Be an artist this summer.

Spend two weeks in an art + design college and earn college credit.

Pre-College Program
July 13–26, 2014
Sharpen your artistic skills. Experiment with new media. Build your portfolio. Explore careers in art + design.

cia.edu/precollege
Focus on your art at the Cleveland Institute of Art’s Pre-College Program 2014

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.
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.

Take a few moments to look through this catalog of courses for CIA’s Pre-College Program 2014. We’re sure you’ll find a fit. Our program is open to high school students who will be entering their sophomore, junior, or senior year. Requirements for admission can be found on the last page of this brochure.

We look forward to meeting you and adding your unique voice to our extraordinary two-week residential program.
Instructors
Learn from working artists, professional designers, and CIA’s renowned faculty.

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

Admission
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.
“Love the creative energy of CIA and the campus is beautiful. It fosters such a creative culture when combined with the museums and businesses in the area.”
The student experience

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

Whether you come from California or Cleveland, you'll 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.

A Typical Day

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:30am</td>
<td>Breakfast</td>
</tr>
<tr>
<td>9:00am</td>
<td>Studio classes</td>
</tr>
<tr>
<td>12:00pm</td>
<td>Lunch</td>
</tr>
<tr>
<td>1:00pm</td>
<td>Studio classes</td>
</tr>
<tr>
<td>5:00pm</td>
<td>Dinner</td>
</tr>
<tr>
<td>6:30pm</td>
<td>Studio time</td>
</tr>
<tr>
<td>9:30pm</td>
<td>Rest + repeat!</td>
</tr>
</tbody>
</table>
Experience life as an art student for two whole weeks—and earn some college credit too.

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 25, 2014, from 5:30–7:30pm. Family and friends are welcome to attend.

Courses (choose one):
- Animation
- Biomedical Art: Anatomy for the Artist
- Fashion + Jewelry + Accessories
- Foundation in Art + Design
- Game Design
- Glassblowing
- Graphic Design
- Illustration
- Industrial Design
- The Poetry of Painting

Here’s what you’ll gain

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

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 and receive guidance on resume writing and website development.
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.

INSTRUCTORS

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.

Jill M. Yanik is an illustrator and animator living in Cleveland. She graduated with a BFA from the Cleveland Institute of Art and a Master’s in Art Education from Case Western University. She is currently an art teacher at Perry Public Schools and is also illustrating her first children’s book. Jill’s portfolio is available online at jyanik.wix.com/animation.
Biomedical Art: Anatomy for the Artist

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 provide one of only two BFA degrees of its kind in the United States.

INSTRUCTOR

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 2D 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).
Fashion + Jewelry + Accessories

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.

INSTRUCTOR

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 - Finland, the Vatican Archive, the Ohio Crafts Museum, the Cleveland Art Association, Alcatel-Sprint, and others. He has received research and professional development grants from the Society of North American Goldsmiths, the Lilly Foundation, The John and Maxeen Flower Fund, the Cleveland Institute of Art, the Community Partnership for Arts and Culture - Creative Workforce Fellowship, and two Individual Artist Fellowships from the Ohio Arts Council.
“I feel like a changed person and I feel much more confident as an artist. Now I know for sure I want to attend CIA once I graduate.”
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 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.

INSTRUCTORS

Richard Fiorelli is a Professor in the Foundation Department at CIA, where he also received his BFA in painting in 1974. After CIA, Richard earned his MFA in sculpture at Syracuse University. He was a sketch artist for the Baltimore Police Department’s homicide unit for a year. Richard is the 2003 recipient of the CIA’s Viktor Schreckengost Teaching Award and was named one of the “2006 Most Admired Industrial Design Educators” by Design Intelligence.

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 26 years, Eddie has taught art classes at CIA for five years and Lakeland Community College for the past 19 years. His work is represented in several galleries across the country. Eddie has been in over 150 art shows, created numerous commissioned pieces for public locations, and to this point, he has sold over 1,000 paintings.
Game Design

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 game play 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.

INSTRUCTOR

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*. 
“My time at CIA was inspiring. I would do it all again if given the chance.”
Glassblowing

Glassblowing is very challenging, but the rewards are worth the effort.

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.

INSTRUCTOR

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

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.

INSTRUCTOR

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.
Illustration

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.

INSTRUCTORS

Lincoln Adams is a Gund Award winner and graduate of the Cleveland Institute of Art who has worked for 15 years as an illustrator, storyboard artist, and designer. His projects have included magazines, television shows, character design, book covers, and greeting cards. Lincoln was selected to the 47th Annual Society of Illustrators West Show in Los Angeles. Recently he finished work on the popular animated shows, Veggie Tales and Doc McStuffins. He is also currently working with Disney sculptor and CIA alumnus Zack Petroc on a sculpted novel, and has completed his fourth picture book. Additionally, he teaches at CIA as an adjunct professor in the Illustration and Animation Departments.

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.
“I could not be more impressed with this program—it is top notch.”
Industrial Design

Calling all future architects, engineers, city planners, graphic, product, web, interior, and automotive designers! 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. Then design looks past the questions and asks how, why, and what about an object and its interaction with life.

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 who 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 awareness of color, form, texture, line, surface, and function. 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.

INSTRUCTORS

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.

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, he 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.
The Poetry of Painting

“Painting is silent poetry, and poetry is painting that speaks.” —Simonides

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.

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.

INSTRUCTOR
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.
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 an 8:1 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 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.

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 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

Majors at CIA

Animation
Biomedical Art
Ceramics
Drawing
Game Design
Glass
Graphic Design
Illustration
Industrial Design
Interior Architecture
Jewelry+Metals
Painting
Photography
Printmaking
Sculpture
Application Information

Apply by May 1, 2014

Application

You must submit an application form (a paper form is included in this brochure, or you can register online at my.cia.edu/precollege) complete with necessary signatures as well as the items noted on the application and a nonrefundable application fee of $35. Complete applications will be considered as they are received. Please make sure that all additional materials noted on the application are included. Incomplete applications will not be considered. 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. Full tuition payment is due by June 6, 2014.

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. Do not stick any labels to the front of the disc; mark directly on it with permanent marker.
- 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.

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 12 students. After that time, you will be put on a waiting list and contacted in order of application as space becomes available.

Costs

The cost for your two-week long experience is $2,200. This includes tuition, room and board (double occupancy), materials, access to facilities, snacks, college credits, and most activities. Full tuition for all accepted students must be received by June 6, 2014.

A refundable deposit of $150 will be required at time of payment. If you happen to lose your room key or building access card, this deposit will cover the cost of replacement. All requests for refunds of tuition must be in writing and received in the Continuing Education office by June 14, 2014. If CIA is obliged to cancel a Pre-College Program for any reason, you will be moved into your second-choice option.
Refund Policy
Should you withdraw from the program for any reason, the following refund policy will apply:

Written notification received on or before June 4, 2014
50% refund

Written notification received on or before June 6, 2014
30% refund

Written notification received after June 14, 2014
0% refund

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, 2014.

CIA Portfolio Review
All Pre-College students will participate in a presentation from a CIA admissions counselor. Plus, if you are entering your senior year of high school, 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.

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.

Scholarships
A limited number of partial, need-based scholarships are available. To apply for a scholarship you must submit a 2013 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).

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.
“You can expect to see students from my program every year. This was a life changing experience for them.”

— Dennis O’Laughlin
Crawford County Career & Technical Center
Commercial Art & Graphics Instructor
Pre-College 2014