Art+Design 16|17
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.

**Art & Design BFA Degree Credit Requirements**

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<th>Component</th>
<th>Credits</th>
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<td><strong>Academic Requirements</strong></td>
<td>12</td>
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<tr>
<td>Writing I</td>
<td>3</td>
</tr>
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<td>Natural Sciences/Math</td>
<td>3</td>
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<td>Humanities</td>
<td>3</td>
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<tr>
<td>Social or Behavioral Sciences</td>
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<tr>
<td><strong>Art History &amp; Visual Culture Classes</strong></td>
<td>15</td>
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<tr>
<td>Art, Architecture, Design History I &amp; II</td>
<td>6</td>
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<tr>
<td>Art History &amp; Visual Culture Electives</td>
<td>9</td>
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<td><strong>Foundation Classes</strong></td>
<td>14</td>
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<tr>
<td>Drawing I &amp; II</td>
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<tr>
<td>Practices I &amp; II</td>
<td>2</td>
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<tr>
<td>2-D &amp; 3-D Design</td>
<td>6</td>
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<tr>
<td><strong>Major Classes</strong></td>
<td>42</td>
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<tr>
<td><strong>Architecture/Art/Design Electives</strong></td>
<td>9</td>
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<tr>
<td>Additional Elective Classes</td>
<td>36</td>
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<tr>
<td><strong>Total</strong></td>
<td>128</td>
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**YEAR 1**

**Build a foundation.**

In your first year, your required studio course work includes two semesters of drawing, two-dimensional design, three-dimensional 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 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

YEAR 2
- Digital Design
- Elective
- Type I
- Word & Image I

YEAR 3
- Word & Image II
- Type II
- Interaction Foundations
- Major Elective
- Major Elective
- Major Elective

YEAR 4
- Capstone I
- Major Elective
- Capstone II
- Major Elective
Major in Fashion Design

The fashion design major provides 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.

Digital

Capstone I

- Pattern-making Lab
- Capstone I
- Portfolio Development
- Digital Lab

Capstone II

- Pattern-making Lab
- Capstone II
- Portfolio Development
- Digital Lab

Fashion Illustration
Fashion History & Research
Textile Design

Digital Fashion & Textile Design

Intro to Fashion
Fashion Illustration
Fashion History & Research
Textile Design

Pattern-making & Production
Special Topics in Fashion Design
2-D Fashion Design
3-D Fashion Design

FALL
SPRING
Your real-world experience begins right here in St. Louis.

Experience what it takes to teach.
Since 2003, WashUCity 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, taught by professor Stan Strembicki, 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 31st 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.

Share your experiences with high school students.
Fashion design students participate in studio activities with visiting high school students.
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.
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.

Professional development is an integral part of your studio education.

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 coordinates 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.
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.

Island Press

Island Press is a research-based printmaking 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, 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 5,000 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.

You will have access to work spaces with the latest technology and tools.

Resources outside your studio will inspire your work.
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, 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.

This is what happens when the Sam Fox School goes to Florence.
Admission & Scholarships

Admission
The primary considerations for undergraduate admission are artistic and intellectual promise and academic record. You must have graduated from high school, received a recommendation from your teachers or other responsible officials of the school, and taken an appropriate distribution of high school subjects.

To Apply for First-Year Admission
Submit the Common Application at commonapp.org or the Coalition Application at coalitionforcollegeaccess.org. The Early Decision deadline is November 15, 2016, and the Regular Decision deadline is January 15, 2017. Your application must be accompanied by a $75 nonrefundable application fee. You must also submit your official secondary school transcript, a teacher recommendation, SAT or ACT scores, and essay.

To Apply for Transfer Admission
Transfer admission to Washington University is selective and competitive. In any given year any academic division may have from zero to a small handful of slots available. We recommend the strongest candidates for admission present proof of a high school diploma or equivalent and proof of a high level of academic success at their current institution. Transfer applicants are required to submit a portfolio, along with transcripts reflecting all collegiate work undertaken. Submit the Common Application at commonapp.org or the Coalition Application at coalitionforcollegeaccess.org. Your application must be accompanied by a $75 nonrefundable application fee.

Portfolio
Required for admission to the College of Art, a portfolio can include anything from drawings and paintings, to photographs, illustrations, videos, sculptures, storyboards, websites, or other types of work that seem relevant. Choose 10-20 pieces of your best and most recent work.

There are three ways to submit your portfolio; however, if you would like to be considered for an academic scholarship, you must submit a digital portfolio.

Digital Portfolio
Submit images through the SlideRoom function of the Common Application. Each image/file can be up to 5MB. When you upload your materials, you will be able to include information such as title of work, medium, dimensions, and date. There is no additional fee.

National Portfolio Day
At National Portfolio Days, held in major cities throughout the country, you will have the opportunity to receive a personal portfolio review by one of our representatives and ask questions about the School. For more information about the events we will be attending, visit samfoxschool.wustl.edu/npd.

Visit Campus
Schedule a visit to Washington University and have your work reviewed on campus. A visit to campus or to a National Portfolio Day can count as your portfolio submission, or you may use this feedback to improve your work before submission.

Scholarships & Financial Assistance
We meet 100 percent of need for all admitted students. Awards range up to the full cost of attendance, including no-loan packages for families who need them. Students apply for financial aid year by year, and we are committed to helping you throughout your undergraduate years. Each family is assigned a dedicated Washington University financial assistance counselor. Our financial assistance application process is simple with our free Family Financial Profile, fp.wustl.edu.

Financial assistance information for international students can be found on the International First-Year Student Financial Aid page of admissions.wustl.edu.

Merit-based and need-based scholarships are also available, but may require separate applications. Academic scholarships offered by the University, regardless of financial circumstances, include:

- Conway and Proetz Scholarships
- John B. Ervin Scholars Program
- Annika Rodriguez Scholars Program
- Enterprise Holdings Scholars Program
- Fred Jennersmit Scholarship
- Esther Proetz Scholarship
- Merit-based and need-based scholarships are also available, but may require separate applications.

Other Academic Scholarships
Each year, up to one full-tuition scholarship and five partial scholarships are awarded to first-year students in the College of Art whose artistic and academic potential is judged outstanding by a faculty selection committee. The scholarships are renewable for four years of undergraduate study, assuming the student maintains a satisfactory academic record. Art applicants who wish to be considered for the Fred Conway Scholarship and Arthur and Esther Proetz Scholarship are required to submit portfolios by 5:00 p.m. Central Time on January 15. No special application form is needed. You must select Art as your division on the Common Application.

Visit us!
It’s the best way to learn about Washington University. Meet current Washington University students and faculty. See the campus. Go to visit.wustl.edu, e-mail visit@wustl.edu, or call 800.638.0700 or 314.935.6000. Our visit coordinators will take care of everything, so that you can see and experience what is most relevant to your interests.

Get answers to specific questions regarding admissions, financial assistance and scholarships, or transfer admission by contacting the Office of Undergraduate Admissions:

PHONE 800.638.0700 or 314.935.6000
EMAIL admissions@wustl.edu
ONLINE admissions.wustl.edu

Washington University encourages and gives full consideration to all applicants for admission, financial aid, and employment. The University does not discriminate in access to, or treatment or employment in, its programs and activities on the basis of race, color, age, religion, sex, sexual orientation, gender identity or expression, national origin, veteran status, disability, or genetic information. Applicants with a prior criminal history will not be automatically disqualified from consideration for admission. Inquiries about compliance should be addressed to the University’s Vice Chancellor for Human Resources, Washington University, Campus Box 1184, One Brookings Drive, St. Louis, MO 63130.