in a serviceman's death questions his commitment to a patriarchal system and the possibility of something more.

Son Of A

Anak Dara Tua

Encik

Website ↗
Contact ↗

John Ryan Yeo

Son Of A *(Director of Photography)*
Live Action Film

Son Of A is a live action social realist short film featuring James, a thirty year old man who works his fifty year old estranged father, Fu Wei, at their Vietnamese hawker stall. The sudden arrival of Fu Wei's seven-year old, half-Vietnamese illegitiamate son forces James into a parental role as he struggles to connect across a language barrier, as silence and unresolved tensions shape their fragile bond. Their encounter draws them to his troubled mother at a massage parlour, where fleeting bonds form under the looming threat of separation.

Cannot Kill Cannot Have *(Sound Designer)*
Live Action Film

A vengeful military officer travels back in time to visit his late father.

Son Of A

Cannot Kill Cannot Have

Website ↗
Contact ↗

Janell Wee

Encik *(Production Designer)*
Live Action Film

Encik is a meditative film about identity, patriarchy, and their consequences.

Henry, an army Warrant Officer, gets caught in an investigation over the death of a young NSF.

With his sense of identity challenged, he moves through his daily routine while reflecting on his self-worth, confronting his commitment towards a patriarchal system that has left him behind, and questioning the possibility of a different life through an undefined relationship with a trans woman.

Son Of A *(Editor)*
Live Action Film

This social realist film portrays the dilemmas of a cross-national family in Singapore, making visible its hidden complexities. The film reveals the plight of one such child in our society.

Encik

Son Of A

Website ↗
Contact ↗

Ewan Leong

Encik *(Director)*
Live Action Film

Encik is a meditative film about identity, patriarchy, and their consequences.

Henry, an army Warrant Officer, gets caught in an investigation over the death of a young NSF.

With his sense of identity challenged, he moves through his daily routine while reflecting on his self-worth, confronting his commitment towards a patriarchal system that has left him behind, and questioning the possibility of a different life through an undefined relationship with a trans woman.

Son Of A *(Sound Designer)*
Live Action Film

This social realist film portrays the dilemmas of a cross-national family in Singapore, making visible its hidden complexities. The film reveals the plight of one such child in our society.

Encik

Son Of A

Website ↗
Contact ↗

Megan Chew

Encik *(Producer)*
Live Action Film

Encik is a meditative film about identity, patriarchy, and their consequences.

Henry, an army Warrant Officer, gets caught in an investigation over the death of a young NSF.

With his sense of identity challenged, he moves through his daily routine while reflecting on his self-worth, confronting his commitment towards a patriarchal system that has left him behind, and questioning the possibility of a different life through an undefined relationship with a trans woman.

Son Of A *(Assistant Director)*
Live Action Film

This social realist film portrays the dilemmas of a cross-national family in Singapore, making visible its hidden complexities. The film reveals the plight of one such child in our society.

Encik

Son Of A

Website ↗
Contact ↗

Joni Gn

Anak Dara Tua *(Director)*
Live Action Film

Anak Dara Tua is a social realist drama following a driven Programme Director who receives an opportunity to work in London the day before her marriage ceremony.

As she undergoes pre-wedding festivities, interactions with her fiancé, relatives and friends soon unveil a conflict between her desire to pursue her aspirations overseas and their expectations of her as a soon-to-be wife.

Cannot Kill Cannot Have *(Editor)*
Live Action Film

A vengeful military officer travels back in time to visit his late father.

Anak Dara Tua

Cannot Kill Cannot Have

Website ↗
Contact ↗

Jared Wee

Anak Dara Tua *(Director of Photography)*
Live Action Film

Anak Dara Tua is a social realist drama following a driven Programme Director who receives an opportunity to work in London the day before her marriage ceremony.

As she undergoes pre-wedding festivities, interactions with her fiancé, relatives and friends soon unveil a conflict between her desire to pursue her aspirations overseas and their expectations of her as a soon-to-be wife.

Cannot Kill Cannot Have *(Assistant Director)*
Live Action Film

A vengeful military officer travels back in time to visit his late father.

Anak Dara Tua

Cannot Kill Cannot Have

Website ↗
Contact ↗

Owen Tee

Anak Dara Tua *(Producer)*
Live Action Film

Anak Dara Tua is a social realist drama following a driven Programme Director who receives an opportunity to work in London the day before her marriage ceremony.

As she undergoes pre-wedding festivities, interactions with her fiancé, relatives and friends soon unveil a conflict between her desire to pursue her aspirations overseas and their expectations of her as a soon-to-be wife.

Cannot Kill Cannot Have *(Director of Photography)*
Live Action Film

A vengeful military officer travels back in time to visit his late father.

Anak Dara Tua

Cannot Kill Cannot Have

Website ↗
Contact ↗

Amanda Koh

Cannot Kill Cannot Have *(Producer)*
Live Action Film

Cannot Kill Cannot Have is a time travel revenge short film.

Sean, a young military officer and son of a widowed mother, travels back in time to enact a long brewing revenge on his late abusive father. However, his desperate search for closure leads him on a winding path of unforeseen consequences.

Anak Dara Tua *(Editor)*
Live Action Film

Torn between her career and an impending marriage, a Programme Director decides to take control of her fate the day before her wedding.

Cannot Kill Cannot Have

Anak Dara Tua

Website ↗
Contact ↗

Helen Huang

Encik *(Director of Photography)*
Live Action Film

Encik is a meditative film about identity, patriarchy, and their consequences.

Henry, an army Warrant Officer, gets caught in an investigation over the death of a young NSF.

With his sense of identity challenged, he moves through his daily routine while reflecting on his self-worth, confronting his commitment towards a patriarchal system that has left him behind, and questioning the possibility of a different life through an undefined relationship with a trans woman.

Anak Dara Tua *(Production Designer)*
Live Action Film

Torn between her career and an impending marriage, a Programme Director decides to take control of her fate the day before her wedding.

Encik

Anak Dara Tua

Website ↗
Contact ↗

Damien Nah

Cannot Kill Cannot Have *(Director)*
Live Action Film

Cannot Kill Cannot Have is a time travel revenge short film.

Sean, a young military officer and son of a widowed mother, travels back in time to enact a long brewing revenge on his late abusive father. However, his desperate search for closure leads him on a winding path of unforeseen consequences.

Encik *(Editor)*
Live Action Film

An army Warrant Officer implicated in a serviceman's death questions his commitment to a patriarchal system and the possibility of something more.

Cannot Kill Cannot Have

Encik

Website ↗
Contact ↗

Glenn Soh

Cannot Kill Cannot Have *(Production Designer)*
Live Action Film

Cannot Kill Cannot Have is a time travel revenge short film.

Sean, a young military officer and son of a widowed mother, travels back in time to enact a long brewing revenge on his late abusive father. However, his desperate search for closure leads him on a winding path of unforeseen consequences.

Encik *(Sound Designer)*
Live Action Film

An army Warrant Officer implicated in a serviceman's death questions his commitment to a patriarchal system and the possibility of something more.

Cannot Kill Cannot Have

Encik

Visual Comm

Visual Communication is an exciting space for creativity and innovation, evolving from the histories and traditions of graphic design and typography.

In this section, these projects explore diverse design languages across a wide range of media and forms from 2D print to motion, environmental graphics, interactive and spatial design. As technologies continue to converge, our students push boundaries and create new possibilities for how ideas are communicated.

Website ↗
Contact ↗

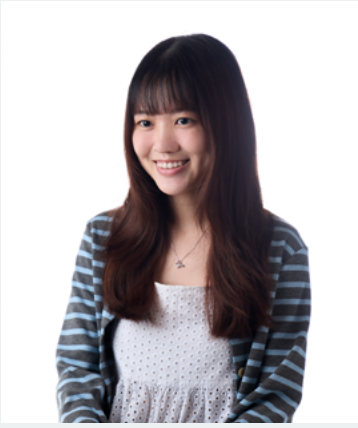
Lee Rachael

Risorcery: Reviving Risograph Culture in ADM

Branding and Print

This project seeks to revive risograph culture within the School of Art, Design and Media (ADM) at Nanyang Technological University through the reinstation of the risograph club, Risorcery. By creating more hands-on opportunities for ADM students to engage with risography, the project addresses two key issues: the lack of risography education amongst students and the limited accessibility to learning risography in Singapore. Through comprehensive workshops, student-friendly resources focused on risograph printing in ADM, and the cultivation of works produced by ADM students, the project aims to introduce risography in a low-pressure and approachable way. Ultimately, the goal is to ensure long-term sustainability of Risorcery by establishing risography as a regularly used tool within ADM, allowing the club to continue operating beyond the scope of this project.

Website ↗
Contact ↗



Ang Yu Thong (Weng Yutong)

Face to Face

Publication and Branding

Face to Face is a project that uses pareidolia, the tendency to perceive faces in patterns, to reframe the way we view insects. Humans are instinctively drawn to faces, yet insects are often seen as alien due to their small, unreadable faces. By highlighting species with face-like markings and transforming these visual cues into character-like visuals, the project invites viewers to engage with insects in a more familiar way. Through a publication and branding extension, *Face to Face* sparks curiosity, challenging how facial familiarity shapes our perceptions and encouraging a deeper, more empathetic connection with these often-overlooked creatures.

Website ↗
Contact ↗

Lim Jia Swen Chloe

Love Hunt

Social Media and Website

In a society that prioritises efficiency and rewards early planning, young adults in Singapore have developed a more superficial view of relationships. However, if love becomes overly pragmatic, what is left of it?

Love Hunt is a social media campaign and personality quiz website that highlights how young adults in Singapore navigate modern relationships, revealing uncomfortable truths beneath the humour.

This project invites viewers to laugh at their own romantic pragmatism while confronting the discomfort behind it. The campaign's ultimate aim is to provoke reflection on what love means in a context where practical expectations often take precedence over connection.

Website ↗
Contact ↗

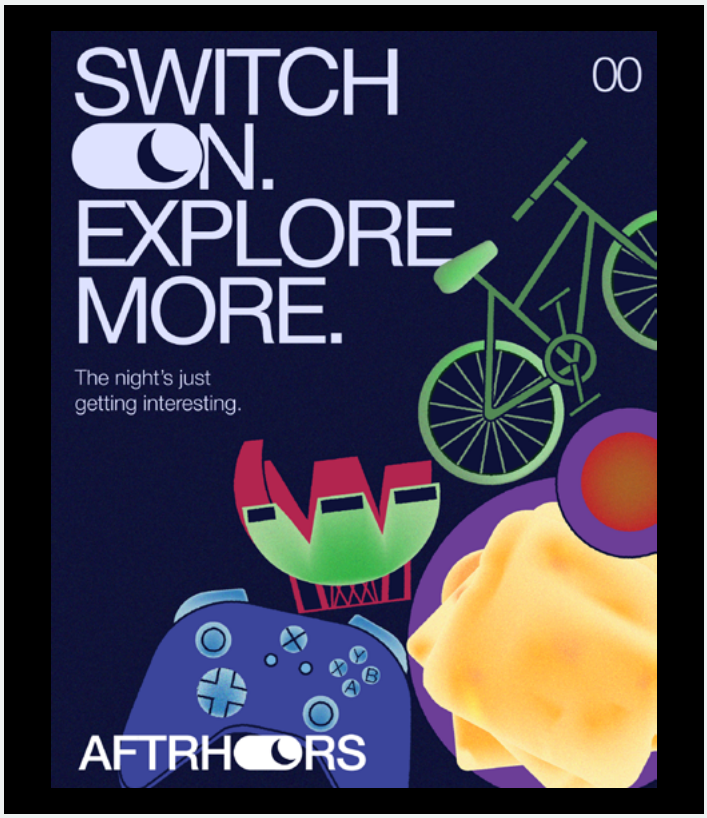
Marianne Nadine Baeza Marasigan

AftrHours

Website, branding, motion graphics, print and illustration

AFTRHOURS proposes a design campaign that reimagines nightlife for Gen Z in Singapore by challenging its conventional association with drinking and clubbing.

In light of the city's declining nightlife culture, the campaign reframes nightlife as a wider spectrum of after-hours experiences, such as supper spot hunting and other alternative late-night social activities that align more closely with Gen Z lifestyles and values. Through a cohesive visual identity, the project aims to reposition nightlife as inclusive, playful, and culturally relevant. By broadening the horizon of what nightlife can be, this campaign seeks to spark renewed engagement with Singapore's nocturnal culture.



Website ↗
Contact ↗

Dina Eliyana Teo Binte Muhammad Ridzwan Teo

The Chilli Club

Branding, Merchandise and Publication

What can a spoonful of sambal reveal about the people, memories, and traditions behind it? Often treated as a small side on the plate, chilli is easy to overlook, yet it quietly shapes how meals are shared, remembered, and enjoyed across Singaporean kitchens. *The Chilli Club* brings together chilli condiment recipes and cultural stories through visual interpretations designed to engage young adults today. By learning from homemakers and aunties who carry these recipes through everyday practice, *The Chilli Club* supports the sharing of knowledge across generations.

Alongside this, a hands-on cooking workshop invites young adults to prepare chilli condiments together and reflect on how they learn through making. Through something as small as a spoonful of sambal, *The Chilli Club* reminds us that what sits quietly at the side of the plate often carries the strongest stories.

Website ↗
Contact ↗

Ngoh Ye Xin (Jayne)

Type in "I"

Packaging and Print

Type in "I" explores type to uncover a more innate part of ourselves through the very root of words and the tools we use to communicate. In today's digital age, type has become a standard, undisputed essential tool, function or element for everyone. But behind the astronomical number of choices, the art and psychology of type remains a deep and thoughtful creative journey. And in this regard, how can Type be explored in a more emotional and intimate way?

Anchored in the principle that creative engagement supports self-expression, reflection, and self-awareness, this project aims to develop a toolkit designed to support the well-being of the user through short, hands-on activities. And in this process, to bridge type interaction and the idea of empowering a well-being experience.

Website ↗
Contact ↗

Lucia Spencer Chan

Grief, As I Know It Now

Print, Illustration and Publication

Grief, As I Know It Now presents a collection of stories and perspectives on the experience of grief – to reveal the varied ways it may be encountered, and lived with.

Focusing on non-death losses – which often lack visibility, acknowledgement and time to be understood – the work calls for greater awareness towards grief that exists in pockets of our lives waiting to be addressed, and prompts reconsideration towards how we recognise and respond to grief – how we expect it to unfold, and which experiences we consider worthy of it. As a whole, the project hopes to encourage an approach to grief that embodies greater empathy, patience, and space for understanding, within oneself and in relation to others.

Website ↗
Contact ↗

Low Shue Min, Noelle

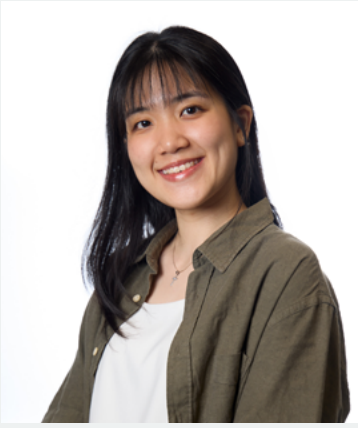
Creative Ruts

Illustration and Publication

Creative Ruts is a collection of attempted experiments and activities that aim to inspire creativity, with varying degrees of completion. Art block, or the feeling of being stuck creatively, is a well-known experience in the creative community, and as someone who finds it extremely difficult to enjoy the "process", it can be discouraging when trying to get started again.

The final publication intends to showcase the use of different prompts and mediums that may help with ideation and relaxation. Through exploring and evaluating the effectiveness of these activities, this project hopes to document attempts (successful or otherwise) in making motivation, along with the journey in curbing creative fatigue.

Website ↗
Contact ↗



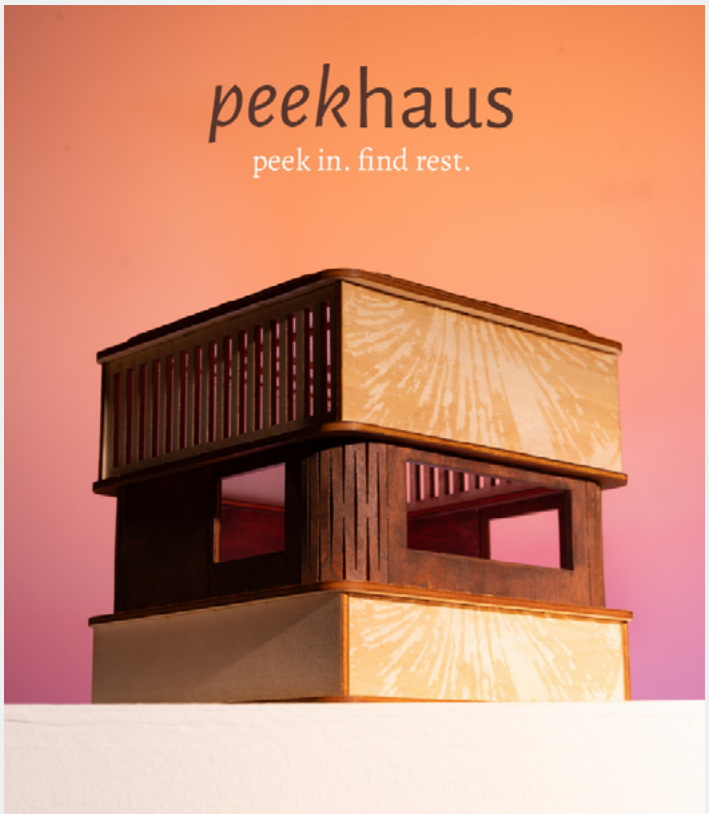
Chua Fu Yi, Clarice

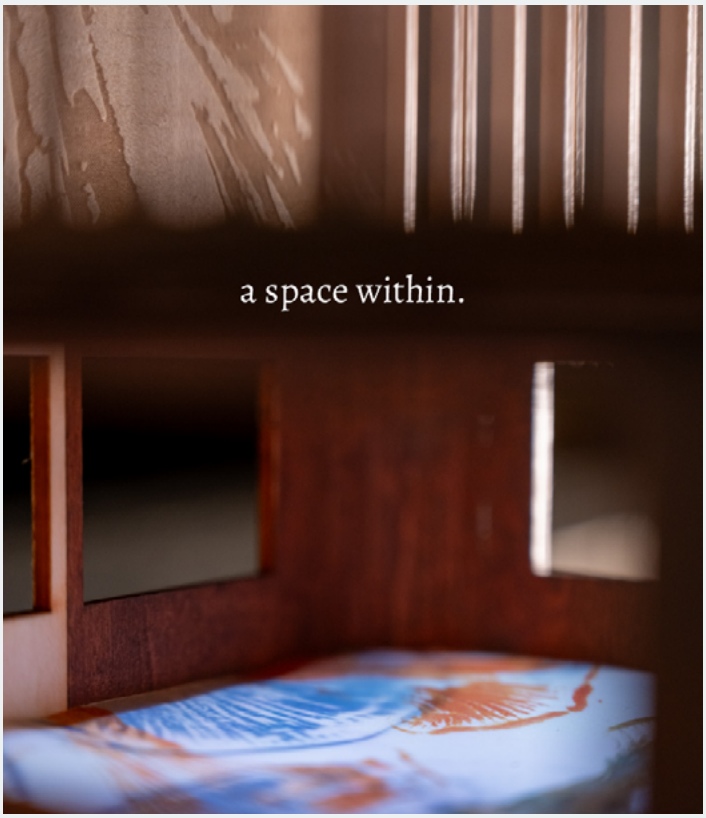
peekhaus
Product Design and Branding

Sunlight once shaped the rhythm of daily life — inviting activity by day and rest by night.

Today, artificial light extends productivity, leaving little space to pause. This project repositions light as a medium for rest. Through a modular architectural lamp with slowly shifting light, it invites users to draw close and look within.

The changes are subtle and gradual — only visible with time. By requiring the viewer to stay, the piece creates a small but deliberate moment of stillness, transforming illumination into a quiet, restorative experience.





Website ↗
Contact ↗

Gladys Ang Li En (Hong Li En)

Quiet Corners

Illustration and Publication

Living with social anxiety means constantly fearing judgment and battling self-criticism, often leading to overwhelm and isolation. Many of us mask these struggles, hiding behind quiet compliance, yet silently longing for a space where our true emotions are seen. However, due to stigma, social anxiety is often dismissed or misunderstood.

Quiet Corners is my response to this silence. Through an anthology of illustrations using inanimate objects as metaphors for different symptoms and experiences, I aim to visually articulate the hidden realities of social anxiety. Bound into an illustration book, these experiences bring the unseen to light and create a comforting and approachable space where those with social anxiety feel understood, and others gain empathy and awareness.

Website ↗
Contact ↗

Adalia Lee Min En (Li Min'En)

Missed in Plain Sight

Illustration, Motion Graphic and Publication

Missed in Plain Sight is a social design campaign that aims to raise awareness on Autism. It aims to unveil the hidden realities of women living with Autism, and the pressure to hide certain traits to meet social expectations. This project employs familiar and recognisable Disney characters to explore five distinct behaviours associated with "masking". Through drawing a parallel to these Disney characters, this project aims to create visual juxtaposition between the ideas of outward composure and inner complexity.

Hence, the campaign invites audiences to look beyond appearances, challenge misconceptions, and develop a more empathetic understanding of autistic experiences.

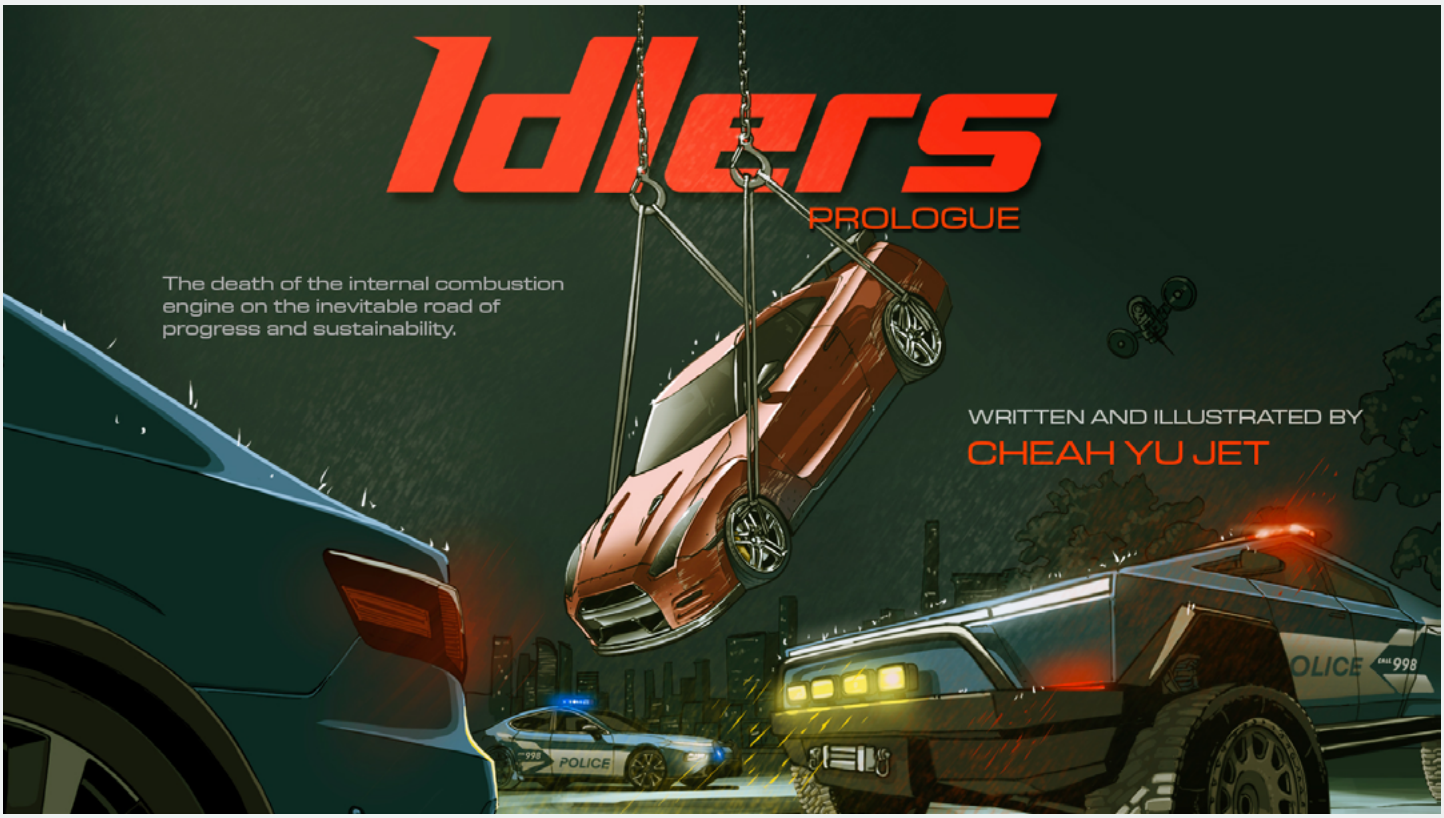
Website ↗
Contact ↗

Cheah Yu Jet

Idlers

Print, Illustration and Publication

Idlers is a speculative comic exploring the potential disappearance of Singapore's car culture amidst its transition to electric vehicles. The story will revolve around a retired mechanic trying to find his purpose in a highly efficient and idealised city where his profession and passion is overlooked and deemed obsolete. This hand-drawn graphic novel introduces local car culture to the general public and uses it as a lens to explore the relentless pursuit of someone's passion. The graphic novel aims to reminisce local car culture and critique and discuss the lack of soul and emotional value in new cars while enjoying the process and being proud of your work in the age of AI and instant gratification.

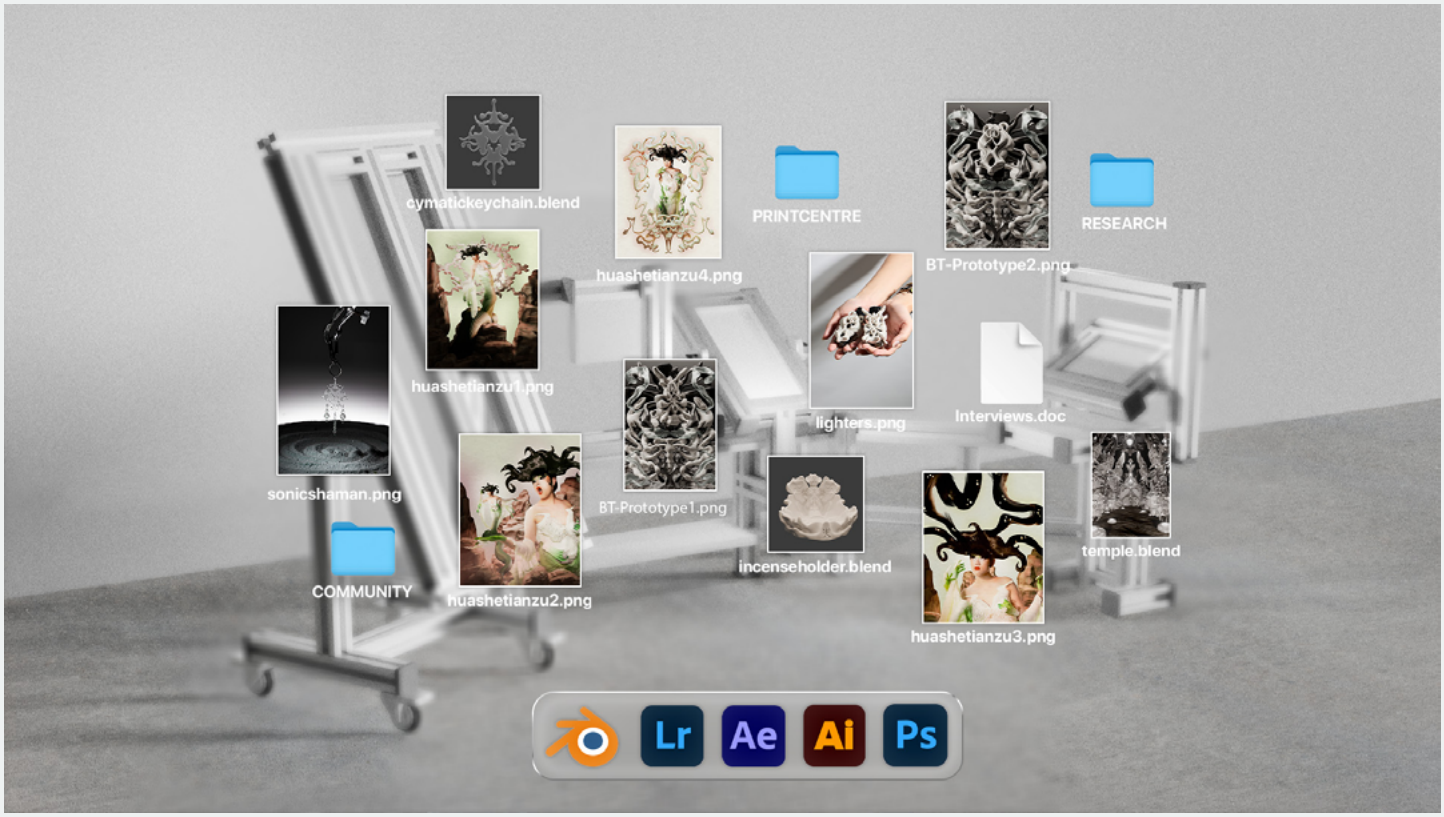


Website ↗
Contact ↗

Tang Wei Yang Lewis

PRINT CENTRE *(Co-Founder)*
Multi-media, Print and Publication

PRINT CENTRE challenges how subcultures in Singapore are often overlooked, simplified, or spoken for. As a collective working directly with communities, it positions "print" as communication, production, and, most importantly, mark-making. Its print arm produces zines and publications that spotlight subcultures and the local creative scene, while its community arm develops prints, products, and creative outputs that act as signifiers of identity and visibility. Together, these efforts create a platform for voices to be shared on their own terms.

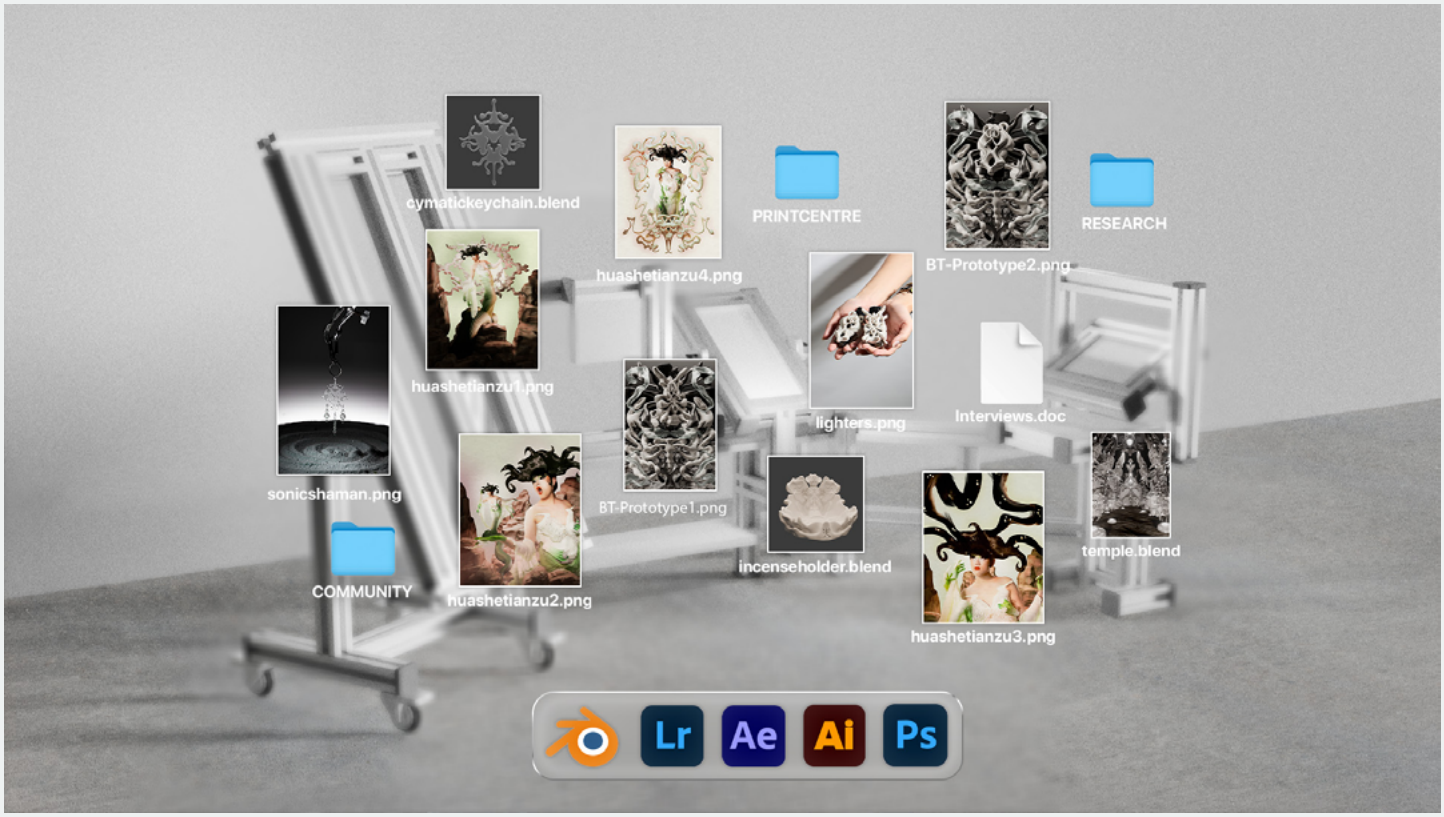


Website ↗
Contact ↗

De Silva Adrielle Marjorie

PRINT CENTRE *(Co-Founder)*
Multi-media, Print and Publication

PRINT CENTRE challenges how subcultures in Singapore are often overlooked, simplified, or spoken for. As a collective working directly with communities, it positions "print" as communication, production, and, most importantly, mark-making. Its print arm produces zines and publications that spotlight subcultures and the local creative scene, while its community arm develops prints, products, and creative outputs that act as signifiers of identity and visibility. Together, these efforts create a platform for voices to be shared on their own terms.



Website ↗
Contact ↗

Lim Zhi Xin

Wai Po

Illustration and Publication

This project involved a month long stay in a small kampung, Bekok. As fading intergenerational recipes becomes increasingly rare, the aim of my project is to document oral stories and recipes, preserving my family and cultural traditions that might otherwise be lost.

Bekok is located in the Segamat District, Johor, Malaysia. It is where my grandma grew up and where she still lives today. During my stay, we talked about her childhood and family, and also understood her love for cooking better. Her love language is cooking. Cooking brings family together and that is my waipo's happiness.

A key part of the project is recording the dishes my grandma enjoys making, and those I hope to learn from her. Through this, I captured the traditions and celebrations tied to food, as these are central to her life and ours.

The project extended beyond collecting recipes and documenting her past; it was an opportunity to translate the shared memories we created in that month into something tangible that our family can safekeep.

Website ↗
Contact ↗

Mohamed Arzanie Bin Mohamed Azahari

The Fading Kallang Roar

Illustration, Print and Publication

The Fading Kallang Roar explores the decline of Singapore football and its fading cultural relevance among Singaporeans. A drought of media coverage and a scarcity of shared stories have pushed the local game into the shadows, causing support for the sport only during major successes.

Kicking off with the raw energy of the Kallang Roar, the project traces the sport's descent into the struggles of the modern era, a journey through glory, frustrations and glimpses of renewed hope. Curated print media, fan stories and audio recordings, together evoke the sport's heritage while offering a collective voice for our fans. This project hopes to restore pride and passion in Singapore's football.

Website ↗
Contact ↗

Kwek Shi Qi, Mariella Louise Kosumo

Scatterbrain

Web Application and Print

Scatterbrain explores forgetfulness through over-engineered and maximalist memory tools. The tools created are not usable consumer products, but a satirical commentary on design's ability to aid our human memory and performance.

We offload our memory, are bombarded by unnecessary notifications all the time, and are pressured to perform efficiently with the help of these tools. It creates information overload, attention residue, stress and anxiety to keep up with a fast-paced world, which are the very contributing factors to a poorer memory.

The final tools, a web application and printed planner, challenges our impulse of achieving flawlessness. The project also urges the audience to reframe their relationship with forgetfulness as not a moral failure, but an inevitable part of being human.

Website ↗
Contact ↗

Andrea Tan En Xi

Customer Service Feedback

Illustration and Publication

Following the themes of perception and faith, *Customer Service Feedback* dives into the topics of religious convictions, fears, and duty. The project is motivated by a desire to confront my negative perception of a crucial part of my religion — evangelism— and serves as a reflection and an expression on the reasons behind this particular negative perception. Through world-building and visual narratives, *Customer Service Feedback* uses satire and puns to unravel a topic often considered sensitive and encourages reflection from those who seek to evangelise.

Website ↗
Contact ↗

Nor Nadhirah Binte Rahimie

Someone Once Told Me...

Illustration and Publication, Graphic Novel

Growing up in a modern world often means having to live through life while carrying fragments of inherited wisdom to steady us. Javanese proverbs, traditionally passed down through generations through oral storytelling, offer quiet guidance when facing moments of emotional uncertainty.

Someone Once Told Me... is a semi-fictional graphic memoir that follows a girl's search for comfort and meaning through these proverbs as she navigates identity, memory and belonging. Drawing from personal experiences and reimagined moments, the story reflects on the continued relevance of traditional wisdom within our modern life. The project presents a graphic memoir as a contemplative space where cultural heritage and personal reflection can coexist gently, side by side.

Website ↗
Contact ↗

Sarah Binte Saifuddin

The Pilcrows

Print, Illustration, Publication, Online personality quiz

From the ashes of a seemingly defeated, burnt-out creative world emerges a resistance group of superpowered design students called *The Pilcrows*, determined to design a classroom that embraces the vulnerability and challenges of learning what it means to be a designer today.

Combining storytelling and design through illustrated guidebooks, posters, merchandise and a personality quiz, it highlights the importance of criticality and curiosity in our education as designers - that exploring who we are informs how and what we design, as well as which beliefs and habits we reinforce in our collective learning as a discipline. It seeks to empower prospective and current design students in developing a sustainable, meaningful practice driven by intrinsic values and creative joy.

Website ↗
Contact ↗

Jeane Chan Jin Lii

Finding Joy in the Ordinary

Branding, Hand drawings, Mixed Media Work

Joy is not a feeling of happiness. Instead, Joy is a fruit that stems from Love, filled with the desire to transform mundanity with extraordinary purpose.

The rhythm of the way I live is deeply rooted in the things that I do each day. Whether it be a routine or a spontaneous act, there are always key places and quiet moments that shape the way I grow. Be it simple or special, I've chosen 7 places/objects that represent my everyday life. In choosing them, I noticed ordinary details that I hadn't recognised before, slowly leading me to consider how these 7 places/objects have formed my character and revealed key virtues in which I have developed in practice.

Website ↗
Contact ↗

Yap Xin Jie

Makan for thought

Publication, print and illustration

Makan for thought narrates the stories behind local foods that are part of Singapore's fading practices, using mural designs as an artform to communicate and explore the depths of culture and heritage behind the making of foods and flavours we grew up with. The visual storytelling in this project aims to inspire deeper appreciation for how our food culture came about, and to garner an understanding that the making and consumption of these foods are an expression of our local identity, not just a familiar taste.

Website ↗
Contact ↗

Ho Xin En

Mimirats

Print, Illustration and Publication

Mimirats is a fictional magazine set in an alternate universe where human experiences are reimagined through anthropomorphic rat characters. Combining real-life interviews, participant-generated comics, and interactive features such as quizzes, puzzles, crafts, and collectible inserts, the publication blends documentation with playful storytelling. It draws on oshikatsu practices as a conceptual framework to examine how emotional attachment, care, and fandom operate in everyday life.

Grounded in Singapore's fast-paced and hyper-competitive environment, where many adults experience burnout and self-doubt, *Mimirats* reflects the emotional realities of the "rat race." It explores how humour, cuteness, and shared community can function as tools for coping, healing, and finding moments of joy.

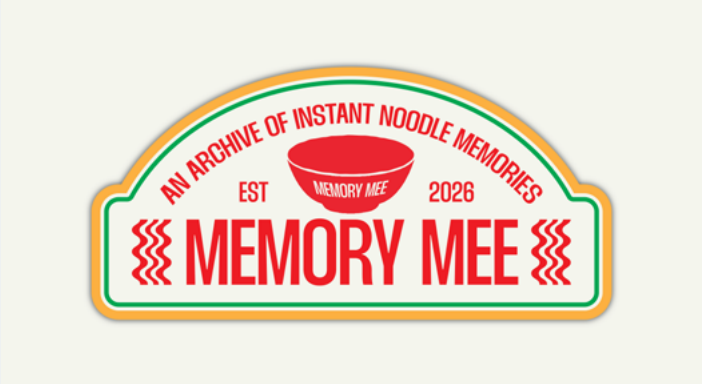
Website ↗
Contact ↗

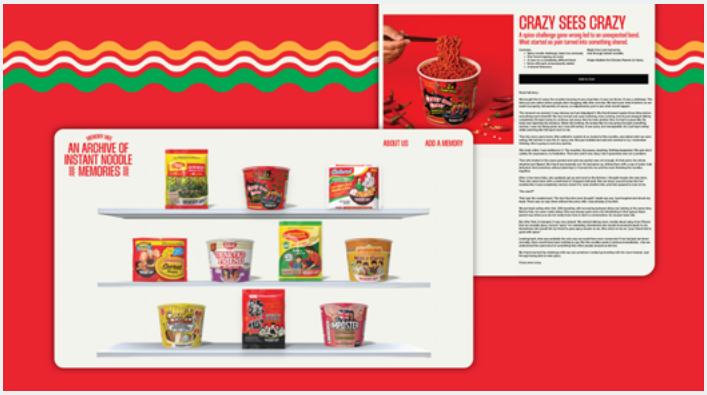
Sonia Krystal Lu Ting Jaswan

Memory Mee

Packaging and Website

Memory Mee is a visual archive that documents personal and collective experiences associated with instant noodles. Often dismissed as cheap or insignificant, instant noodles are instead examined here as vessels of lived experience, carrying routines of care, coping, and connection embedded in everyday life. Through interviews, stories are translated into reinterpreted instant noodle packaging. The project reframes instant noodles as objects capable of holding meaning, showing how lived experience often resides in the most overlooked forms.





Website ↗
Contact ↗

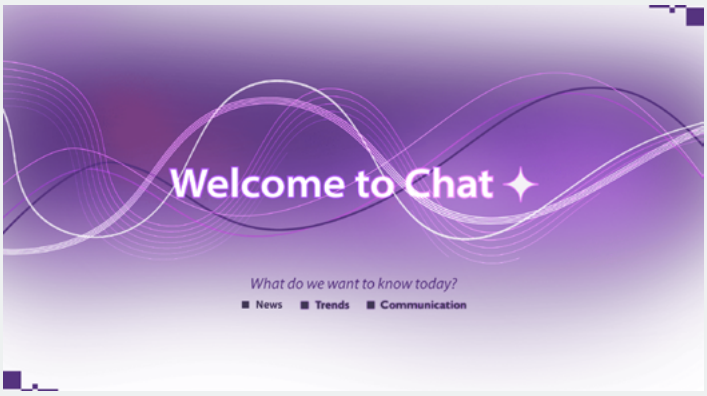
Low Yi Xuan

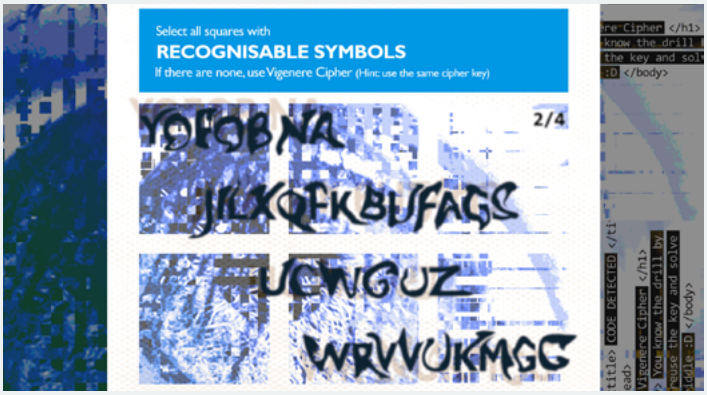
Welcome to Chat

Website and print

With the rising usage of artificial intelligence (AI), society's overreliance on AI has also been increasing. This growing trend stands out and led the artist to wonder if the issue might exacerbate in the future and how to possibly prevent it.

Thus, the project centers around the creation of a hypothetical society where humans willingly entrust every life decision to AI and would manifest in the form of an alternate reality game (ARG) website. That would include instances where the viewers could seek out more hidden lore in this universe. And attempt to find a hidden resistance group that has infiltrated and hidden itself in plain sight on the platform.





Website ↗
Contact ↗

Jamie Lim Jia Min

Welcome to Hell HQ

Typography, Publication, Print

Welcome to Hell HQ reimagines the Ten Yama Kings from the Ten Courts of Chinese Hell. Each King represents a moral value but is traditionally portrayed through fear-driven, intimidating imagery as enforcers of punishment. This project aims to reframe these figures into approachable advocates for moral values and lessons relevant to everyday life.

Set within a familiar school system, each King adopts a distinct school-based persona, brought to life through an experimental typographic publication where their personalities and teachings are communicated in a more engaging and accessible way. By adapting traditional beliefs for a modern audience, the project invites audiences to reflect on their actions and see these moral lessons as meaningful and relatable rather than distant or intimidating.

Website ↗
Contact ↗

Chermaine Chia Si Min (Xie Simin)

Boundaries For Sale

Illustration, packaging, print, video and installation

A people-pleaser is someone who disregards their own needs to satisfy others, driven by their desire for acceptance and to avoid conflict.

While often perceived as a selfless and praiseworthy act, this behaviour becomes problematic when unreciprocated and done in excess. They go on to suppress their dissatisfaction, which makes them miserable and unable to stop this compulsive behaviour.

Boundaries For Sale disrupts the narrative that people-pleasing is simply "being nice". This project uses the metaphor of a convenience store, to portray how conveniently people-pleasers make themselves available for others. It is a satirical, experiential installation, with products to amplify the detriments of these habits. Ultimately, it serves as a reminder for people-pleasers to set healthier boundaries and lead a more authentic life.

Website ↗
Contact ↗

Gabriel Jader Fetalvero

The Sweet Spot

Interactive Projection and Publication

What is art if it does not connect with its audience? What is design if it is not understood? Far too often, artists and designers prioritise conceptualisation over understandability, leading to a disconnect between creators and their audiences. This project seeks to bridge that gap, by investigating how creatives can navigate *"The Sweet Spot"* between conceptual complexity and audience comprehension. Using typography as a testing ground, it explores how visual intricacy in typefaces influences both enjoyment and legibility across varying audiences. The goal is to equip artists and designers with a greater understanding of how to optimise complexity levels for maximum audience understanding and enjoyment.

Website ↗
Contact ↗

Tay Yuxin (Zheng Yuxin)

Drawn in Strokes 划·画

Publication and Print

Drawn in Strokes explores the beauty of Chinese characters through a contemporary Singaporean lens. In a society where English dominates everyday communication, many young Singaporeans have grown increasingly distanced from the Chinese language despite it being a mother tongue. This project seeks to bridge that gap by reintroducing Chinese characters not merely as linguistic symbols, but as a medium of personal and cultural expression.

Through the deconstruction of Chinese characters into their fundamental components, the layered meanings within each stroke are revealed. These components are then used as building blocks to reconstruct new Chinese characters that reflect Singaporean cultural traits. In doing so, the project invites audiences to form personal connections with the Chinese language beyond its functional use.

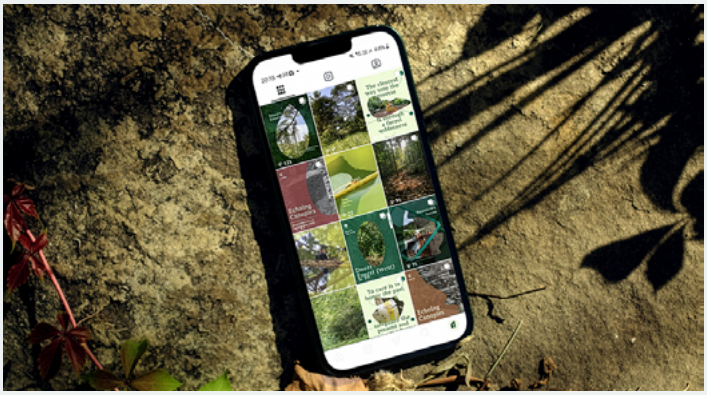
Website ↗
Contact ↗

Phuan Jieyi

Registry of Fading Wilds

Social Media, Publication, Branding

Registry of Fading Wilds is a design campaign that reframes Singapore's overlooked secondary forests as living archives of natural heritage, while questioning the tensions within the "City in Nature" narrative. Grounded in archival material, photography and anecdotal documentation, it identifies and interprets vulnerable wild spaces that persist despite urban pressures. Through a cohesive system of branding, print editorial, and social media storytelling, the project translates ecological and cultural narratives into accessible, public-facing formats. By reducing the perceived distance between people and these landscapes, this project aims to serve as a bridge—spotlighting these forests and fostering a more critical, affective engagement with them at risk of gradual erasure.



Website ↗
Contact ↗

Tai Ling Ying

Mortal Ascend

Publication and Merchandise

Mortal Ascend documents Singapore's homegrown divine figures, individuals from different faiths who were once mortal but are now worshipped within Chinese religious practice. As cultural traditions decline, some of these figures remain quietly honoured, while others have faded into obscurity, their stories gradually being lost.

The lives of these figures act as lenses into the past, offering insight into their journeys, the concerns of a past era and prevailing gender perceptions.

Rather than questioning whether these figures truly existed, *Mortal Ascend* focuses on preserving their stories. Through research, fieldwork, and visual storytelling, the project serves as a bridge between older storytellers and audiences.

Website ↗
Contact ↗

Sherry Han Mengyuan

Snowfall at the Equator

Print, Illustration

Snowfall at the Equator is a data visualisation project that explores the concept of dreams as wishes and life aspirations among young adults. Through data collected from surveys and interviews, participants' dreams are translated into unique handcrafted and hand-drawn snowflakes called dreamflakes, with attributes such as colour, size, and placement showing different data types, representing the uniqueness, imperfection and ephemerality of dreams.

Together, the dreamflakes form a symbolic snowfall at the equator, a physical manifestation of their most desired dreams, aim to created an immersive, collective experience and encouraging reflection towards people who still dare to dream.

Website ↗
Contact ↗

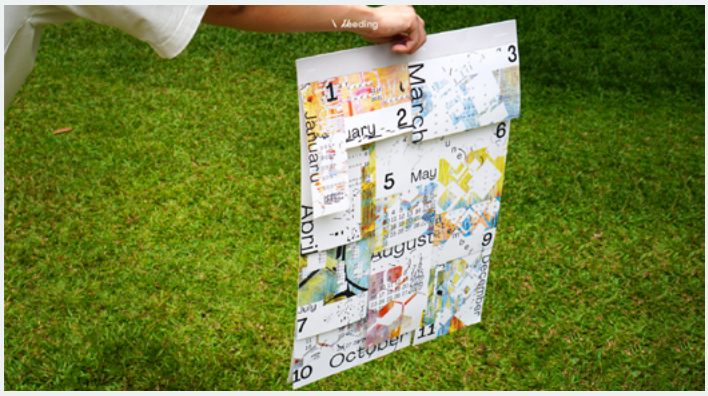
Lin Hsin Hui

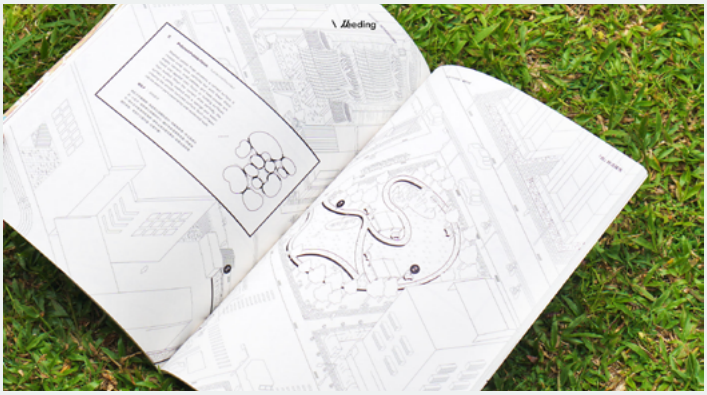
Weeding

Publication, Motion Graphics

In today's design culture mediated by AI, there is a strong emphasis on order and consistency. While this brings efficiency and clarity, it can also result in visual languages that feel refined, yet distant from lived experience.

Weeding offers an alternative perspective. It explores how chaos found in imperfection, fragility, and transience can be transformed into a visual language that restores emotional resonance and authenticity. Inspired by Taiwan's street scenes, where order and chaos naturally coexist, the project embraces this relationship as part of its design system. Through a theory book, motion graphics, and a stationery set, *Weeding* aims to redefine design as sensibility made visible, ultimately cultivating a more sensitive way of seeing and feeling chaos.





Website ↗
Contact ↗

Loo Jiao Ying, Jolin (Lu Jiaoying)

Meanings, Assembled

Prints and Motion Graphic

We are surrounded by words every day, even when we don't notice them. They appear in conversations, books, music, signs, screens, texts, and in the stories we hear growing up. Yet language is never fixed. Meaning shifts through context, arrangement, and interaction.

Meanings, Assembled explores language as something that is fluid rather than fixed. By breaking a series of original poems into sentences, phrases, and individual words, the project reconstructs meaning through an interactive experience, inviting audiences to re-create the meaning and structure of the original poems, to form their own, and to rediscover the power and impact of words and their relationships with one another through this process.

Website ↗
Contact ↗

Tang Liang Ling

35,000 Decisions

Packaging and Illustrated Publication

35,000 Decisions explores how the seemingly insignificant decisions we make each day may quietly have a profound impact on our lives. Grounded in the idea that a person makes an average of 35,000 decisions daily, the project examines the unseen weight of micro-choices through tactile, interactive storytelling.

Taking form through participatory packagings and a printed publication, the project guides viewers through both choice and reflection. The packaging invites them to make selections and encounter unfolding consequences, while the publication presents stories in which small, ordinary acts lead to far-reaching outcomes. Together, they translate decision-making into a layered visual experience, reflecting on how life is shaped not only by major life decisions, but also by choices whose significance is rarely legible in the moment.

Game

Game is an emerging interdisciplinary field that invites us to consider how play and game theory inform creative design.

In this showcase, students explore gameplay principles and mechanics while developing a broad set of technical and artistic skills. The resulting projects span a wide spectrum from experimental and entertaining games to educational and socially engaged, play-based experiences, demonstrating the diverse potential of games as a medium for expression and interaction.

Website ↗
Contact ↗

Li Jialing

ZombDayZ

3D Idle Game

Step right into the dawn of an apocalypse in this integrated 3D idle game.

You follow a reclusive genius - a hikkikomori scientist cast aside by society. In the midst of this zombie outbreak that ravages the world, she sees an opportunity - her moment to rise, and to prove everyone wrong.

Together, you'll help her venture out to gather resources, support her groundbreaking research, and build a sanctuary that offers warmth in a collapsing world. Every discovery, every upgrade and every quiet moment brings her closer to achieving a cure.

As the journey unfolds, unsettling truths begin to emerge. What - or who - truly sparked the apocalypse?

In a world overrun by the undead, will she achieve her goal?

Website ↗
Contact ↗

Lim Xin Yan Charmaine

After Life Woes

Concept Art Book

After Life Woes is a comedy concept art book, heavily inspired by Singapore Chinese customs and festivals. Follow Wan Ning and Shan Jing, spirits who have taken up the role of Wardens, aiming to be granted an audience with the Heavenly Empress. They must not only apprehend wanted spirits to accumulate enough karma, but also be the first among all Wardens to turn their target in to their higher-ups. With the fierce competition, the duo must be at their best with their newly bestowed abilities, or they may linger for longer than they desire. However, as with life, the time after death can be difficult and bizarre, especially with the eccentric cases they will come to deal with.

Website ↗
Contact ↗

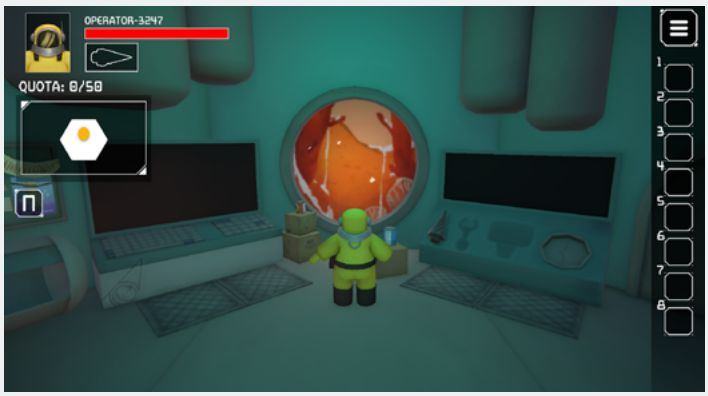
Soh Hwee Yi

Teratomis *(Environment Artist, Rigger, UI Designer)*
2.5D Turn-Based RPG Sci-Fi Game

How far will your complicity go, and how much will it cost you?

A low-ranking miner stuck as a cog in the industrial machine of a megacorporation, you are tasked to enact the swan song of a distant, foreign planet. Sent on a solo expedition to extract the final resources it has to offer, you must navigate its layered depths through turn-based combat and exploration.

Fulfil your extraction quotas, upgrade your weapons, interact with the fauna, and unearth hidden truths. What begins as a routine extraction morphs into something more intimate as you delve deeper; piece together the true nature of this planetary body that refuses to relent, and the fragments of a classified expedition lost to unexpected consequences.



Website ↗
Contact ↗

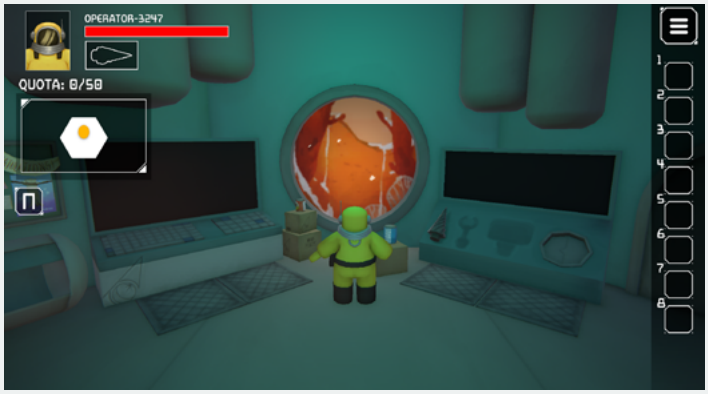
Tan Rae Yu, Clara

Teratomis *(Art Lead, 3D Artist, Animator, Sound Artist)*
2.5D Turn-Based RPG Sci-Fi Game

How far will your complicity go, and how much will it cost you?

A low-ranking miner stuck as a cog in the industrial machine of a megacorporation, you are tasked to enact the swan song of a distant, foreign planet. Sent on a solo expedition to extract the final resources it has to offer, you must navigate its layered depths through turn-based combat and exploration.

Fulfil your extraction quotas, upgrade your weapons, interact with the fauna, and unearth hidden truths. What begins as a routine extraction morphs into something more intimate as you delve deeper; piece together the true nature of this planetary body that refuses to relent, and the fragments of a classified expedition lost to unexpected consequences.



Website ↗
Contact ↗

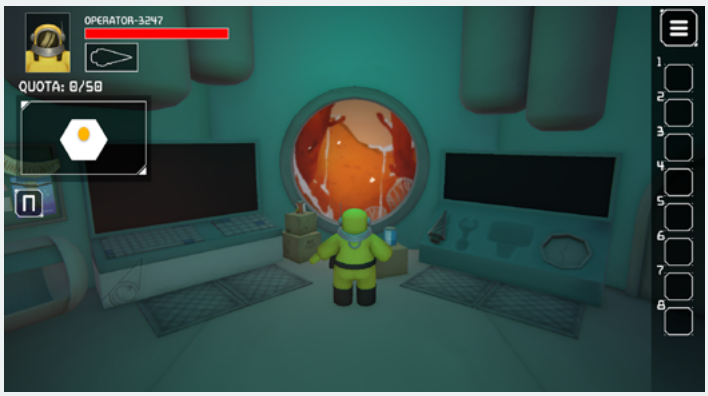
Grey Goh Zi Ying

Teratomis *(Project Manager, Narrative Designer and Writer, NPC Concept Artist)*
2.5D Turn-Based RPG Sci-Fi Game

How far will your complicity go, and how much will it cost you?

A low-ranking miner stuck as a cog in the industrial machine of a megacorporation, you are tasked to enact the swan song of a distant, foreign planet. Sent on a solo expedition to extract the final resources it has to offer, you must navigate its layered depths through turn-based combat and exploration.

Fulfil your extraction quotas, upgrade your weapons, interact with the fauna, and unearth hidden truths. What begins as a routine extraction morphs into something more intimate as you delve deeper; piece together the true nature of this planetary body that refuses to relent, and the fragments of a classified expedition lost to unexpected consequences.



Website ↗
Contact ↗

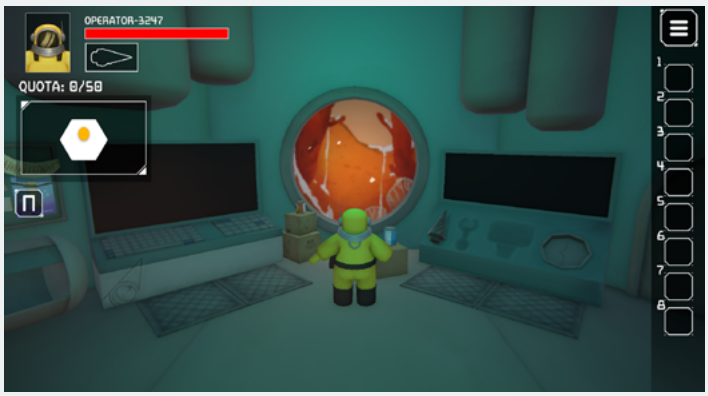
Erin Kristyn Maui Tabila Perera

Teratomis *(Game Designer, Programmer)*
2.5D Turn-Based RPG Sci-Fi Game

How far will your complicity go, and how much will it cost you?

A low-ranking miner stuck as a cog in the industrial machine of a megacorporation, you are tasked to enact the swan song of a distant, foreign planet. Sent on a solo expedition to extract the final resources it has to offer, you must navigate its layered depths through turn-based combat and exploration.

Fulfil your extraction quotas, upgrade your weapons, interact with the fauna, and unearth hidden truths. What begins as a routine extraction morphs into something more intimate as you delve deeper; piece together the true nature of this planetary body that refuses to relent, and the fragments of a classified expedition lost to unexpected consequences.



Website ↗
Contact ↗

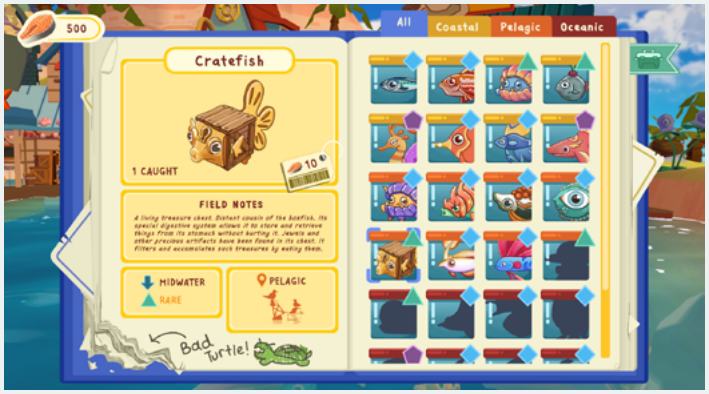
Dean Duan Ning Xin

Ultramarine *(Team Lead, Lead Game Designer and Programmer, Producer, Technical Artist, Writer)*
Cosy 3D Fishing Game

"Work? I'd rather fish!"

Explore Bubbleshore, a town of respite for the stressed and lost, in a cosy corner of the ocean filled with quirky fishes and healing character stories! Together with your trusty turtle companion, take a breather and experience the strange and wonderful marine world of the Ultramarine Archipelago!

Catch funky fishes — then get more fishing gear to catch an even wider variety of fish! Don't forget to chat with the cute and endearing residents — you might just be able to help them in your own small way!



Website ↗
Contact ↗

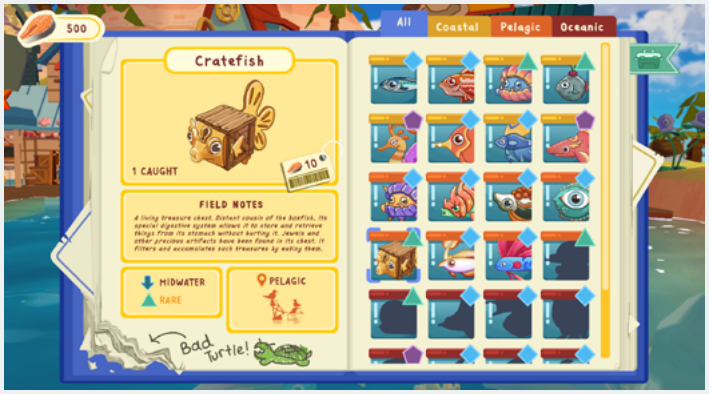
Jeanelle Wong Xiang Ting

Ultramarine *(Lead 3D Artist, Lead Texture Artist, Level Designer)*
Cosy 3D Fishing Game

"Work? I'd rather fish!"

Explore Bubbleshore, a town of respite for the stressed and lost, in a cosy corner of the ocean filled with quirky fishes and healing character stories! Together with your trusty turtle companion, take a breather and experience the strange and wonderful marine world of the Ultramarine Archipelago!

Catch funky fishes — then get more fishing gear to catch an even wider variety of fish! Don't forget to chat with the cute and endearing residents — you might just be able to help them in your own small way!



Website ↗
Contact ↗

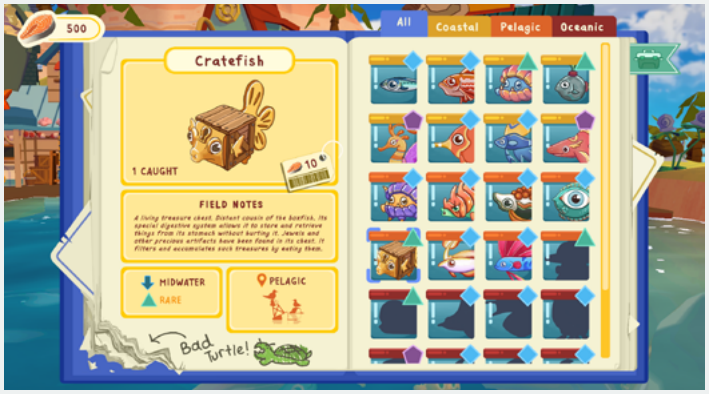
Chua Jia Yi

Ultramarine *(Lead Concept Artist, UI/UX Artist, Producer, Texture Artist, 3D Animator)*
Cosy 3D Fishing Game

"Work? I'd rather fish!"

Explore Bubbleshore, a town of respite for the stressed and lost, in a cosy corner of the ocean filled with quirky fishes and healing character stories! Together with your trusty turtle companion, take a breather and experience the strange and wonderful marine world of the Ultramarine Archipelago!

Catch funky fishes — then get more fishing gear to catch an even wider variety of fish! Don't forget to chat with the cute and endearing residents — you might just be able to help them in your own small way!



Website ↗
Contact ↗

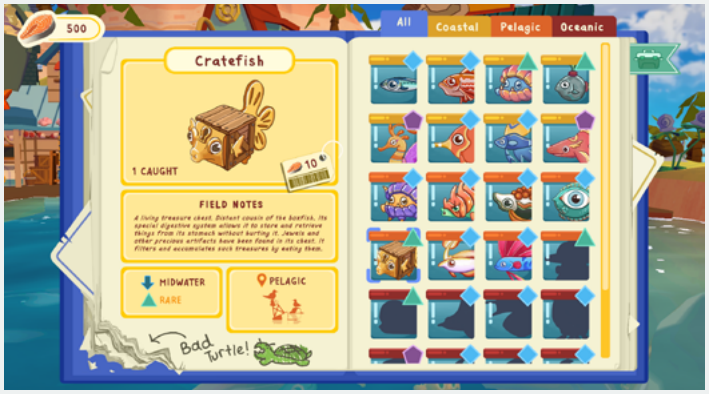
Phua Shu Hui

Ultramarine *(Lead 3D Animator and Rigger, 3D Artist, Lead Level Designer, Technical Artist)*
Cosy 3D Fishing Game

"Work? I'd rather fish!"

Explore Bubbleshore, a town of respite for the stressed and lost, in a cosy corner of the ocean filled with quirky fishes and healing character stories! Together with your trusty turtle companion, take a breather and experience the strange and wonderful marine world of the Ultramarine Archipelago!

Catch funky fishes — then get more fishing gear to catch an even wider variety of fish! Don't forget to chat with the cute and endearing residents — you might just be able to help them in your own small way!



Website ↗
Contact ↗

Sylvestian Lee Yong Kang

Purrgatory *(Game Designer, Game Developer, Animator)*
2D Idle Strategy Team Building Game

Build a team of adorable cats and head out into the post-apocalyptic world of Purrgatory! Destroy inklings, collect money and equipments to make your team stronger! Progress through the world and discover the story of Purrrgatory!

Website ↗
Contact ↗

Adele Pang Yi-En

Purrgatory *(Illustrator, Art Director, UI Designer)*
2D Idle Strategy Team Building Game

Build a team of adorable cats and head out into the post-apocalyptic world of Purrgatory! Destroy inklings, collect money and equipments to make your team stronger! Progress through the world and discover the story of Purrrgatory!

Website ↗
Contact ↗

Jake Lew Zhi Jie

Whalefall *(Gameplay Designer, Systems Designer, Programmer)*
3D Action Roguelite Underwater Game

Seek out Whalefall, a haven safe from ancient machines that ravage your ocean home. In this underwater action-roguelite game, upgrade not only yourself, but also your enemies, as you fight by taking control of your mechanical foes and wielding their abilities.

Faltering is not the end, for although collected upgrades are lost after a defeat, each journey provides the opportunity to unlock permanent upgrades and mastery over each opponent, empowering your next runs.

All that remains of humanity in this fictional future are underwater ruins and debris from the surface, along with their rogue aquatic machines known as Relics. As you brave forward, traces of the past can be found, revealing a glimpse into their last moments.

Website ↗
Contact ↗

Ethan Yap Jean Ray

Whalefall *(Producer, 3D Artist, Technical Artist)*
3D Action Roguelite Underwater Game

Seek out Whalefall, a haven safe from ancient machines that ravage your ocean home. In this underwater action-roguelite game, upgrade not only yourself, but also your enemies, as you fight by taking control of your mechanical foes and wielding their abilities.

Faltering is not the end, for although collected upgrades are lost after a defeat, each journey provides the opportunity to unlock permanent upgrades and mastery over each opponent, empowering your next runs.

All that remains of humanity in this fictional future are underwater ruins and debris from the surface, along with their rogue aquatic machines known as Relics. As you brave forward, traces of the past can be found, revealing a glimpse into their last moments.

Website ↗
Contact ↗

Neo Wei En

Whalefall *(Gameplay Designer, Technical Artist, Programmer)*
3D Action Roguelite Underwater Game

Seek out Whalefall, a haven safe from ancient machines that ravage your ocean home. In this underwater action-roguelite game, upgrade not only yourself, but also your enemies, as you fight by taking control of your mechanical foes and wielding their abilities.

Faltering is not the end, for although collected upgrades are lost after a defeat, each journey provides the opportunity to unlock permanent upgrades and mastery over each opponent, empowering your next runs.

All that remains of humanity in this fictional future are underwater ruins and debris from the surface, along with their rogue aquatic machines known as Relics. As you brave forward, traces of the past can be found, revealing a glimpse into their last moments.

Website ↗
Contact ↗

Ang Abdiel Garcia Discaya

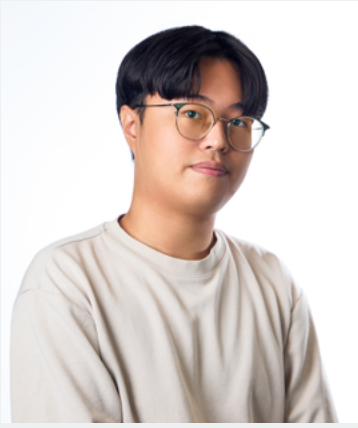
Whalefall *(Concept Artist, Illustrator, UI/UX Designer)*
3D Action Roguelite Underwater Game

Seek out Whalefall, a haven safe from ancient machines that ravage your ocean home. In this underwater action-roguelite game, upgrade not only yourself, but also your enemies, as you fight by taking control of your mechanical foes and wielding their abilities.

Faltering is not the end, for although collected upgrades are lost after a defeat, each journey provides the opportunity to unlock permanent upgrades and mastery over each opponent, empowering your next runs.

All that remains of humanity in this fictional future are underwater ruins and debris from the surface, along with their rogue aquatic machines known as Relics. As you brave forward, traces of the past can be found, revealing a glimpse into their last moments.

Website ↗
Contact ↗



Tsai Yi-Ta

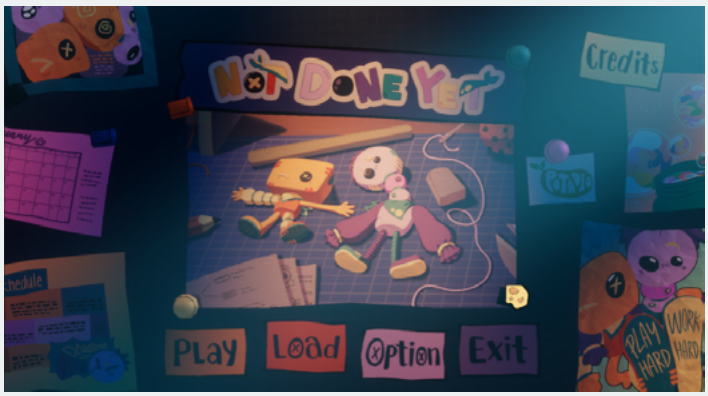
Not Done Yet *(Producer, Programmer, Rigger, Technical Artist)*
3D Local Co-Op Puzzle-Adventure Game

In an abandoned factory, fervent prayers from forgotten old toys mysteriously bring two prototype toys, Hoppie and Saddie to life.

Believing that all they lack to be back in production is sufficient marketing, Hoppie and Saddie must recover the missing half of a promotional poster, escape the factory and put it up at the city's largest toy store.

Along the way, they meet friends and enemies, each revealing a story of toys that refuse to let their journey end at the discontinuation of their series.

The game *Not Done Yet* blends creative game mechanics and wacky animations into a chaotic and fun co-op puzzle adventure made for laughing, solving and struggling together.



Website ↗
Contact ↗

Katherine Wee Ying Ying

Not Done Yet *(Concept Artist, UIUX Designer, 3D Artist)*
3D Local Co-Op Puzzle-Adventure Game

In an abandoned factory, fervent prayers from forgotten old toys mysteriously bring two prototype toys, Hoppie and Saddie to life.

Believing that all they lack to be back in production is sufficient marketing, Hoppie and Saddie must recover the missing half of a promotional poster, escape the factory and put it up at the city's largest toy store.

Along the way, they meet friends and enemies, each revealing a story of toys that refuse to let their journey end at the discontinuation of their series.

The game *Not Done Yet* blends creative game mechanics and wacky animations into a chaotic and fun co-op puzzle adventure made for laughing, solving and struggling together.

Website ↗
Contact ↗

Tan Zin E

Not Done Yet *(Animator, Level Designer, Sound Artist)*
3D Local Co-Op Puzzle-Adventure Game

In an abandoned factory, fervent prayers from forgotten old toys mysteriously bring two prototype toys, Hoppie and Saddie to life.

Believing that all they lack to be back in production is sufficient marketing, Hoppie and Saddie must recover the missing half of a promotional poster, escape the factory and put it up at the city's largest toy store.

Along the way, they meet friends and enemies, each revealing a story of toys that refuse to let their journey end at the discontinuation of their series.

The game *Not Done Yet* blends creative game mechanics and wacky animations into a chaotic and fun co-op puzzle adventure made for laughing, solving and struggling together.

Website ↗
Contact ↗

Lim Yan Ci

Not Done Yet *(3D Artist, Cinematic Artist, Lighting Artist)*
3D Local Co-Op Puzzle-Adventure Game

In an abandoned factory, fervent prayers from forgotten old toys mysteriously bring two prototype toys, Hoppie and Saddie to life.

Believing that all they lack to be back in production is sufficient marketing, Hoppie and Saddie must recover the missing half of a promotional poster, escape the factory and put it up at the city's largest toy store.

Along the way, they meet friends and enemies, each revealing a story of toys that refuse to let their journey end at the discontinuation of their series.

The game *Not Done Yet* blends creative game mechanics and wacky animations into a chaotic and fun co-op puzzle adventure made for laughing, solving and struggling together.

Special thanks to the people who made this show possible

Credits

Chair's Office

Chair
Professor Hans-Martin Rall

Associate Chair (Academic)
Assoc. Professor Ben Seide

Associate Chair (Graduate And Continuing Education)
Assoc. Professor Cindy Wang

Assistant Chair (Student Life)
Senior Lecturer Ang Song Nian

Associate Chair (Research)
Assoc. Professor Lisa Winstanley

Associate Chair (Faculty)
Assoc. Professor Ng Woon Lam

Faculty Committee

ADMSHOW 2026 Co-Chairpersons
Senior Lecturer Ang Song Nian
Gallery Director Michelle Ho

Design Art FYP Coordinators
Visual Communication
Assoc. Professor Lisa Winstanley

Product Design
Asst. Professor Veronica Ranner

Interaction Design
Assoc. Professor Ina Conradi Chavez

Media Art FYP Coordinators
Animation and Game
Assoc. Professor Davide Benvenuti

Photography
Senior Lecturer Ang Song Nian

Filmmaking
Asst. Professor Ella Raidel

Support Staff

Administration, AV and IT Teams
Lawrence Wong
Tan Wee Liang
Poh Zhuang Yu
Ahmad Azahki Bin Mustafa
Abdul Shukor Bin Mohammad
Arifin Bin Ami
Kumar Chockanathan
Pek Chong Hui
Ramalingam Sivakumar

Communications and Outreach
Michelle Ho
Muhammad Mustajab Bin Mohamad
Lim Shy Yunn
admevents@ntu.edu.sg
admcomm@ntu.edu.sg

Special thanks to the people who made this show possible

Credits

Student Committee

Main Committee
De Silva Adrielle Marjorie
Germaine Lim Xin Xuan
Michelle Wong Zi Xin
Tang Wei Yang Lewis

Visual Communication Pathway Representative
Tang Liang Ling

Product Design Pathway Representative
Gabriel Yong Ming Hui

Interaction Pathway Representative
Ong Kong Liang
Shahma Abdulla

Animation Pathway Representative
Jessica Hendrawan Putri

Filmmaking Pathway Representative
John Ryan Yeo Ming

Game Pathway Representative
Ang Abdiel Garcia Discaya
Ethan Yap Jean Ray

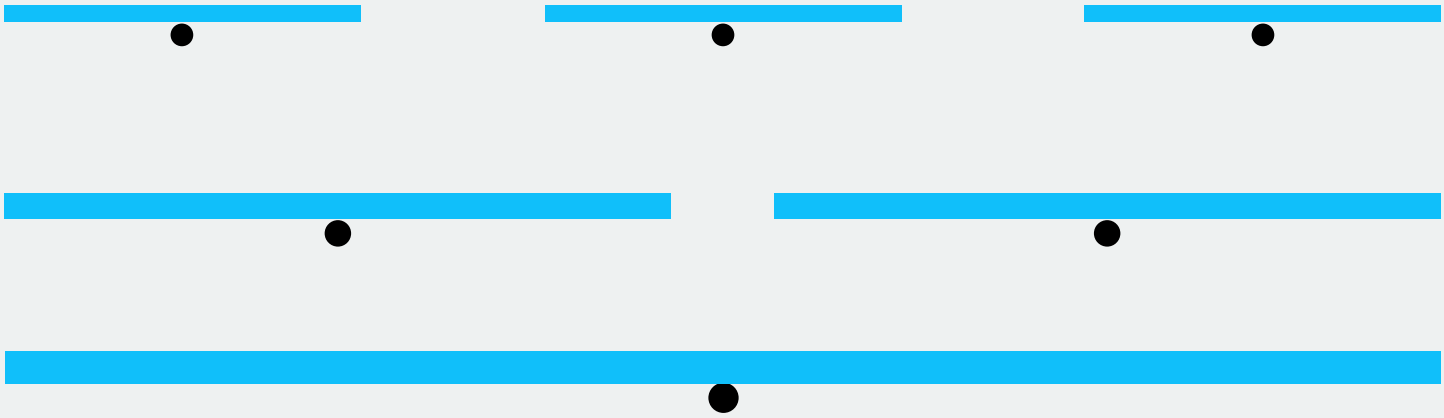
Photography Pathway Representative
Clare Joseph

Branding & Exhibition Design

currency
NOW AND FOREVER

CREATIVE Bulb®
CREATIVE BULB PTE LTD

Between constants and change, new directions unfold.



NANYANG TECHNOLOGICAL UNIVERSITY SINGAPORE

School of Art, Design and Media
College of Humanities, Arts, and Social Sciences