

VANITY PROJECT

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Summary

Vanity Project is a Brooklyn-based multidisciplinary studio combining architecture, photography, graphic design, and branding to push the boundaries of art and design. Their work blends form and narrative to create thought-provoking projects that engage with and shape cultural conversations.

Group Exhibitions

2024

- *War Shrouds*, Women's Work Art, Poughkeepsie, NY
- *War Shrouds*, Dodomu Gallery, Brooklyn, NY

2025

- *War Shrouds*, Hera Gallery, South Kingstown, RI

Selected Projects

War Shrouds

2024 – Ongoing

Mixed Media (re-appropriated baby blankets) | Approx. 19" x 32" ea.

An ongoing series of 24 works examining the impact of war on women and children.

By transforming crocheted baby blankets into symbolic body bags, this project juxtaposes comfort with loss, reflecting on war's violent intersections with gender and domesticity.

Harm to Ongoing Matter

2025

Newspaper, plastic bags, ink | 11" x 15" packaged, 14.75" x 20.5" pages | Limited edition of 100

A conceptual art book reimagining redacted pages from the Mueller report. Isolated black redaction boxes become visual meditations on censorship and the fragility of truth in a post-truth era.

The Weight of Absence

2024

10' x 20' wall installation | Adhesive dust filter bags, drilled holes

A wall transformed into a witness to displacement and destruction. Using drilled holes and collected debris, the work symbolizes fractured lives and examines the enduring effects of erasure and denial, contextualized within cycles of violence in Gaza.

Publications

Harm To Ongoing Matter

Vanity Project, 2025

Conceptual art book transforming the Mueller report through redacted graphics, exploring censorship, secrecy, and the fragility of truth. Limited edition of 100, featuring 12 pages of curated redacted visuals.

Education

Master of Architecture, Pratt Institute — Heather Besemer-Schulz

Bachelor of Arts, Cornell University — Heather Besemer-Schulz

Bachelor of Fine Arts, School of Visual Arts — Jeffrey Schulz

Skills

- Concept and narrative development for installations and multimedia projects
- Architectural and material design, including prototyping and construction methods
- Photography, retouching, and visual composition for print and digital media
- Graphic design and branding: typography, layout, and cultural engagement
- Digital rendering and visualization (e.g., Rhino, Revit, Adobe Creative Suite)
- Art direction for music and creative industries, including branding and album design
- Project coordination, creative team leadership, and stakeholder communication
- Writing and presenting grant applications, artist statements, and proposals