The College of Art is a community of designers and artists.

At WashU, you will learn to make things with many different materials; examine people, communities, and situations carefully and with empathy; communicate with diverse audiences; and create positive change in the world.

Your studies will be rigorous and fun. Washington University is an internationally recognized research institution where you can take courses in art history, psychology, gender studies, computer science, literature, business, science, and everything in between. Our courses are taught by leaders in their fields, who are working on local and global challenges.
Your WashU education brings together a strong liberal arts foundation and a major in art or design.

As a BFA student, your liberal arts foundation is built on a combination of required academic courses, art history and visual culture courses, and elective courses. There is time and space to explore fields across our undergraduate divisions—Architecture, Arts & Sciences, Business, and Engineering & Applied Science.

A BFA degree requires a total of 128 credits of course work, with a minimum of 39 credits taken in Arts & Sciences. With proper planning, you can pursue a minor or a second major. Dual degrees are also possible and typically take five years to complete.
YEAR 1
Build a foundation.
In your first year, your required studio course work includes drawing, two-dimensional design, three-dimensional design, digital design, and a weekly lecture course.

YEAR 2
Choose your path.
As a sophomore, you select courses across art and design, taking a digitally oriented class and choosing from introductory courses in fashion design, graphic design, illustration, painting, photography, printmaking, sculpture, and typography. During your second semester, you select your major.

YEAR 3
Focus your study.
In your junior year, you dive into your major, choosing among rigorous studio courses taught by faculty with diverse expertise.

YEAR 4
Culminate with capstone.
As a senior, you take a yearlong capstone course, which provides a bridge to your future after college. You begin with research that results in finished work and a public exhibition.
Major in Art

The art major is built on two central ideas: first, you will become a maker with technical and conceptual depth; second, you will drive your own education with the choices you make about what classes to take and what projects to take on. You can decide to leave your art studio education open, or you can choose to concentrate in a specific discipline, including painting, photography, printmaking, or sculpture.

Your choices begin in your sophomore year, when you select two of four Material & Culture studios: painting, photography, printmaking, and sculpture. In addition, you take a digital studio course, which focuses on technology and the moving image.

Art Practice Courses
During your junior and senior years, you take seven Art Practice courses; we offer them in a range of areas and topics every semester. These courses help you to acquire technical and conceptual strategies as you move toward independent work.

Methods & Contexts Courses
Taught by teams of faculty during your junior year, Methods & Contexts courses help you understand your own artistic interests within the contemporary, professional field of art.

Capstone
In your senior capstone course, you commit to an artistic position—evidenced through studio production, presentation, and writing. Your work culminates in a spring exhibition.
Sample classes include:
- Body Image
- Large Format Photography
- The Printed Image
- Material as Metaphor
- Public Practice
- Time-Based Media
Major in Communication Design

The communication design major is a collaborative program at the intersection of graphic design, illustration, and interaction design. Our faculty have backgrounds in illustration, information design, graphic design, social impact design, user interface design, and advertising. You can choose to design interfaces for mobile devices and the web, make pictures for games and motion graphics, illustrate stories, create comics, and design printed posters and books.

Some projects allow you to apply design skills to social problems in the community in areas such as public health and urban education. Others provide the chance to study the history of printed images, comics, and advertising through our Douglas B. Dowd Modern Graphic History Library.

In your sophomore year and the fall semester of your junior year, you take courses such as Digital Design, Word & Image, Typography, and Interaction Foundations. Starting in the second semester of your junior year, you choose all of your own major courses.

Capstone
As a senior, you pursue a capstone project in design or illustration that culminates in an illustrated book, zine, screen-based presentation, graphic novel/mini-comic, or digital experience. Your final project is displayed in a public exhibition.
Sample classes include:
- Pictures for Communication
- Type and Letterform
- Material & Culture (Art)

Interaction Design:
- User-Centered Applications
- Illustration Concepts & Media/Visual Journalism
- Content to Cover: The Design of Books
- Design for Social Impact
- Art Practice
Major in Fashion Design

The fashion design major is a multifaceted course of study that prepares you for activities in design and affords you vision and flexibility for leadership in a global industry. You gain experience in designing for mass production, as well as one-of-a-kind pieces. Courses provide a working knowledge of industry standards and procedures, informed by history and current trends.

During your sophomore year, you build a foundational understanding of fashion research, culture, and design. In your junior year, you undertake projects exploring a spectrum of garment design problems, fabrication strategies, textiles, and illustration, supported by digital tools.

**Capstone**

As a senior, you focus on your own aesthetic through the realization of a signature collection. Students have drawn inspiration from dance, science-fiction genres, sustainable design, and architecture for recent collections.

Guided by faculty and professional mentors, you work through the full design process, from initial research and conceptual design to pattern and muslin stages to the final construction of each garment. Your designs are featured on the runway in the annual WashU Fashion Design Show.
Your real-world experience begins right here in St. Louis.

**Experience what it takes to teach.**
Since 2003, Design Connection has given WashU design students the opportunity to develop curriculum, teach, and mentor graphics students at University City High School.

**Engage in human-centered design.**
Design for America at WashU brings together students from majors across campus, challenging them to use human-centered design for local impact, addressing topics such as food access and waste reduction.

**Use photography to tell your story.**
The Documentary Photography & Social Practice course focuses on philosophical, aesthetic, and technical approaches to photographing our contemporary, human-altered landscape.

**Find out what it takes to make public art.**
Now in its 32nd year, the University City Public Art Series provides students with hands-on experience in developing site-specific works. Participants choose locations, estimate costs, design models, and make professional presentations before University City’s Municipal Commission on Arts & Letters. Winning projects are constructed in the community.
Address sustainability issues. Sustainability Exchange allows students to work in transdisciplinary teams to discover innovative solutions for reducing energy use on campus, and to develop recommendations for advancing net-zero energy design and construction.

Use word and image to become a visual reporter. For professor Douglas Dowd’s Visual Journalism and Reportage Drawing course, students act as visual reporters, weaving together text and image.

Create films and videos to document communities. Taught by associate professor Denise Ward-Brown, the course Tale of Two Cities: Documenting Our Divides uses the medium of film to document local grassroots reform efforts, spurred in part by the 2014 events in Ferguson, Missouri.

Use design thinking to work on patient health care challenges. Interaction design courses allow students to learn research methods and collaborative processes in design thinking. Students often work on innovative, digitally delivered solutions for health care challenges.

Collaborate on apparel strategies that address functional needs. Fashion design and occupational therapy students work in teams to design garments for clients with mobility or vision impairments, developing collections and selecting samples for specific wardrobe needs based on their occupations and activities.
Your degree will help you impact your community and your profession.

Check out how some of our alums are applying their WashU educations across the country and around the world.

Joey Brooks, BFA01
Owner/designer of Elle & Jae
Los Angeles, CA

Jonathan Yukio Clark, BFA09
Mixed media artist  Makawao, HI

Yu Araki, BFA07
Video artist and filmmaker  Tokyo, Japan

Michael Alm, BFA06
Mixed media sculptor  Seattle, WA

Shelby Shadwell, BFA03
Artist and faculty member  Laramie, WY

Louise Smythe, BFA10
Story artist at Pixar Animation Studios  San Francisco, CA

Paul Dillinger, BFA94
Vice president and head of global product innovation at Levi Strauss & Co.  San Francisco, CA

Sandy Speicher, BFA96
Partner and managing director of Education practice at IDEO  San Francisco, CA

Nicole White, BFA06
Artist  Tulsa, OK

Paula Wilson, BFA98
Artist and faculty member  Carrizozo, NM

Douglas Powell, BFA88
Design principal at IBM Design  Austin, TX

Sharon Briner, BFA10
Senior product designer, data.world  Austin, TX

Tina Ho, BFA05
Senior product designer, WP Engine  Austin, TX

Regina Allen, BFA91
Artist and faculty member  Austin, TX
Sarah Ettinger, BFA15
Associate designer at Kate Spade & Company New York, NY

Aaron Duffy, BFA06
Creative director and visual narrative mastermind at 1stAveMachine + SpecialGuest New York, NY

Adam Rubin, BFA05

Katy Scoggin, BFA05
Film director and producer Brooklyn, NY

Tom Friedman, BFA88
Artist Plymouth, MA

Heather McPherson, BFA06
Artist and faculty member Providence, RI

Catalina Ouyang, BFA15
MFA candidate in sculpture New Haven, CT

Michelle Komie, BFA97
Executive editor of art and architecture at Princeton University Press Princeton, NJ

Mary K. Bryson, BFA88
Founder of Bryson Medical Illustrations Langhorne, PA

Benjamin Guthorn, BFA10
Judicial law clerk for Judge Dan Friedman, Maryland Court of Special Appeals Baltimore, MD

Benjamin Lowy, BFA01
Award-winning photojournalist New York, NY

Jordana Warmflash, BFA07
Founder/designer of NOVIS New York, NY

Nina Buxenbaum, BFA96
Artist and faculty member Jamaica, NY

Judy Pfaff, BFA71
Artist Kingston, NY

Ian Monroe, BFA95
Artist London, England

NOVIS collection by Jordana Warmflash
Professional development is an integral part of your studio education.

Starting in your junior year, our career development staff integrates professional programming into your course work. You will be guided through specialized programs and learn how to structure an internship and job search. In addition, you will have access to personalized career advising and resources to find prospects for the best internships, residencies, fellowships, graduate schools, jobs, or other professional placements.

You are also encouraged to become actively involved with professional organizations and to attend conferences.

**Professional Practices**
The Pro Practices program includes sessions on résumé, cover letter, and portfolio development. It also includes skill-building sessions on networking, interviewing, and professional etiquette.

**Road Shows**
Road Shows offer students a chance to travel to major markets to visit agencies, studios, and professionals, and to connect with alumni currently working in the field. Recent Road Shows have been held in Chicago, Minneapolis, New York, and Silicon Valley.
Our faculty are practicing artists, designers, and architects.

Nationally and internationally distinguished, our faculty exhibit in galleries, have successful design and studio practices, publish articles and books, conduct human-centered research, create interactive media, consult, and participate in a range of other creative activities. You'll get to know your faculty well. Their research and studio practices are often interwoven with the courses that they teach.

**Faculty Profiles**

If you ask associate professor John Hendrix—who has authored and illustrated several children’s books and completed assignments for publications such as *Sports Illustrated, Entertainment Weekly, Rolling Stone, The New York Times, The New Yorker*, and *Esquire*—the sketchbook is a vital tool for illustrators, providing a “personal playground” for conceptualizing ideas and honing drawing skills. For his course The Illustrator’s Sketchbook, students make images that explore visual narratives.

Senior lecturer Jennifer Ingram, BFA04, knows the challenges of designing a collection for the annual Fashion Design Show. “It’s a balance of freedom and restriction,” says Ingram, who has coordinated the public showcase. “You can be creative and think outside the box, but you also have to make sure the garment works for a manufacturer and a clientele.”

An internationally recognized artist, professor Lisa Bulawsky’s innovative approach to teaching stems from her research interests and investment in the philosophical and political qualities inherent to printmaking. Her role as director of Island Press epitomizes this convergence of practice and education. The research-based printmaking workshop hosts professional artists for intensive studio residencies, and their visits are incorporated into the curriculum.
You will have access to work spaces with the latest technology and tools.

**Studio and Making Spaces**

All students have their own studios beginning in their junior year, providing a space to work, collect, and be inspired. These spaces are an important part of our community-oriented culture and provide the opportunity for informal peer review and discussion, as well as individual faculty visits. From large-scale etching presses to laser cutters to book production facilities to wood and metal shops, you'll have access to professionally equipped making spaces.
Resources outside your studio will inspire your work.

Island Press
Island Press is a research-based print-making workshop that is committed to creating and publishing innovative prints and multiples. Students have the opportunity to work with visiting artists, participating in the development of artistic ideas and gaining access and insight into both the technical and conceptual challenges of each project.

Public Lecture Series
Each semester, the School brings nationally and internationally recognized artists, designers, architects, historians, and critics to campus, giving students the chance to hear from some of the most important creative and inspiring voices of our time. Past speakers include Mark Dion, Xu Bing, Carrie Mae Weems, Jon Kolko, Trevor Paglen, Alfredo Jaar, Michael Bierut, Wangechi Mutu, and Abbott Miller.

Mildred Lane Kemper Art Museum
The Mildred Lane Kemper Art Museum is located right across the plaza from students’ studio spaces. With over 7,000 objects, it is one of the finest university collections in the United States with strengths in 19th-, 20th-, and 21st-century European and American paintings, sculptures, prints, installations, and photographs. The Museum’s exhibition program focuses on both contemporary and historical forms of art, architecture, and design and the unique points of intersection between those areas. Faculty often incorporate exhibitions into their courses. The Museum offers all WashU students a free membership, giving you access to special exhibition previews and events. Other opportunities for student involvement include the Kemper Student Council, Museum internships, and a curatorial fellowship.

Nancy Spirtas Kranzberg Studio for the Illustrated Book
A collaboration between the College of Art and WashU Libraries, the Kranzberg Book Studio is a working book and print production facility that includes equipment for letterpress and intaglio printing, photopolymer plate, and silkscreen printing.
If you choose to study abroad, you can spend a semester, typically in your junior year, immersed in the rich artistic and cultural environment of Florence and the surrounding Tuscan countryside. The curriculum includes intense studio work in addition to courses in Italian language, Renaissance art history, and Italian art and design culture. You can choose to travel to destinations across Europe during semester break.

Another option is to spend nine weeks of your summer in Florence. Our offerings vary by year, but they frequently include drawing, painting, photography, and communication design courses, which are supplemented with language and art history course work.

You can also access the broad range of study abroad opportunities offered through other WashU programs.