WashU Architecture, Art, & Design
Pre-College Programs
SUMMER 2020

Washington University in St. Louis
WashU’s Sam Fox School of Design & Visual Arts offers top-ranking programs in architecture, art, and design within a world-renowned academic and research institution. You’ll experience college-level courses and studio culture, and explore the dynamic art and design scene in St. Louis.

**What You Can Expect**

- Attend lectures from WashU faculty and professionals
- Participate in workshops on portfolio preparation and college admissions
- Learn new tools and techniques in our outstanding facilities
- Present your work in a final critique
- Show your work in a public exhibition
- Earn college credit

**Field Trips**

You’ll visit some of the best museums, galleries, and buildings in the region. Past visits include:

- Award-winning architecture firms and professional artists’ studios
- Saint Louis Art Museum
- Gateway Arch National Park
- Contemporary Art Museum St. Louis
- Pulitzer Arts Foundation
- Laumeier Sculpture Park
- Our own Kemper Art Museum
- Plus movies in the park, bowling night, City Museum, and more!

**Campus Life**

You’ll live in residence halls with maker-spaces, lounges, computer labs, and more.

- Use the Sam Fox School studios, woodshop, and design labs
- Visit both historic and modern buildings across campus
- Enjoy amazing dining options from cafés and restaurants
- Live in residence halls with your classmates
- Be mentored by program assistants who are current students and recent graduates
Architecture Discovery Program

2 weeks | July 12–25, 2020 (2 college credits)

Our two-week architecture program is an intensive experience with morning and afternoon classes and weekend studio time.

Design Studio
The heart of the program, this studio drives creativity and discovery to foster passion and compassion in design. You’ll learn how sustainability and the built environment are shaping the practice of architecture. Over the course of the program, you’ll undertake a series of short design exercises that will introduce you to the design thinking process, culminating in an architectural project for review by faculty and guest critics.

Architectural Drawing
This course engages the art of seeing, as you learn how to better observe the world around you and communicate what you see through drawing. Field trips across the WashU campus and throughout the St. Louis region provide multiple opportunities to practice drawing on site. Through observation and sketching, you will understand elements such as proportion, light/shadow, material and texture, spatial relationships, orthographic projections, and perspective.
Portfolio Plus Program
3 weeks | July 12–Aug. 1, 2020 (3 college credits)

Our three-week art & design program features a drawing studio each morning and your choice of concentrations in the afternoon: Communication Design, Fashion Design, or Studio Art.

Drawing
In this course, you will use a variety of wet and dry media to learn the fundamentals of line, composition, form, space, and modeling. Demonstrations and illustrated lectures supplement studio sessions. You’ll build a solid body of work that showcases essential skills for incoming college students.

Choose one of the following concentrations:

**OPTION 1**
**Communication Design**
Positioned at the intersection of graphic design, illustration, and interaction design, Communication Design will introduce you to visual problem-solving using elements of two-dimensional design, such as visual hierarchy, composition, typography, color, and image making. The course explores both traditional and digital tools, with studio assignments supported by workshops to develop computer skills.

**OPTION 2**
**Fashion Design**
This course focuses on the relationships between clothing and contemporary culture. You’ll begin by learning to conceptualize and illustrate your designs two-dimensionally. Sketches translate into wearable artworks, with a focus on construction, proportion, and form. Your work will culminate in a final garment constructed from alternative materials.

**OPTION 3**
**Studio Art**
Studio Art explores techniques and strategies for working across disciplines in visual art. With an emphasis on experimentation and thinking through making, the course will expand your base of technical skills and equip you with a greater understanding of how the interrelation of form, content, materials, and process give work its meaning.

Alexander Liberman, The Key, 1972–80
**Apply >>** samfoxschool.wustl.edu/precollege

Applications Open | Dec. 1, 2019  
International & Early Application Deadline | Mar. 15, 2020  
Scholarship Application Deadline | Mar. 15, 2020  
Regular Application Deadline | Apr. 15, 2020

Applications open **December 1, 2019**. Admissions are rolling and early applications are encouraged. For full details and to start your application, visit our website. **Questions?** Contact Courtney Cushard at courtney.cushard@wustl.edu.

**Tuition**  
Estimated tuition includes room and board (3 meals/day), supplies, and field trips.  
**Architecture Discovery Program** (2 weeks) $3,559  
**Portfolio Plus Program** (3 weeks) $5,327

**Scholarship**  
Full application due **March 15, 2020**. Scholarship assistance is available up to the full cost of tuition. Awards are based on financial need and academic merit. See website for scholarship application forms.