Spring 2017 Continuing Studies Class Schedule

Adult Continuing Education

Ten Week Session

Class # 1459  CSARCH 501 001  Introduction to Architecture
TH TBA 37 S. Wabash-Alice Sharp Bldg.  Rm: 410  David Ellis

The built environment -- where we live, work, and entertain privately or in public -- was designed by someone at some time. In this course, students develop an understanding of the architectural design process and its impact on outcome. Topics will cover historical and contemporary architecture, freehand drawing, and representation through mechanical means. The drawing components are introductory in nature, preparing students with the basic skills and confidence required to pursue further study in drawing or design at SAIC and other institutions. Field trips, readings, and class projects provide an overview of both the science and art of designing buildings. All levels of experience are welcome.

Class # 1460  CSARTHI 501 001  Art Survey @AIC:Ancient/Premod
F TBA AIC - 111 S Michigan Ave  Rm:  Joseph Cunniff

This course examines a selection of seminal works in the collection of the Art Institute of Chicago. Classes meet in the galleries and observe, discuss, and find connections between works in different points of history. Students learn how to analyze a work of art, as well as gain insights into the context of specific periods, the lives of the artists, and range of expression as a basis for further inquiry. This course, part of a three course series, begins with Ancient Greece and Rome and continues through the Middle Ages, the Renaissance and 17th and 18th century Romantic periods, ending with the late 19th century and the dawn of Impressionism. Such renowned artists as El Greco, Rembrandt, Rubens and Turner are included, as well as lesser-known artists.

Class # 1461  CSARTHI 501 002  Art Survey@AIC: Impress+Post
SA TBA AIC - 111 S Michigan Ave  Rm:  Joseph Cunniff

Meeting in the galleries of the Art Institute of Chicago museum, this course takes advantage of one of the largest and most significant collections of Impressionist and Post-Impressionist art, including works by Gauguin, Manet, Monet, Renoir, Seurat, Toulouse-Lautrec, and van Gogh, among others. Through lectures and discussions, students will develop the ability to look closely at, analyze, and discuss the works presented as they learn about the period in which it was created.

Class # 1462  CSARTHI 504 001  Art and the Movies
TH TBA 112 S Michigan Ave Building  Rm: 111  Joseph Cunniff

Combining classroom-based screenings with visits to the Art Institute of Chicago museum, this course is designed to enhance students' ability to recognize, understand, and enjoy art and the movies. Students will discuss works of art, the lives of the artists, and their representation in film as they analyze the formal elements of the moving image. Screenings may include Edvard Munch, Frida, La Vie de Boheme, Lust for Life, Modigliani of Montparnasse, and Pollock, among others.

Class # 1464  CSDESIGN 504 001  Color Theory
T TBA 37 S. Wabash-Alice Sharp Bldg.  Rm: 310  Rhonda Castillo

In this course, students learn about the variety of ways that color is considered and used as a design element. Working with current color theory principles and models, students develop color plans and concepts in relationship to individual and group projects. This research is compiled in sketchbook/notebook format and is used as reference for independent projects. Studies and hands-on studio work reveal the multiple ways that color can transform concepts with cohesive and expressive results.

Class # 1465  CSDESIGN 504 002  Color Theory
T TBA 37 S. Wabash-Alice Sharp Bldg.  Rm: 314  Helen Oh-Conklin

Class # 1705  CSDESIGN 504 003  Color Theory
T TBA 37 S. Wabash-Alice Sharp Bldg.  Rm: 410  Andrew Conklin

Class # 1466  CSDESIGN 506 001  Hand Drafting
M TBA Sullivan Center  Rm: 1228  David Ellis

Students are introduced to the materials and methods used by architects and interior designers to create working sketches and detailed architectural drawings by hand. Looking at 3D objects and locations, students will focus on developing representational drawing skills that reflect measurement, proportion, perspective, elevation, and surface. Prerequisite(s): Introduction to Architecture, Introduction to Interior Design, or equivalent experience.
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<thead>
<tr>
<th>Class #</th>
<th>Subject</th>
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<th>Instructor</th>
<th>Dates</th>
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<tr>
<td>1477</td>
<td>CSFASH 503</td>
<td>Introduction to Drawing</td>
<td>Michael Barlow</td>
<td>2/4/2017 - 4/8/2017</td>
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<tr>
<td>1478</td>
<td>CSDRAW 508</td>
<td>Patternmaking and Construction: Above the Waist</td>
<td>Amanda Franck</td>
<td>2/7/2017 - 4/11/2017</td>
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<tr>
<td>1479</td>
<td>CSDESIGN 508</td>
<td>Design Matters</td>
<td>Richard Kasemansrn</td>
<td>2/8/2017 - 4/12/2017</td>
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<tr>
<td>1480</td>
<td>CSDESIGN 508</td>
<td>Design Matters</td>
<td>Emily Hoogesteger</td>
<td>2/8/2017 - 4/30/2017</td>
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<tr>
<td>1481</td>
<td>CSDRAW 503</td>
<td>Introduction to Figure Drawing</td>
<td>Jaclyn Mednicov</td>
<td>2/5/2017 - 4/9/2017</td>
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<tr>
<td>1482</td>
<td>CSDRAW 530</td>
<td>The Artist and the Sketchbook</td>
<td>George Liebert</td>
<td>2/4/2017 - 4/8/2017</td>
</tr>
<tr>
<td>1483</td>
<td>CSDESIGN 508</td>
<td>Design Matters</td>
<td>Joshua Dihle</td>
<td>2/5/2017 - 4/9/2017</td>
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<tr>
<td>1484</td>
<td>CSFASH 501</td>
<td>Figure Drawing for Illustration</td>
<td>Anna Hovet</td>
<td>2/7/2017 - 4/11/2017</td>
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<tr>
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<td>CSFASH 503</td>
<td>Patternmaking and Construction: Above the Waist</td>
<td>Amanda Franck</td>
<td>2/7/2017 - 4/11/2017</td>
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<td>1486</td>
<td>CSDRAW 503</td>
<td>Introduction to Drawing</td>
<td>Michael Barlow</td>
<td>2/6/2017 - 4/10/2017</td>
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<tr>
<td>1487</td>
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<td>Introduction to Drawing</td>
<td>Larissa Borteh</td>
<td>2/4/2017 - 4/10/2017</td>
</tr>
<tr>
<td>1488</td>
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<td>Introduction to Drawing</td>
<td>Amanda Van Valkenburg</td>
<td>2/6/2017 - 4/10/2017</td>
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<td>1489</td>
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This course is designed for those looking to expand their knowledge of Adobe After Effects, including videographers with a desire to enhance their editing skills by integrating motion design techniques. Though not intended to address character animation specifically, students will explore basic principles as they apply to motion design with an emphasis on developing work that reflects their unique vision. Access to a computer and Adobe After Effects, Illustrator, and Photoshop are required; prior video editing experience is recommended. Prerequisite(s): Motion Graphics: Type and Image or equivalent experience.

This course emphasizes the development of observational drawing skills and hand-eye coordination. The learning sequence progresses from simple forms and skill levels toward more complex constructions and compositions. Basic drawing elements such as line, proportion, perspective, composition, texture, and the study of light and shade are investigated through various perceptual and conceptual approaches. Open to beginning students as well as those who want to refresh their skills before moving on to more advanced studio courses.

This course explores how the personal nature of an artist's sketchbook can assist in the development of new directions and reveal meaningful ideas to pursue. Students develop sketches, collages, paintings, and notes to be used to create works on larger sheets of paper. Students review the history of artist's sketchbooks and visit the Art Institute of Chicago to sketch on-site. During one class session, handmade sketchbooks are made using an array of book construction methods. Experimentation with a wide variety of drawing materials is encouraged.

In this course, students will explore their own interests and impulses through drawing as they probe the role of the imagination in making. Extensive studio work and critique will be accompanied by field trips and readings from Andre Breton, Jean Dubuffet, Sigmund Freud, and Steven Millhauser. Students will progress by engaging with materials, participating in discussions, and demonstrating experimental inquiry.

This course helps students develop illustration skills with an emphasis on the body, gesture, and proportion. Working from a live clothed model, students are taught how to express the mood and texture of a wide variety of clothing fabrics, and how to communicate fashion design concepts with style and expression. This class is suited for illustration students and ideal for those specifically interested in fashion illustration.

In this course, students create, manipulate, and sew patterns that cover the upper half of the female form. Students learn to draft a basic bodice from their personal measurements or by measuring of a dress form, to create a professional sloper, as well as sleeves and collars. They will also manipulate darts, add fullness, and contour. These principles will be used to create a bodice of the student's own design. Prerequisite(s): Sewing Techniques: Fundamentals or equivalent experience.
Joining fabrics to cover the body and create shelter has been a prized skill in the progress of civilization. Students will build on that tradition by learning fundamental seams and finishes used in modern day garment construction. Industry standards of sewing are emphasized and all techniques are taught and practiced on professional, industrial sewing machines. In addition to creating a personal library of seam samples, students will apply the techniques in two basic projects. The class will also discuss fabric characteristics and the proper copying and cutting of patterns. Once mastered, these techniques can be used to sew together garments from patterns, create original designs, or explore fabric as a medium for soft sculpture. No previous sewing experience is necessary.

### Class # 1479  
**CSFASH 518 001**  
**Fash Medium: Embroidery, Embellishments, and Sewn**  
T TBA  
Sullivan Center  
Rm: 702  
Rachel Barnes

Through handwork and machine stitching, this course will cover a variety of traditional and experimental techniques for fabric embellishment and manipulation. Technical processes to be explored may include embroidery, cording, applique, trapunto, pleating, tucking, smocking, gathering, darting, and ribbon work. This course will include frequent visits to the Fashion Resource Center to review historical and contemporary examples and to conduct research for inspiration. Students will create a sample book of foundation techniques and experiments, and produce a final project of their own design.

### Class # 1480  
**CSFASH 522 001**  
**Sewing Techniques: Below the Belt**  
W TBA  
Sullivan Center  
Rm: 702  
Jamie Hayes

In this course, students learn the necessary techniques to assemble garments that cover the lower half of the female form. Instruction will focus on developing skills to create flies, hems, and waistbands. While learning industry standard techniques and tips, students sew a pair of trousers and lined pencil skirt. Students will leave with the ability to transfer their skills to commercial patterns or their own designs. Prerequisite(s): Sewing Techniques: Fundamentals or equivalent experience.

### Class # 1517  
**CSFVNMA 504 001**  
**Moving Image Studio: Storytelling with Smartphones**  
M TBA  
112 S Michigan Ave Building  
Rm: 908  
Shonna Pryor  
Ze Dong

Increasingly, the smartphone is the tool of choice used to document our daily lives. In this course, students will explore moving image as art, shooting projects entirely on their smartphones. Looking at the work of influential video artists such as Laurie Anderson, Nam June Paik, and Bill Viola, students will complete two projects: A documentary-style interview and independent short inspired by each student’s personal interests. Storyboarding, image capture, lighting, and editing will be addressed.

### Class # 1481  
**CSGD 501 001**  
**Introduction to Graphic Design**  
F TBA  
112 S Michigan Ave Building  
Rm: 908  
Mark Skillicorn

This course examines the fundamentals of two-dimensional design in the digital age. Students will explore principle elements of design including composition, color, and typography through a series of projects that introduce Adobe Illustrator and Photoshop as primary graphic design tools. The importance of effective visual communication in both commercial and experimental design is stressed as students gain an understanding of the professional design process from the client brief to the finished digital project. Students will leave this course with a solid foundation in strategies for solving design problems, a basic design vocabulary, and an understanding of the specific role that Adobe Illustrator and Photoshop play in creating professional work. Before starting this course, students should be comfortable navigating the directory structure and creating, deleting, renaming, and moving files and directories without assistance.

### Class # 1482  
**CSGD 501 002**  
**Introduction to Graphic Design**  
M TBA  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 1115  
Mark Skillicorn

### Class # 1692  
**CSGD 501 003**  
**Introduction to Graphic Design**  
M TBA  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 1116  
Andrew Conklin

### Class # 1483  
**CSGD 502 001**  
**Digital Design: Adobe Illustrator**  
TH TBA  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 1117  
John Rabias

Students with basic graphic design skills and prior Adobe Illustrator experience explore uses of the application to create sophisticated designs and illustrations. Beginning with a review of important functions and tools, demonstrations and in-class projects present more advanced topics including transparency, feathering, masking, compound paths, gradients, layering techniques, and the specifics of the pen tool. Attention will be given to exporting files to other applications and platforms including, Adobe Photoshop and InDesign and the web. Prerequisite(s): Introduction to Graphic Design or equivalent experience.

### Class # 1484  
**CSGD 503 001**  
**Digital Design: Adobe Photoshop**  
SA TBA  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 1108  
John Rabias

Intended for students with basic graphic design skills and prior Adobe Photoshop experience, this course explores techniques used to create imagery and designs of a more advanced nature. Students explore the far-ranging use of this software for print, web, and mobile devices. Topics include layers, masking, compositing multiple images, color correction, retouching, special effects in type, and more. Attention will be given to exporting files to other applications and platforms including Adobe InDesign and the web. Prerequisite(s): Introduction to Graphic Design or equivalent experience.
This course is intended for students with basic graphic design skills and prior experience working with Adobe Illustrator, InDesign, and Photoshop. Students will learn to use Adobe InDesign to create paragraph and character styles, object styles, layers, and master pages, and to import graphics. This course will explore digital publishing; non-print exports; interactive features including hyperlinks, form fields, buttons, and electronic tables of contents; and digital publishing formats such as ePub, PDF, and more. Prerequisite(s): Digital Design: Adobe Illustrator and Digital Design: Adobe Photoshop or equivalent experience.

This course is designed to introduce students to the illustration process, from ideation and freehand sketching to the development of a finished product. Students are encouraged to experiment with a variety of materials and styles, from traditional to digital and including their hybrid. Classes are supplemented with a series of presentations on contemporary illustrators and discussion of their methods. Prerequisite(s): Introduction to Drawing or equivalent experience.

This course introduces the skills and insights needed to be a successful interior designer and examines why some designs are more successful than others. More than a style-selection course, you will learn what is required to design and build an interior space, gain a general knowledge of how interior designers work, and examine what it takes to move creative designs from idea to reality. Included is a survey of important and innovative designs happening today.

Team taught, this course will introduce students to a variety of Adult Continuing Education instructors and campus resources as they explore a single theme in two-dimensional, three-dimensional, and four-dimensional media. This course will also include instruction in design thinking, and encourage students to produce work that explores personal research and interests.

Every painter learns his or her craft from the art of previous ages. In this course, students will interpret the concepts and techniques of artists and artwork on exhibition in the Art Institute of Chicago (AIC). Visits to the museum, demonstrations, individual guidance, and group critiques will help guide personal directions and interpretations in each student's work. Prerequisite(s): Introduction to Oil Painting or equivalent experience.

Students explore traditional and contemporary approaches to the watercolor medium, including gouache. A variety of techniques, papers and alternative painting surfaces, and mixed media processes are introduced. Intended for students with basic drawing skills as well as those with previous painting experience, the course is structured to encourage experimentation with scale, subject matter and formats. Critiques and discussions will support and encourage each student's personal direction. Prerequisite(s): Introduction to Drawing or equivalent experience.

Learn to paint form, space and atmospheric effects by focusing on depicting light with color. This course provides instruction in color theory as it pertains to painting practices with an emphasis on using color expressively. Paint application techniques are demonstrated and considerations for color effects, schemes, and properties are investigated in their practical application to each student's work. Prerequisite(s): Introduction to Oil Painting or equivalent experience.
the work of contemporary photographers, as well as group critiques. Students must supply their own digital SLR (single-lens reflex) camera with manual
approaches to help refine and advance their skills with the goal of creating a small body of work. Coursework includes presentations and discussions of
This course is designed for students specifically interested in contemporary portrait photography. Students investigate various formal and conceptual
must provide their own digital SLR (single-lens reflex) camera with manual functions; no point-and-shoot cameras. Prerequisite(s): Digital Photography 1, Digital Photography 2, or equivalent experience.
This course focuses on the foundations of digital photography and the various ways to use a digital camera. Students examine how to choose and shoot subjects
that are both personally meaningful in content and contemporary in context. Instruction includes capturing and printing images in both black and white
and color, and investigating digital photo editing. Discussions on the history of photography and individual and group critiques are included. Students
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must provide their own digital SLR (single-lens reflex) camera with manual functions; no point-and-shoot cameras. Prerequisite(s): Digital Photography 1 or equivalent experience.
Building on basic digital photography skills, students focus on the development of their images using digital media. Students gain a foundation in the
tools and methods needed for application in contemporary photographic practice. Topics include various methods of image manipulation and output
options. Critiques and presentations supplement the studio experience. Students must provide their own digital SLR (single-lens reflex) camera with manual
functions; no point-and-shoot cameras. Prerequisite(s): Digital Photography 1 or equivalent experience.
The course introduces the materials, methods, and tools of oil painting while students develop observational painting skills. Demonstrations on stretching
a canvas, laying out a palette, working with various paint application techniques, and color mixing provide students with the fundamentals of the medium
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and a strong foundation for future coursework. Prerequisite(s): Introduction to Drawing or equivalent experience.
This course is designed for artists who are interested in learning printmedia techniques, but do not necessarily have access to a print studio. Technical
processes covered will include transfers, linoleum stamps, digital and handmade repeat patterns, digital printing on fabric, and alternative substrates and
lo-fi silkscreen with stencils and drawing fluid. These processes can be transferred easily from the classroom to the artist’s work space. Since the
processes taught are relatively simple, more class time will be spent in discussion about how repetition or manipulation of an image affects its meaning.
The processes addressed will allow students to experiment with their existing drawings, photographs, or designs. Note: This short format course meets for
15 contact hours versus 30, and is offered at a lower tuition rate.
In this course, students learn the fundamental language of modern web development: HTML and CSS. Hypertext Markup Language (HTML) uses
symbols and codes to tell a web browser how to display a website; Cascading Style Sheets (CSS) define the appearance of a site’s layout and design
elements. Students learn to translate pre-made designs into code to recreate a variety of simple web layouts that can be personalized to suit their own
needs. Best practices in web design and how to troubleshoot common problems are also addressed. With 24/7 access to course materials, students can
learn at their own pace, any time of day. Before starting the course, students should be comfortable completing the following tasks on their computer:
Navigating the directory structure; creating, deleting, renaming, and moving files and directories; downloading and installing software applications from
the web. A Mac or PC computer, access to the Internet, and a web browser are needed. Prerequisite(s): Introduction to Graphic Design, Digital Design:
Adobe Photoshop, or equivalent experience.
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Spring 2017 Continuing Studies Class Schedule
Community Outreach

Ten Week Session

Class # 1680  CSHOMAN  401  001  Inside Innovative Minds  2/14/2017 - 4/27/2017
TTH  TBA  Sullivan Center  Rm: TBA  Ryan Coffey
Sullivan Center  Rm: TBA  Udita Upadhyaya

Chicago is home to one of the country's largest concentrations of working artists, designers, and other creative professionals. In this course, students are introduced to local artists, designers, DJs, community activists, poets, and other creative professionals from in and around the North Lawndale area. Each presenter talks about their experience and creative practice, and then leads an in-class activity, ranging from art making to spoken word to writing. Through the presentations and in-class activities, students learn about art and design, meet new people, and learn what it takes to become a successful creative professional in the 21st century. This course is ideal for those who are interested in arts/culture as well as those interested in learning more about the professional paths of creative individuals and opportunities in the arts. Some of the visiting artists: Ryan Coffey, Rae Chardonnay, Marvin Tate, Jan Tichy, and Miguel Aguilar.

Class # 1681  CSHOMAN  405  001  Photography: Personal Landmark  2/22/2017 - 5/8/2017
MW  TBA  Rm:  Robert Clarke-Davis

What is worth remembering? How do we relate to our histories, neighborhoods and communities? In this course we will work as documentarians unleashed to photograph what makes North Lawndale special. This course is designed for students who want to get comfortable working with a digital SLR camera. Photographs will be edited as a group and developed into a small book.

Class # 1748  CSHOMAN  508  001  bLUMEN-Art, Science, and Horticulture  3/12/2017 - 5/7/2017
SU  TBA  Rm:  Jeffrey Levrant
Off-Campus Building  1200

bLUMEN-Art, Science, and Horticulture
**Spring 2017 Continuing Studies Class Schedule**

**Early College Program**

Ten Week Session

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<tr>
<th>Class #</th>
<th>Course Code</th>
<th>Course Title</th>
<th>Days</th>
<th>Time</th>
<th>Location</th>
<th>Instructor</th>
<th>Dates</th>
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<tbody>
<tr>
<td>1568</td>
<td>CSDRAW 401 001</td>
<td>Drawing Studio</td>
<td>SU TBA</td>
<td>2/12/2017 - 4/30/2017</td>
<td>Columbus Drive Building Rm: 307</td>
<td>Larissa Borteh</td>
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<tr>
<td>1571</td>
<td>CSDRAW 404 001</td>
<td>Figure Drawing in Color</td>
<td>SU TBA</td>
<td>2/12/2017 - 4/30/2017</td>
<td>Columbus Drive Building Rm: 315</td>
<td>Katherine Jost</td>
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<td>1564</td>
<td>CSFASH 408 001</td>
<td>Fashion Design and Construction</td>
<td>SU TBA</td>
<td>2/12/2017 - 4/30/2017</td>
<td>Sullivan Center Rm: 704</td>
<td>Kylee Alexander</td>
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<td>1563</td>
<td>CSFASH 409 001</td>
<td>Advanced Fashion Design and Construction</td>
<td>SU TBA</td>
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<td>Sullivan Center Rm: 703</td>
<td>Kylee Alexander</td>
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<td>1565</td>
<td>CSFASH 411 001</td>
<td>Animation Studio</td>
<td>SA TBA</td>
<td>2/11/2017 - 4/29/2017</td>
<td>112 S Michigan Ave Building Rm: 908</td>
<td>Yunxue Fu</td>
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**NOTE:** For more information, please visit the SAIC website or contact the Continuing Studies Office directly.

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This course focuses on drawing as an exciting tool for organizing thoughts, feelings, and images. Students develop and strengthen fundamental skills, as well as investigate a range of traditional and contemporary drawing materials and concepts, exploring essential elements of 2D design and contemporary art. Through the study of line, perspective, tone, proportion, composition, value, gesture, and contour, students experiment with a number of wet and dry media such as charcoal, graphite, ink, and water-based paints. Trips to the Art Institute of Chicago and discussion of practicing artists supplement the studio experience. This course is recommended for both beginners and those who want to improve and develop their current skills and ideas. Note: Figure Drawing, Figure Painting, Painting, and Drawing courses may use nude models hired by the School. Other classes may use them to a lesser degree.

Working from the nude model, students develop their skills by drawing the human form in color from direct observation and looking to a variety of artists who use the figure in their work, such as Paul Cadmus, Degas, Paula Rego, Elijah Burgher, Anne Harris, Aurel Schmidt, and Storm Tharp. Students build knowledge in drawing the figure with both neutral and saturated color and temperature, understanding color as it applies to light and shadow, and familiarity with approaching multiple shades and hues of various flesh tones using a variety of dry media such as graphite, charcoal, colored pencils, conte crayon, and chalk pastels. Classes begin with demos/lessons and presentations, followed by long poses. The final project allows students to work on an independent concept integrating the figure and background in full color. **NOTE:** Prior experience in figure drawing is required.

This course is a hybrid of the Early College Program Fashion Design and Fashion Construction courses and is for students interested in exploring contemporary fashion design methods and constructing a garment. Students build skills in design research, styling, draping, fabric selection, patternmaking, and sewing. Through visits to the Fashion Resource Center at SAIC and the Art Institute of Chicago, students develop their own design concepts in addition to final fabric construction. The course culminates in a runway show with image documentation of the creative process. This is a great class for students starting out in fashion who want to explore the various pathways in the field. No experience is necessary to take this course.

This advanced course is for students who have taken the Early College Program Fashion Construction class or have substantial experience with sewing and/or constructing garments. Students focus on increasing their skills by creating more advanced designs and garments and producing self-driven projects with faculty guidance and peer engagement. Continued experimentation with paper, muslin, second hand clothing, and fabric off the bolt is combined with visits to SAIC's Fashion Resource Center and the Art Institute of Chicago to deepen knowledge of clothing as a language, how garments communicate, and what they signify. The course culminates in a runway show with image documentation of the creative process.

This course serves as a foundation for students interested in video production, motion graphics, and animation. Students explore the language and history of moving images and how artists work with and challenge these processes. The course begins with several demos and exercises combined with research and discussion to develop a final project that reflects individual interests. Students may work with traditional processes such as sketchbooking alongside digital applications such as Adobe After Effects and Adobe Premiere in combination with equipment such as hand-held cameras and digital drawing tablets. Trips to the Art Institute of Chicago, access to SAIC's video resources, and discussion of influential time-based artists such as Tony Oursler, Shirin Neshat, Alfred Hitchcock, and Jennifer Steinkamp support the studio experience. No experience is needed for this course, but computer familiarity is very helpful.

Bring your drawings and ideas to life in Animation Studio! This course is designed for students who wish to explore traditional and digital animation techniques, such as frame-by-frame, paper cutout and claymation stop-motion, digital hand-drawn, and 3D animation. Beginning from sketches and storyboards, students complete several projects that focus on communicating ideas through motion studies, character/environment development, storytelling, and other cinematic devices such as composition, set making, and props. Using software such as Adobe Photoshop, Flash, Premiere, and Maya throughout the course, students develop a final project that is based on individual goals and interests. Artist presentations, trips to the Art Institute of Chicago, and group discussions supplement the studio experience. **NOTE:** Basic drawing and computer experience required.
Class # 1574  CSPAIN  401  001  Oil Painting  2/12/2017 - 4/30/2017
SU TBA  Columbus Drive Building  Rm: 315  Katherine Jost

Designed for students with little or no experience in oil painting, this course introduces the specific materials and processes of the medium. Demonstrations on stretching a canvas, laying out a palette, various paint application techniques, and color mixing provide the fundamentals of oil painting and a strong foundation for creating portfolio-quality work. In addition, color theory, composition, structure, proportion, and perspective are explored through observational painting, as well as exercises that encourage students to confidently experiment to find their own direction and style. Please note that a nude model may be used in this course. Basic drawing and water-based painting experience required. Note: Figure Drawing, Figure Painting, Painting, and Drawing courses may use nude models hired by the School. Other classes may use them to a lesser degree.

Class # 1567  CSPHOTO  403  001  Digital Photography II  2/12/2017 - 4/30/2017
SU TBA  Columbus Drive Building  Rm: 107  Matthew Austin

This course is for students with previous experience using a digital SLR camera and who are interested in pursuing a more conceptual engagement with photography. A brief review of basic camera techniques starts the term, followed by a focus on the possibilities of communication using photo-based images. Supplemented by trips to the Art Institute of Chicago, the course includes critical discussion of concepts regarding art making, student work, and the work of contemporary and historical artists. The course also includes lessons in Adobe Bridge, Photoshop, and InDesign, the process of high quality digital printing on Canon roll printers and high resolution laser printers, as well as the elements of photographic lighting. Toward the end of the term, each student follows their own photographic vision in the form of a themed project to be presented on the last day of class. The goal of this course is to challenge students to articulate their ideas using the photographic medium, as well as to understand and describe the creative steps of their process. Each student can expect to develop a series of work that exists in the form of high quality prints and/or a small book. This course is designed for students with previous digital photography experience, including manual camera use and basic Photoshop editing skills. Students must provide their own digital SLR camera that has manual control options (no point-and-shoot cameras).

Class # 1575  CSVCD  407  001  VisComDes:Rethink Ad Culture  2/12/2017 - 4/30/2017
SU TBA  37 S. Wabash-Alice Sharp Bldg.  Rm: 1115  Allison O'Flinn

Who needs a gallery when you have a billboard? How is advertising created; who gets to decide what it looks like, what it communicates, and how it is distributed? In this course students learn the basic principles and elements of design and its impact on culture by reverse engineering the process of advertising. Students view, discuss, and analyze a wide variety of design strategies as they explore the history of advertising and produce their own advertisements through a contemporary art lens. Course lectures examine artists and designers that use advertising in non-traditional ways, such as David Carson, Barbara Kruger, and James Rosenquist. Digital tools including drawing tablets and Adobe Photoshop may be used in conjunction with sketchbook work and traditional processes to reflect contemporary artistic hybrid methods.
Ten Week Session

Class # 1557  CSDRAW 102 001  Drawing Studio: Ages 10-13  Columbus Drive Building  Rm: 119  2/11/2017 - 4/29/2017  Kayla Risko

This course offers an introduction to drawing as an exciting means of expression through writing, discussion, sketchbooks, and individual and group projects. Students explore a variety of drawing techniques and approaches to build their technical, spatial, and creative abilities, including essential elements of 2D design and art. Working with a wide range of materials, students investigate contemporary subjects and themes using pencil, charcoal, pastel, ink, and mixed media through skills such as line, perspective, tone, proportion, composition, value, gesture, and contour. Digital drawing using Adobe Photoshop or Adobe Illustrator and Wacom tablets may also be introduced. Students visit the Art Institute of Chicago to observe and sketch from a wide variety of paintings, sculptures, and objects that are used as inspiration for studio work. This course is designed for beginning students as well as those who want to continue developing their skills and confidence in drawing, and can be repeated for continued skill and idea building.

Class # 1558  CSDRAW 102 002  Drawing Studio: Ages 10-13  Columbus Drive Building  Rm: 118  2/12/2017 - 4/30/2017  Holly Holmes- Burtonwood

This course is designed for students who wish to use both digital and traditional/analog media to create moving images. Students learn animation principles while discovering many different techniques, including stop-motion animation, frame-by-frame animation, digitally modified video, and 2D computer-aided animation. Digital tools including laptops, still cameras, video cameras, sound recorders, and drawing tablets may be used in conjunction with sketchbook work and traditional processes to expand their work in new directions. While continuing to build on technical skills, students will focus on drawing as a tool for organizing thoughts, feelings, and sharing their ideas. Students will work with a wide range of materials including pencil, charcoal, pastel, ink, and mixed media. Digital drawing using Adobe Photoshop or Adobe Illustrator and Wacom tablets may also be used. Students visit the Art Institute of Chicago to observe and sketch from a vast collection of paintings, sculptures, and objects that are used as inspiration for studio work.

Class # 1633  CSDRAW 103 001  Advanced Drawing Studio: 10-13  Columbus Drive Building  Rm: 118  2/11/2017 - 4/29/2017  Kris Hechevarria

This advanced course is for students who have taken the Middle School Program Drawing Studio class or have previous drawing experience and want to explore a wide range of materials and processes to expand their work in new directions. While continuing to build on technical skills, students will focus on drawing as a tool for organizing thoughts, feelings, and sharing their ideas. Students will work with a wide range of materials including pencil, charcoal, pastel, ink, and mixed media. Digital drawing using Adobe Photoshop or Adobe Illustrator and Wacom tablets may also be used. Students visit the Art Institute of Chicago to observe and sketch from a vast collection of paintings, sculptures, and objects that are used as inspiration for studio work.

Class # 1560  CSFASH 103 002  Fashion Studio: Ages 10-13  Sullivan Center  Rm: 702  2/12/2017 - 4/30/2017  Naava Weiner

This course introduces young designers to fashion with an emphasis on discovering their own style while learning the technical skills that allow them to take their designs from concept to reality. Activities guide students through the process of developing original ideas, finding inspiration for fashion in the world around them, and responding to the work of other artists and designers. Students also explore sculptural draping by using paper to create exciting experimental garments on the dress form. As their designs develop, technical skills are introduced, including printing, embroidery, draping, and machine sewing. Visits to the Art Institute of Chicago and the Flaxman Library provide inspiration and supplement the studio experience. Working with hand-dyed fabric and deconstructed thrift store garments, each student creates a complete outfit for a runway fashion show at the end of the course. Lessons/projects change each semester so students may enroll in this course multiple times.

Class # 1634  CSFASH 106 001  CS Fashion: Fashion Studio & Accessory Design: 10-  Sullivan Center  Rm: 702  2/12/2017 - 4/30/2017  Naava Weiner

This course introduces young designers to fashion with an emphasis on discovering their own style while learning the technical skills that allow them to take their designs from concept to reality. Activities guide students through the process of developing original ideas, finding inspiration, and exploring traditional and alternative materials. In this course, students explore sculptural draping by using paper to create exciting experimental garments on the dress form. Techniques including material manipulation and embellishment are explored. Visits to the Art Institute of Chicago and the Fashion Resource Center provide inspiration and supplement the studio experience. Each student creates a complete outfit for a runway fashion show at the end of the course. Lessons/projects change each semester so students may enroll in this course multiple times.

Class # 1548  CSFVNMA 102 001  Animation Studio: Ages 10-13  Columbus Drive Building  Rm: 122A  2/12/2017 - 4/30/2017  Meredith Leich

This course is designed for students who wish to use both digital and traditional/analog media to create moving images. Students learn animation principles while discovering many different techniques, including stop-motion animation, frame-by-frame animation, digitally modified video, and 2D computer-aided animation. Digital tools including laptops, still cameras, video cameras, sound recorders, and drawing tablets may be used in conjunction with sketchbook work and traditional processes to reflect contemporary artistic hybrid methods. This course can be repeated for continued skill building in animation and digital art.

Class # 1553  CSFVNMA 104 001  3D Animation Studio: 10-13  Columbus Drive Building  Rm: 122  2/11/2017 - 4/29/2017  Amanda Vanvalkenburg

3D animation is an exciting and fast growing industry used in most video games and animated movies- think Mario Kart 8, Madden NFL, Frozen, and How to Train Your Dragon. Students in this course learn the basics of 3D animation by creating their own worlds with life forms, digital objects from the Internet, and sound using Maya software. The course begins with introductory exercises to explore the possibilities in 3D animation and ends with students creating their own final projects based on their interests. Visits to the Art Institute of Chicago, artist presentations, and short animated video viewings supplement the studio experience. **Note: Previous experience with computers and animation is recommended.