Be an artist this summer.

2016 Pre-College Program
Focus on your art at the Cleveland Institute of Art’s Pre-College Program 2016

At CIA’s Pre-College Program you’ll spend two or four weeks using the tools and processes available only to our students and experience what it’s like to attend a college of art and design. Experiment with new media. Sharpen your artistic skills. Build your portfolio.

Session 1
July 10–22
Foundation in Art + Design
Game Design
Glassblowing
Illustration
Industrial Design
Jewelry + Metals
Painting
Photo + Video

Session 2
July 24–August 5
Animation
Architectural Drawing
Biomedical Art
Digital Painting
Graphic Design
Image + Form
Sculpture

cia.edu/precollege
Why CIA’s Pre-College Program

Our Instructors
Learn from working artists, professional designers, and CIA’s renowned faculty.

Our Facilities
Take advantage of our state-of-the-art equipment and studio spaces.

Your Own Apartment
You’ll have the opportunity to live in an apartment-style suite in our new Uptown Residence Hall.
You will spend each day learning from top professionals and instructors while working alongside students who share your passion.

Work in the studio each day and live in the CIA residence hall or commute from the greater Cleveland area.

We admit students going into grades 10, 11, and 12. Admission is based on your application, portfolio, letter of intent, high school transcript, and letter of recommendation.

We look forward to meeting you and adding your unique voice to our extraordinary two or four-week residential program.

A Typical Day
7:30am Breakfast
9:00am Studio classes
12:00pm Lunch
1:00pm Studio classes
4:00pm Personal time
5:00pm Dinner
6:00pm Studio time
10:00pm Rest + repeat!

First Day: Orientation
(Plan to arrive to CIA between 9am and noon)
9:00am Students + families arrive
12:00pm Student, family, faculty + staff lunch
1:00pm Welcome session, meet the faculty, information fair + campus activity
6:00pm Dinner + residence hall activity
10:00pm Students in residence hall

Last Day: Farewell Exhibition
7:30am Breakfast
9:00am Final critiques/install exhibition
12:00pm Lunch
1:00pm Final critiques/install exhibition
4:00pm Personal time
5:00pm Gallery exhibition + reception
7:30pm Checkout

Our program is unique—it is an experiential approach to problem solving, creating, and collaborating.
Your home in Cleveland.
Whether you come from California or Cleveland, you’ll have the opportunity to live with Pre-College roommates in CIA’s Uptown Residence Hall.

Designed in consultation with students, Uptown features suites with kitchenettes and two bedrooms, each with its own private bath. Beyond your suite, you’ll enjoy an onsite print center, free laundry facilities, workout machines, and decks overlooking MOCA Cleveland.

Meal plans are provided—we can accommodate vegetarian diets and special dietary needs. There are many cafes and inexpensive restaurants in the area, as well as local stores where you can purchase snacks or drinks between meals.

Living and dining together as a community are important aspects of the Pre-College experience.

“The hall activities allowed me to socialize with other students.”
CIA's campus is in the heart of University Circle. Chosen by *Forbes* magazine as “one of the ten prettiest neighborhoods in the country,” CIA is just a moment's walk to Case Western Reserve University, world-class museums, dining and shopping.

Uptown Residence Hall is a five-minute walk to our classrooms, and a ten-minute walk to our dining hall.
At the heart of a cultural hub.
Experience life as an art student—and earn some college credit too.

Techniques + skills
Work intensively in an area of your choice to refine your skills and try new techniques.

Knowledge about professional practices
It's not too early to start preparing now for your future as an artist or designer. You will be introduced to many important skills including how to prepare and document your work, how to approach and choose appropriate galleries, and how to market your work—all important skills to develop as you establish your career in art and design.

College credit
Receive 3 college credits and a grade upon successful completion of the two-week program or 6 college credits for the four-week program.

A taste of life as an art student
Live on campus in CIA's residence hall, dine together as a community, make new friends, and make lots of art!

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Exhibition
CIA’s Pre-College Program will culminate in a student exhibition and celebration on Friday, July 22 for Session 1, and Friday, August 5 for Session 2, from 5:00–7:00pm. Family and friends are welcome to attend.
1st Session
July 10–22

Foundation in Art + Design
Game Design
Glassblowing
Illustration
Industrial Design
Jewelry + Metals
Painting
Photo + Video
“I loved my experience at CIA, and felt that my class time was very well spent and really helped me to grow and learn as a student and artist.”
Foundation in Art + Design

Someone once said that creativity is the ability to see what is right before our very eyes. It is a feat of association. We invite you to take a creative leap this summer and learn to think on your feet. Enhance your portfolio by looking at the world from a new perspective. Course content = creative problem solving. The only thing you’ve got to lose = your preconceptions. The only things we really need = your undivided attention and 100% participation. The one thing you will be sure to get = a new understanding of the creative process.

This class will cover the fundamental elements and essential principles of creative problem solving, drawing, and design. The primary goal is to enhance your prospects for building a better portfolio by strengthening you as a creative individual. Daily faculty demos and a variety of student projects will help you gain a greater understanding of design as a creative process. Your time will be spent exploring and creating work in areas such as life drawing, landscape studies, and figurative work. Throughout the session we will have group critiques to discuss creative possibilities and unique solutions to design problems.
Get on board—learn the fundamentals of designing and building games. We will uncover several approaches to creating games so that you’ll be capable of building a foundation for your own unique game ideas and projects. During the first week we’ll discuss what “play” is and take a brief look at the history of ancient gaming and the mechanics that govern play in both tactile and digital gaming. We will start by examining tactile approaches through construction of board games and other mediums utilized in a game space. By Wednesday of the first week you will have created a handcrafted game using found objects as a design tool.

You will explore the Unreal Development Kit (UDK), a professional AAA gaming engine with which popular games like Gears of War, Arkham Asylum, and Borderlands were created. Throughout the second week we will develop a 3D platform using built-in assets provided in UDK. You will learn about “modding” existing code and how to create custom animations which you will use to develop platform traps other gameplay elements. By the end of the second week you will have created a fully playable basic game level that you can take home and share with friends.
“I greatly enjoyed the teachers as well as the lessons. The class gave me a feel for what CIA would be like and improved my skills.”
“My instructors were awesome! They put a priority on safety and gave us the flexibility to experiment with our own ideas. Now glassblowing is definitely something I want to pursue.”
How do you turn molten glass into art? You start by learning what this amazing medium can do, how it behaves, and how you can sculpt and change it. Over the course of two weeks, you'll build technical skills as you develop artistic concepts. This glassblowing class will provide a college-level approach to using glass as a contemporary sculptural medium. You will be encouraged to pursue all ranges of ideas and uses, from traditional glass making to glass burn drawings on paper.

We will pursue a rigorous routine of technical demonstrations and ideation in an effort to give you not only a solid understanding of the material, but also a sense of what glass means to contemporary art and sculpture. You will leave with a firm grasp of how to use glass and also what it means to be a craft artist and entrepreneur in the contemporary craft world.
Illustrators can wear many hats but the common thread that links us is our desire to tell stories in the work we create. Whether an assignment is for a children’s book illustration, storyboards for film or television, editorial illustration or character development for animation, illustrators create the visual narrative and the viewer’s experience. Because all of these avenues for storytelling solve a visual problem driven by someone else, illustration is considered an applied art. More often than not, we create work to satisfy a client’s need and apply the artwork to a specific purpose. Classroom assignments will mimic real-life job situations and cover a variety of topics.

You will explore the illustration creative process including brainstorming, concept sketching, final comprehensive stage, and finishing the artwork. During the first week you will sample many different avenues of illustration and develop core skills and design principles that will be applied to finished artwork during the second week. Presentations and critiques throughout will help you present ideas and gain the experience necessary to selling the concept. This course is designed to help you find your creative voice, execute advanced-level artwork, and discover the diverse field of illustration.
Calling all future product, interior, and automotive designers, architects, engineers, and city planners. Learn to see things differently, solve problems creatively, and bring these solutions to life. Have you ever looked at something and wondered how it was made; thought, “I could solve that problem better;” or wondered why the exact tool for the job was not in your toolbox? Design asks these questions every day. Then design looks past the questions and asks how, why, and what about an object and its interaction with how we live. We will look at the world around us and seek to solve some of its most relevant problems. Through brainstorm sessions and research, we will find a problem to solve as a group.

You will put a face to whom you are designing for and work to solve their problem. Every day, you will develop drawings to better understand how your solutions will work and look. This class will challenge your understanding of function, with awareness of form, color, texture, line, and surface. You will explore the possibilities of common materials and understand their characteristics, implied values, and meanings. As you work on your project we will focus on critical thinking. You will explore your design solutions through sketches and study models; each unique in material, construction, and function. The course will conclude with your personal project presentation to the class, complete with concept sketches, renderings of the final design, and a physical model.
Have you ever made your own jewelry? Do you have a favorite thing to wear, an accessory, or some gear that makes you feel good? Jewelry and accessories define us and make statements about our culture, from rings and necklaces, to buckles, bags, and bracelets.

This class will focus on the art and design of things we wear, and the exciting process of working from ideas to finished pieces. We will explore inspirations, history, design, materials, and digital technologies.

You will learn to design and make jewelry and accessories in metal, leather, plastics, and a wide range of other options including 3D printing! This class includes visiting artists and designers, a field trip, and plenty of time to make finished work for a final fashion show.

CIA Jewelry graduates have great careers including designing for J Crew, Alexis Bittar, Coach, Vera Wang, Isaac Mizrahi, Tarina Tarantino, Pamela Love, Karen Ko, and more.
Students will begin their painting exploration through color theory and application of materials. We will practice building up the surface of a painting, experimenting with layering and composition. As confidence in the use of materials grows, students will draw inspiration from our sketchbooks and the work of professional artists to begin crafting our own unique vision.

Combining materials and imagery, students will investigate how to express their feelings, beliefs, and voices to convey a strong message in their art. We will discuss successes and challenges as a group to build confidence and create a sense of community. Our class will culminate with a small body of work that stems directly from students experience and interests.
Use the fundamentals of photography and video to explore the dynamic intersection between still and moving images. Coursework will investigate the historical and contemporary contexts of the aesthetic form and visual language of optical imaging. Demonstrations, lectures, and assignments will take place in the traditional darkroom, digital lab, lighting studio and during field trips to varying locations. Students will gain knowledge through technical training on photography and video camera controls, darkroom and inkjet printing, basic studio lighting, digital editing, and multimedia installation techniques.

In addition, the class will focus on the fundamental rules of composition, contemporary concepts, and examples of historical and contemporary photographic and video works of art. Students will engage in a collaborative studio environment; contribute to and receive constructive critique; establish critical thinking skills and form a photographic vision while developing personal projects. No previous photography or video experience required. It is strongly recommended that students bring their own digital SLR camera with video functions and an external hard drive or large USB flash drive (64GB) for digital file storage.
2nd Session
July 24 – August 5

Animation
Architectural Drawing
Biomedical Art
Digital Painting
Graphic Design
Image + Form
Sculpture
Learn the fundamentals of both frame-by-frame 2D animation and stop-motion clay/object animation. Each day we’ll view a variety of animations and behind-the-scenes DVD extras, supplementing our education on the history of popular and underground animation. Hands-on lessons will begin with animating objects to mimic the laws of natural physics through principles like “squash and stretch,” and “anticipation.” During the 2D animation study, you will use paper or Wacom tablets to draw frame-by-frame animations in Adobe Flash.

We will start with a bouncing ball and a swinging pendulum, and advance into speaking and walking characters. You will spend the duration of the first week experimenting or completing your own short animation. During stop-motion animation, you will build characters out of clay over pre-made armatures. After constructing miniature props and sets, you will capture your narrative step-by-step with a digital camera. We will focus on your character’s movement as well as on camera angles and composition. You will animate the images in Adobe Premiere and, if necessary, add special effects in Adobe After Effects. Please bring your own digital camera with USB cable, tripod, and/or Wacom tablet. We will accommodate students who do not have these items.
Have you ever thought about why stores, restaurants, hotels, libraries, hospitals, homes, and just about any built space look and function the way they do? Designers made choices to create these spaces, and you can too. This course will teach you the elements, principles, and theory of architecture as applied to residential and commercial environments. Through a combination of lectures and hands-on studio projects, you will learn the general process of sketching, drawing and the basic principles of architecture.

We will explore the fundamentals of design and space planning, as well as basic skills and techniques of both visual and oral presentations. These skills will include drafting, rendering, perspective drawing, material selections and critiques, and will be used to develop projects of your choice. Throughout this two-week course you will be encouraged to develop imaginative, responsible design solutions to problems created by the physical limitations of the built environment.
This unique course combines traditional drawing media with digital drawing techniques to illustrate figurative anatomy. Through observation, figure drawing, and the use of line, motion, and media, you will learn how the amazing human body moves in space. We will explore human anatomy fundamentals as they relate to the development of artistic skills in figurative proportion and visual expression. You will learn how the skeleton and muscles form the figure; what structures enable motion; and specific methods for improving observational figure drawing.

A series of both artistic anatomy lectures combined with real figure model/skeleton observation will be the main course content. Throughout our anatomical adventure, we will utilize a variety of techniques and materials to visually reveal various anatomical layers of the human form including colored pencil, charcoal, graphite, and ultimately digital rendering in Photoshop.

Exercise both your artistic creativity and your scientific curiosity as you illustrate the inner workings of the natural world. Biomedical art is an ever-growing field and CIA is proud to offer one of the few biomedical art programs of its kind in the country. Every year for the last four, CIA students have won national awards from the Association of Medical Illustrators.
Biomedical Art was a great course. I feel that I learned a lot and the instructors were great.
Learn how to create digital paintings and drawings from a fine art perspective. This course offers digital painting as a means of visual communication and self-expression, through digital painting from life and the imagination. We will explore how digital art intersects with traditional techniques, including Renaissance approaches that employ underpainting and transparent layers. We’ll learn how to combine digital painting with photographic images and other materials and meld these varied materials into a unified composition.

We’ll explore spontaneous mobile painting with the iPad and more sophisticated techniques using desktop computers, Photoshop, and Wacom drawing tablets. We’ll create projects that explore the idea of developing a distinctive style and a personal voice as an artist. We’ll discuss what it takes to develop a consistent and distinctive body of work as a digital artist. With digital technology, everything is paint. Learn how to create digitally painted images as well as manipulate and combine a wide range of materials using powerful digital tools.

No supplies, devices or software needed! Everything is provided!
“The teaching assistants were wonderful. The ones assigned to my group both gave relevant advice on how to alter details or make my project more pleasing to the viewer.”
“Pre-College was an amazing experience!! I learned a lot!”
Graphic design used to just be about making things look good. Now, graphic design is about making things happen. Graphic design (also referred to as communication design) takes into account the dramatic changes transforming the graphic industry and the importance of clear visual communication. As our methods of communication become increasingly mobile, we rely even more on design to communicate in creative and engaging ways. Everywhere we look, graphic design is a part of everything—from signs to books and packaging, ads and logos, television commercials and websites—you name it!

As designers, we will use a visual and strategic thought process to come up with solutions for real world, practical problems. You will get an inside look at the designer’s process from concept to branding to application. We will explore the design principles of typography and visual organization and the role they play in graphic design. The latest technology and computer software will be utilized to build your technical skills. Communication skills and techniques for presenting your ideas will be emphasized as well. You will receive a broadened view of the graphic design field and the impact that it (and you!) can have on society.
The focus of this course will be working with drawn, painted, and photographic images in combination with ceramics and printmaking processes. Basic skills developed in high school art studies will be applied through innovative approaches to alternative materials. The practice of drawing, painting, and digital imaging when combined with screen print, relief, and photographic transfer on paper and clay produce exciting and original images uncommon to other materials. Print and material studies provide a balanced experience of technical skill building and conceptual development, with some risks and adventure. Ceramic materials can be challenging and satisfying through the thrill of the process.

Combined with applying drawing and painting through printmaking the results of these new and exciting material studies will be striking. Students will be exposed to diverse disciplines in which they could pursue art careers beyond the more recognizable fields of study found at high school and art colleges. Experiencing the focused and intense studio practice of these disciplines, students will find that this is an asset to those who desire to go further in their art education. Hard work, passion, adventure, play, discovery, invention, and innovation will all be pursued in two weeks.

This course would be an excellent follow up to the illustration or drawing courses held during the first Pre-College session for students looking to add additional breadth to their portfolio.
Meaning is produced through materials and their transformation. This course will present a variety of skills that link materials with interactive and time-based technologies. You will explore the process of producing meaningful artwork while utilizing traditional and experimental methods of material manipulation. You will hone a set of construction skills, working with foam, plastic and plaster casting in the first week, and moving into sound manipulation and projection along with software (Java and processing) and video development in the second week.

Working as a group and individually you will develop new and enhance existing skills to further your personal vision. The course will culminate in a final work that contains these newly learned skills and which communicates meaning that is generated by you in relationship to the formal, spatial and material concerns of contemporary art practice.
Animation
Adri Nerone received her BFA in T.I.M.E.-Digital Arts at the Cleveland Institute of Art in 2007. She has taught at the Cleveland Institute of Art, Cuyahoga Community College, John Carroll University, and The Cleveland Museum of Art. You can view Adri’s work at adrijanana.wordpress.com.

Anthony Scalmato is an Assistant Professor and Chair of Animation at CIA. He has created more than a hundred published works which have been viewed on television, web and mobile devices. Before joining CIA, Scalmato worked as a Senior Creative Developer at American Greetings where he provided animations, illustrations and art direction for products that are viewed globally by millions of people every month. His clients include Applebee’s, Disney, Pixar, Sony, UPS, Taylor Swift, M&M’s, and many other Fortune 500 companies.

Architectural Drawing
Jody Amsden received her BFA in Interior Architecture from the Cleveland Institute of Art. Jody is a Leadership in Energy & Environmental Design (LEED) accredited professional with a passion for Green design, and creative problem solving. Her clients have included Coca-Cola, Wal-Mart, KeyBank, Wells Fargo and Huntington Bank to name a few. coroflot.com/jamsden

Biomedical Art
Jennifer Kerbo graduated from the Cleveland Institute of Art with a BFA degree in Biomedical Art. She has taken additional coursework at CWRU School of Medicine and Cleveland State University in the Health Sciences Department. Jennifer is currently contracted as the Lead Artist for a cardiovascular simulation at Case Western Reserve University School of Medicine in the Department of Anatomy. She has also begun work on a large-scale educational game focusing on environmental issues and intergenerational learning. jenniferkerbo.com

Digital Painting
Scott Ligon is a digital artist, author and filmmaker. Scott received his MFA from the Maryland Institute College of Art and is the coordinator for first-year digital classes and Associate Professor at CIA. His book Digital Art Revolution, Creating Fine Art with Photoshop, published by Random House, teaches digital art from a true “fine art” perspective. His animated short film, Escape Velocity has played in festivals and theaters all over the world and plays regularly on the Documentary Channel in the USA and Shorts TV in Europe.

Foundation in Art + Design
Eddie Mitchell received his BFA from the Cleveland Institute of Art in painting and drawing in 1987. While having maintained a full-time studio for the past 27 years, Eddie has taught art classes at CIA for Continuing Education evening classes and Pre-College, as well as Lakeland Community College. His work is represented in galleries across the country. Eddie has been in over 150 art shows, created numerous commissioned pieces for public locations, has sold over 1,000 paintings.

Game Design
Harrison Walsh received his BFA in T.I.M.E.-Digital Arts from the Cleveland Institute of Art in 2009. After graduating from CIA, Harrison began sharing his skill, knowledge, and passion for game design by instructing students at Hocking College. In 2014, he moved back to Cleveland and is now an adjunct faculty member in CIA’s Game Design Department. Harrison also works as a freelance 3D graphic artist and in film production. Most recently he worked on the motion picture Draft Day.

Graphic Design
Greg Luvison received his BA in Fine Art and BA in Communications from Cleveland State University. He has been an art director and graphic designer for over 30 years. Greg has worked for high-profile advertising agencies in Northeast Ohio. A small sampling of accounts include: McDonald’s, Lubrizol, The Ohio Lottery, The Plain Dealer, Pearle Vision, Things Remembered and East 4th Street Development Group. He currently heads his own graphic design studio specializing in print, branding and magazine design as well as teaching graphic design classes at the Cleveland Institute of Art.
Illustration

Lincoln Adams is an alumnus of CIA who has worked for 16 years as an illustrator, storyboard artist and designer. His projects have included magazines, television commercial storyboards, character design, book covers, and greeting cards. Lincoln was selected to the 47th Annual Society of Illustrators West Show in Los Angeles. Recently, he has finished work on the popular animated shows: Dreamworks’ Veggie Tales, Disney’s Doc McStuffins and Slugterra and Mattel’s Monster High and Max Steel. lincolnadamsillustration.weebly.com

Suzanne McGinness completed her BFA in Illustration at the Cleveland Institute of Art in 2007. She received a master of arts in Children’s Book Illustration at the Cambridge School of Art at Anglia Ruskin University, England in 2009. Suzanne is the author and illustrator of the children’s book My Bear Griz, a White Raven Winner of 2012. Suzanne currently works as a children’s book illustrator and as an adjunct faculty member for the Illustration Department at CIA. sfmcginness.com

Jewelry + Metals

Pamela Argentieri earned a BFA from Cleveland Institute of Art in 1987, and upon graduation she was awarded the top Gund Scholarship for international travel. She has also studied jewelry design at Studio Arts Center International in Florence, Italy. Her work has been acquired for the permanent collection of the Renwick Gallery of the Smithsonian American Art Museum and the Ohio Craft Museum. Pamela has taught classes and workshops at Cleveland Institute of Art, the Cleveland Museum of Art, and Kendall College of Art and Design. argentieridesign.com

Matthew Hollern is Professor and Chair of Jewelry + Metals at CIA where he has taught for 25 years. He holds a BS degree in Art and French from the University of Wisconsin-Madison, and an MFA in Jewelry and Metals from Tyler School of Art, Temple University. His work has been exhibited throughout the United States and Europe, and is included in public and private collections including the Smithsonian American Art Museum, Design Museo Helsinki, the Vatican Archive, the Ohio Crafts Museum, Alcatel-Sprint, and others.

Glassblowing

Earl James has worked in his Cleveland, Ohio studio since 1990. From furnaces producing molten glass, he designs and makes both functional and nonfunctional objects. Born in Jamaica, West Indies, and raised in Rochester, New York, Earl James earned a Bachelor of Fine Arts degree from the Cleveland Institute of Art in 1988 and a Master of Fine Arts from Alfred University in 1990. His work has been well received and can be found in numerous foundations, corporate and private collections. earlojames.com

Image + Form

Jacquie Kennedy lives and works in Cleveland, Ohio. She earned her BFA from Cleveland Institute of Art in Enamel with an emphasis in Printmaking and Jewelry+Metals in 2012. Jacquie just completed a two-year artist-in-residency in the Jewelry+Metals department at CIA. She is represented by local galleries and has work in private art collections and at the Cuyahoga County Administrative Headquarters, Cleveland, Ohio. jacquiewynnkennedy.com

Amy Krusinski Sinbondit is a ceramic artist with an MFA from the Rhode Island School of Design and a BFA from the University of Toledo. She has worked and taught in the ceramic studio at the Arrowmont School of Arts and Crafts, Syracuse University, and The University of Akron. Amy was awarded an Ohio Arts Council Individual Excellence Award for 2009. Currently, Amy works as a studio artist and as the Technical Specialist in the Ceramics Department at the Cleveland Institute of Art. amysinbondit.com

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Industrial Design

Doug Paige has been a professor of Industrial Design at the Cleveland Institute of Art since 1998 where he also teaches Designing for Sustainability and Biomimicry. He is a graduate of the Industrial Design program at CIA and before returning to CIA as a faculty member, spent 17 years practicing design with RCA and consulting firms in California and Ohio. Doug continues to work as a consultant and is a contributing author for two design publications: Managing as Designing and Process Materials and Measurements.

Haishan Deng joined Cleveland Institute of Art in 2014, appointed to teach the school’s renowned Transportation Design Program. Before joining CIA, Haishan was Head of Transportation Design at Guangzhou Academy of Fine Arts, China. Over the years, his students have become designers at GM, Chrysler, Ford, Toyota, Honda, GAC, PSA and SAIC Motor. Haishan’s design work includes vehicle and product design, and he is also the author of Drive to the Future, a book about transportation design education.

Painting

Tony Ingrisano is an Assistant Professor in the Painting Department at the Cleveland Institute of Art. He received an MFA from Pratt Institute in Brooklyn, NY. His work is represented by Lesley Heller Workspace in New York City. He has taught at Briarcliffe College since 2011 and was a contributing essayist to Sharon Louden’s book, Living and Sustaining a Creative Life. tonyingrisano.com

Photography + Video

Jerry Birchfield earned an MFA from Cornell University in 2014 and a BFA in Photography from the Cleveland Institute of Art in 2009. He teaches in the Photography + Video Department at the Cleveland Institute of Art. He received a John Hartell Graduate Award from Cornell University in 2013 and an Ohio Arts Council Individual Excellence Award in 2011. His work has been exhibited at the Museum of Contemporary Art, Cleveland; the Toledo Museum of Art; and William Busta Gallery. jerrybirchfield.com

Jacob Koestler is an artist and musician from Johnstown, Pennsylvania, and holds an MFA from Ohio University’s Photography and Integrated Media program. In addition to teaching at the Cleveland Institute of Art and Cuyahoga Community College, Koestler is also a co-founder of My Idea of Fun, an art and music archive that features over 300 releases including dozens of his photography books and audio cassettes. His work has been exhibited and published internationally. jacobkoestler.com

Sculpture

Erin Duhigg received her BFA in Sculpture in 2011 from the Cleveland Institute of Art and her MFA in Visual Art in 2013 from Sam Fox School of Design and Visual Art at Washington University in St. Louis. Her work is shown nationally and resides in several private collections. Erin’s practice utilizes a combination of approaches ranging from performance to immersive installation to more traditional object-based pieces. erinduhigg.carbonmade.com

Anthony Warnick holds an MFA in Sculpture from Cranbrook Academy of Art and a BFA in Web + Multimedia Environments from Minneapolis College of Art and Design. His work has been exhibited regionally and nationally at The Soap Factory, Roy G Biv Gallery, and the Cranbrook Art Museum. He has been the artist-in-residence at FutureFarmers (San Francisco), YWAM (Australia), and Art Of This (Minneapolis), and worked in New Media Initiatives at the Walker Art Center. His work is held in a number of collections including the Cranbrook Art Museum.
Can You Commute? Yes!

We have many full-time commuter students at CIA. Take advantage of gaining the same academic experience as residential Pre-College students, while returning home each evening.

Students will need to arrive on time for their 9:00am class. Parking is provided. For the rest of the day, all students will follow the same schedule; dining together for lunch followed by afternoon class, dinner, and studio time from 6:00–9:00pm. At 9:00pm, commuter students will return home for the evening. Rest + repeat!
At the Cleveland Institute of Art we are dedicated to teaching art and design students in an environment built exclusively for creative thinkers.

Our four-year Bachelor of Fine Arts curriculum offers 15 majors that encompass studio art, design, integrated media, and craft. With small class sizes and an 9:1 student-to-faculty ratio, our professors know students by name and are committed to helping students develop their personal artistic vision.

Thanks to this intimate, collaborative environment, our graduates go on to great success. Many have had their work placed in some of the world’s most prestigious galleries and museums and their designs produced by Fortune 500 companies.

Our campus offers the experience of a true artists’ community. Located in the heart of Cleveland’s cultural district—the park-like setting of University Circle—our students live in a mix of urban energy packed with more than 20 of the region’s most prestigious institutions. Taking advantage of the unique opportunity to experience art history at The Cleveland Museum of Art, view art being made today at MOCA (Museum of Contemporary Art) Cleveland or sketch exotic plants at Cleveland Botanical Garden, we consider many of our neighbors to be an extension of our classrooms.

Our Career Center’s 2010 survey found that nearly 90 percent of our 2010 graduating class have gone on to work in their field or have been accepted to a graduate program in art or design.

Learn more at cia.edu/campus

“This pre-college program was a great experience! I met the best people and made the best friends here. My primary reason to take this program was to experience life of an art student in an art school in the States.

I now know for sure that I would like to apply to an art school—CIA definitely being one of my top choices.”
Application Information

Application
• Apply by May 5, 2016 if seeking tuition assistance
• International students are encouraged to apply early in order to obtain an I-20 visa
• Submit an application complete with necessary signatures. Apply online at my.cia.edu/precollege.
• Incomplete applications will not be considered.

Application Checklist
• Application (online preferred)
• High School Transcript
• Letter of Recommendation
• Personal Statement
• Photo
• Portfolio (online preferred)
• Nonrefundable $35 Application Fee
• 2015 Tax Returns (if seeking tuition assistance)

Portfolio Submission Guidelines
Submit your portfolio (online preferred). If you need to submit by mail, please follow these guidelines:
• Submit a CD or DVD containing digital images of 8 to 10 pieces of work.
• Label the disc with your full name, home address, phone, and email address. Write directly on it with permanent marker. No adhesives or stickers please.
• Save image files in JPEG (.jpg) format with a file size not exceeding 1MB each.
• Save animation or video work in either QuickTime (.mov) format or Windows Media Video (.wmv) format.
• If possible, assemble and present images in a slide show format using PowerPoint, Acrobat, or another slide show application.
• Include a numbered list in Microsoft Word on the disc with the title, size, medium, and a brief description of each piece.

Note: No application items will be returned, and it is recommended you keep an original copy of your submission for your records.

Class Size
The Pre-College Program operates under a rolling admissions policy—we review applications as they are received and make admissions decisions until each class reaches its limit of 16 students. After that time, you will be put on a waiting list and contacted in order of application as space becomes available.

Acceptance Information
• Complete applications will be considered as they are received
• You will be notified of admission decision by email and, if accepted, will receive an emailed confirmation packet.
• The packet will contain important forms that must be completed and returned to us, along with an invoice for tuition.
• Important information such as rules, responsibilities and what to bring will also be included.
• Full tuition payment is due by June 17, 2016

College Credits
Participating students can earn three college credits for satisfactorily completing their chosen two-week Pre-College Program. A maximum of 6 college credits can be earned. Performance level will be assigned by the program instructors and indicated by a letter grade ranging from A to F.

Studio time will include a trip to the Cleveland Museum of Art as well as life drawing classes. Parents need to be aware that nude models will be utilized for life drawing classes; a permission slip will be included in the packet of materials sent upon acceptance.

Cancellations
CIA reserves the right to cancel a Pre-College class due to low enrollment or other extenuating circumstances. If you are registered for a class that is canceled, you will be moved into your second-choice option. Decisions on class cancellations will be made by June 10, 2016.

Apply by June 1, 2016

zia.edu/precollege
Tuition Information

Costs
Residential Student Fees
The two-week long experience fee of $2,250 includes tuition, college credits, room and board (double occupancy), materials, access to facilities, and most activities.

The four-week long experience will include all of the above for two back-to-back courses with a fee of $4,800.

Commuter Student Fees
The two-week long experience fee of $1,900 includes tuition, college credits, lunch and dinner daily, materials, access to facilities, and most activities.

The four-week long experience will include all of the above for two back-to-back courses with a fee of $3,800. Additional fees may apply to participate in weekend activities between sessions.

Tuition Deadline
Full tuition for all accepted students must be received by June 17, 2016.

Scholarships
A limited number of partial, need-based scholarships are available. To apply for a scholarship you must submit a 2015 income tax return of the parent(s) or guardian(s) who claim(s) you as a dependent as well as the parent's (or guardian’s) spouse’s tax return (if applicable).

Graffiti HeArt will be working with CIA to provide Pre-College scholarships in 2016. Scholarships will be awarded based on a review of portfolios and a determination of both merit and need. With the mission, “To Inspire Health and Art in the Community,” the local nonprofit focuses on promoting graffiti art and artists through community revitalization projects, funding art education and scholarships for underserved youth in our communities.

More information on Graffiti HeArt can be found at graffitiheart.org.

For questions regarding scholarships, contact precollege@cia.edu.

Refund Policy
All requests for refunds of tuition must be in writing and received in the Continuing Education office by June 24, 2016. Should you withdraw from the program for any reason, the following refund policy will apply:

Written notification received on or before June 15, 2016 50% refund

Written notification received on or before June 20, 2016 30% refund

Written notification received after June 24, 2016 0% refund

Questions
For additional information, please email precollege@cia.edu.

Upon acceptance into CIA’s Pre-College Program, you will receive detailed information (rules and responsibilities, what to bring, etc).

Check out CIA on the web at: cia.edu/precollege

cia.edu/precollege