Be an artist this summer.

Pre-College Program
July 12 – 25, 2015
Focus on your art at the Cleveland Institute of Art’s Pre-College Program 2015

At CIA’s Pre-College Program you’ll spend two weeks using the tools and processes available only to our students and experience the life of an art student at a premier college of art + design.

Sharpen your artistic skills. Experiment with new media. Build your portfolio. Explore careers in art + design.

“T had a fantastic time! Best two weeks of the summer.”
Our Instructors
Learn from our renowned faculty of working artists and professional designers.

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 brand new Uptown Residence Hall (right).

Our program is unique—it is an experiential approach to problem solving, creating, and collaborating. 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 on the CIA campus 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.

Take a few moments to look through this catalog of courses for CIA's Pre-College Program 2015. We're sure you'll find a fit. Requirements for admission can be found at the end of this brochure.

We look forward to meeting you and adding your unique voice to our extraordinary two-week residential program.
Living and dining together as a community are important aspects of the Pre-College experience. Whether you come from California or Cleveland, you'll have the opportunity to live with Pre-College roommates in CIA’s residence hall.

This supervised student residence hall is just a short walk from the Institute’s studios and houses CIA freshmen during the school year. Meal plans are provided—we can accommodate vegetarian diets and special dietary needs. There are several inexpensive restaurants and cafes in the area, as well as local stores where you can purchase snacks or drinks between meals.

The student experience

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

First Day: Orientation
(Plan to arrive to CIA between 9:00am 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 + 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  Early checkout
10:00pm  Students in residence hall
Experience life as an art student for two whole weeks—and earn some college credit too.

Here’s what you’ll gain

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

**College credit**
Receive 3 college credits and a grade, upon successful completion of the program.

**Admissions insight**
Meet with an admissions counselor for a portfolio review as you prepare for college.

**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!

**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.

You will also have the opportunity to have your portfolio reviewed.

**Courses (choose one)**
- Animation
- Biomedical Art: Anatomy for the Artist
- Exploring Identity Through Print + Ceramics
- Form Finding: 3D Modeling + Digital Fabrication
- Foundation in Art + Design
- Game Design
- Glassblowing
- Graphic Design
- Illustration
- Industrial Design
- Painting

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.

CIA’s Pre-College Program will culminate in a student exhibition and celebration on Friday, July 24, 2015, from 5:00–7:00pm. Family and friends are welcome to attend.
Learn the fundamentals of both frame-by-frame 2D animation and stop-motion clay/object animation. Over the two weeks, we’ll cover each medium separately so that you’ll gain experience in both. 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,” “ease-in and ease-out,” and “anticipation.” By acting through the characters you animate, you can make viewers believe your character is not only alive, but actually thinking and making decisions.

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 week experimenting or completing your own short animation.

For the stop-motion animation study, you will build characters out of clay over pre-made armatures (ball and socket skeletons). After constructing miniature props and sets, you will capture your narrative step-by-step with a digital camera. We will focus on the believability of 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.
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 focused 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.

“I loved the overall experience here and it helped me prove to myself that I can make biomedical art my career, not just a hobby.”
Exploring Identity through Print + Ceramics

Why do we like the things we like? What is your personal theme? Who are you? Find out by taking your art to a higher level—explore new materials that allow your portfolio to stand out from the crowd! Create work in a real artist studio setting at the Cleveland Institute of Art as you learn about ceramics and printmaking. We will use these materials to explore the theme of identity.

This intensive studio experience will allow you to take your drawn, painted, and printed images and transform them into original and exciting work. Improve your technical skills as you learn to edit your current artwork in Photoshop.

You will learn the basics of ceramic and printmaking process (screen printing and relief) and alternative photographic processes to create hybrid projects.

Bring your portfolio, sketchbook, and photographs to create a new line of artwork. This exploration and discovery will enable you to access your true personal identity and create artwork that resonates with you.

Group critiques will help you to sharpen your focus and delve deeper into your work. The experience will be an asset to those who desire to go further in their art education and enhance their portfolio with unique pieces of work.

“Overall I really enjoyed the program. Teaching quality was excellent and I liked how they gave personal feedback and commentary to each student. Really exceeded my expectations.”
Design and art continually inform and are informed by modes of representation and making. This course will explore these modes by looking at emerging technologies such as 3D digital modeling and digital fabrication. Through an architectural lens, introduction to concepts, conventions and techniques will be explored, while leveraging both 3D modeling and digital fabrication technology as a fundamental medium for investigation and exploration formally, spatially and materially. You will develop skills both in 3D visualization software and in the means and methods of digital fabrication.

The studio will be working organically between two labs, the Cleveland Institute of Art’s computer lab and Case Western Reserve University’s state-of-the-art digital fabrication lab, think[lab]. Research and development will be the format of the course and will begin with research to help orient us to the technology and processes. That research will then guide our project to the development phase. The development phase...or the “making” part of the course will consist of various scales of projects and exercises that will introduce ideations through quick hand sketch diagramming then into 3D modeling techniques through programs such as Sketch-Up, Rhino and Blender. After translating your ideas into 3D models, we will explore the projects by further utilizing digital fabrication technology tools such as 3D printers, laser cutters and a CNC machine.

The techniques covered in the course will provide vital means to imagine, develop, and represent your design ideas. Through these projects you will build comprehensive ideation skills in hand sketch diagramming, 3D modeling software, and digital fabrication technology.
“I already wanted to apply here because I thought it was a great school, but now after this program, CIA is most definitely my dream school and the school I see myself going to.”

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 wide 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. You will be exposed to many new techniques and creative processes throughout various departments at CIA and at various University Circle locations. Throughout the session we will have group critiques to discuss creative possibilities and unique solutions to design problems.

Warning = this is not a class for those who wish to remain oblivious.

Foundation in Art + Design

“I already wanted to apply here because I thought it was a great school, but now after this program, CIA is most definitely my dream school and the school I see myself going to.”
Get on board and learn the fundamentals of both designing games and building a playful experience. 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 to game design. You will be asked to think about the 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 then 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 the 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 and 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 and family.

“I had the best time at the CIA Pre-College Program and I would definitely do it again. I met so many amazing, talented people and learned so much from my incredible instructors. I wouldn’t change a thing about my experience at CIA.”
Glassblowing

How do you turn molten glass into art? Very carefully, of course.

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 glassmaking 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.

“My overall experience at CIA was one of the most amazing times of my life. I fell in love with the school, the faculty, and the city.”
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, advertisements 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.
Has drawing the still life become a bit boring? How about an experience that will reenergize you and your passion for drawing?

Illustrators can wear many hats but the common thread that links us together is our desire to tell stories in the work we create.

Whether an assignment is for advertising, 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 during this program 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.

Additionally, you will explore dynamic composition, storyboarding, fundamental rendering techniques, and basic pre-press print production. 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 of the program. Presentations and critiques throughout this program will help you verbally present ideas and gain the presentation 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.

“I had such a wonderful time and Pre-College was a great program! I absolutely loved my class and all of the opportunities we had to learn and explore.”
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 also 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 seen an artwork that made you gasp, lose your breath, laugh, or feel disgust? How can simple artistic materials produce these feelings and emotions? Painting is a skill, but it is also a form of expression, playing with color and image to produce a response from those in its purview.

Painting

We will begin our painting investigations with traditional color theory and application of materials. As we explore interactions of color, objects, and shifts in light, we will discuss symbolic subject matter in traditional styles. You will use the sketchbook as a tool for visual journaling while building observational skills. We will uncover the basics of “building” a painting.

Layer by layer your paintings become transcriptions of artistic process, design, and the simple human reaction to the formal elements of art.

Our painting conquests will culminate with paintings that explore inspirations and empowerment. The work will present basic human situations with affecting simplicity.
Meet the Instructors

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 the Department Chair of Animation and an Assistant Professor at the Cleveland Institute of Art. 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, Wal-Mart, M&M’s, Ferraro Chocolates and many other Fortune 500 companies.

Biomedical Art
Jennifer Kerbo graduated from the Cleveland Institute of Art with a BFA degree in Biomedical Art. She has taken additional science 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.

Thomas Nowacki, MFA, CMI, is an Assistant Professor in the Biomedical Art Department of CIA, as well as Adjunct Professor in Anatomy at Case Western Reserve University. He is the founder and principal of Novie Studio, which produces accurate and aesthetically clear illustrations and 3D animations for print, digital publication, as well as exhibit design for litigation. Thomas received his MFA from the Rochester Institute of Technology in Medical Illustration and is a Board Certified Medical Illustrator (CMI).

Exploring Identity through Print + Ceramics
Amy Krusiniski 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 for her ceramic sculptures inspired by calligraphic lettering and the alphabets of many languages. Currently, Amy works as a studio artist and as the Technical Assistant in the Ceramics Department at the Cleveland Institute of Art. For more information please visit amysinbondit.com.

Maggie Denk-Leigh is an Associate Professor and Printmaking Department Chair at the Cleveland Institute of Art, where she has been an instructor for the last 13 years. She is the Board President of the Morgan Conservatory, an educational foundation for book and paper arts. Maggie received her BA from Xavier University in printmaking, design, and business, and MFA in printmaking from Clemson University in 1999. Recent exhibitions include a solo exhibition at the University of Mount Union and inclusion in the 2013 MAPC Juried Members Exhibition at the McDonough Museum. You can view Maggie’s work at maggiedenk.com.

Form Finding: 3D Modeling + Digital Fabrication
Sai Sinbondit is a faculty at the Cleveland Institute of Art and working as an architectural designer and planner at an architectural firm. He has a Master of Architecture Degree from Syracuse University and has a BFA in Painting and Printmaking from the University of Toledo. Sinbondit’s work looks toward architecture as a vehicle to explore the world and its dynamic relationships among people, cultures, systems, settlement and displacement. It is in this area of boundaries and this place where opposites meet that he tests the idea that architecture is not a political haven, not a world apart from the world, but generator for social change. Sai spent time abroad living and working with organizations such as UNICEF, UNHCR (the Office of the United Nations High Commissioner for Refugees), and USAID (United States Agency for International Development), in various countries such as Turkey, El Salvador, Thailand, India, France, Italy and Darfur.

“I’ll never forget my time here. CIA made me feel like a true artist and not just another student.”
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, and to this point, has sold over 1,000 paintings.

Glassblowing

Chadd Lacy received his BFA from Tyler School of Art in Philadelphia and has been the Technical Specialist in the Glass department at CIA since 2005. Chadd works with blown and cast glass techniques and has exhibited internationally. Check out Chadd working in the glass studio on YouTube—go to CIA Studio Spotlight: Glass.

Graphic Design

Larry O’Neal is a graduate of the Cooper School of Art where he majored in Graphic Design and minored in Illustration. He has since developed a professional history that allows him to provide a unique look at the graphic design field. Prior to joining the faculty at the Cleveland Institute of Art four years ago, Larry spent the majority of his career working in regional advertising agencies such as Carr-Liggett (now Liggett-Stashower), Wyse Advertising, and Stern Advertising. At Stern (a former subsidiary of TBWA Worldwide Inc.), he served 14 years as Executive VP and Executive Creative Director while supervising a creative staff of 24. In addition to serving as chair of CIA’s Graphic Design Department, he teaches in the Illustration Department and operates his own design studio.

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 Southeast Ohio. 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.

Illustration

Lincoln Adams is an alumnus of the Cleveland Institute of Art 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. Additionally, he teaches at CIA as a Visiting Professor in the Illustration and Animation Departments and in the Continuing Education Department.

Graphic Design

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 Ginz, 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.
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 6:30–9:30pm. At 9:30pm, commuter students will return home for the evening. Rest + repeat!

“I am really glad I participated in this program—I discovered new fields that I want to go into in the future.”

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Painting

Beth Ryan is a local artist, advocate, and educator of the arts. She received an MA in Art Education from Case Western Reserve University in 2009 and a BA in Painting from Ursuline College in 2003. Before attending graduate school, Beth worked in the nonprofit arts sector, assisting in the development of entrepreneurial training for adult artists. Currently, she teaches art at Holy Name High School in Cleveland, Ohio. Beth’s artwork stems from an interest in combining color trends, formalism, and still imagery into complex and emotional compositions. She exhibits regularly in the Cleveland area.

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.

Bob Martinez is the founder and director of RGM DESIGN LLC in Akron, Ohio and is an industrial design instructor at CIA. He earned his BFA from Michigan State University and completed an ID internship at AEG-Telefunken in Frankfurt, Germany. He has 20-plus years of consulting design experience including medical/scientific products, consumer products, industrial/commercial equipment, user/operator interface intensive products, and contract and RTA furniture.
About CIA

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 a 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 Career Center’s 2010 survey found that 94% of 2013 CIA graduates are employed, exhibiting, or have started their own businesses. Over 80% of our students participate in at least one internship during their time at CIA.

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 now 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.

Learn more at cia.edu/campus

“I enjoyed this experience very much. I had a fantastic time being in the classroom as well as making new friends and being with them outside of the classroom.”

Application Information

Apply by June 1, 2015

Application
• Application
• Photo
• Personal Statement
• Letter of Recommendation
• High School Transcript
• Application Fee
• Portfolio
• Nonrefundable $35 Application Fee
• 2014 Tax Returns (if seeking tuition assistance)

Application Checklist
• 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.

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 15, 2015

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

CIA Portfolio Reviews
You will have a special opportunity to meet individually and review your portfolio with a CIA admissions counselor. Please indicate your interest on the application form so we can arrange a meeting time for you and a counselor. Don’t forget to bring your digital portfolio—we recommend you bring it on a disc or portable USB drive.

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 cancelled, you will be moved into your second-choice option. Decisions on class cancellations will be made by June 13, 2015.

Application Checklist
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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.

Majors at CIA
Animation
Biomedical Art
Ceramics
Drawing
Game Design
Glass
Graphic Design
Illustration
Industrial Design
Interior Architecture
Jewelry + Metals
Painting
Photography + Video
Printmaking
Sculpture + Expanded Media

Portfolio Submission 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.
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Tuition Information

Costs
Residential Student
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.

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

Tuition Deadline
Full tuition for all accepted students must be received by June 15, 2015.

Scholarships
A limited number of partial, need-based scholarships are available. To apply for a scholarship you must submit a 2014 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.

Refund Policy
All requests for refunds of tuition must be in writing and received in the Continuing Education office by June 23, 2015. Should you withdraw from the program for any reason, the following refund policy will apply:

Written notification received on or before June 12, 2015 50% refund
Written notification received on or before June 15, 2015 30% refund
Written notification received after June 23, 2015 0% refund

Questions
Upon acceptance into CIA’s Pre-College Program, you will receive detailed information (rules and responsibilities, what to bring, etc.). For additional information, please contact Tom Berger at 216.421.7460 or tberger@cia.edu.

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

Eat.
Sleep.
Breathe.
Art.