Summer 2017 Continuing Studies Class Schedule
Adult Continuing Education

Ten Week Session

**Class # 1349**  
CSARCH 501 001  
Introduction to Architecture  
5/30/2017 - 8/8/2017  
T  TBA  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 1214  
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 # 1350**  
CSARTHI 501 001  
Art Survey@AIC: Impress+Post  
6/2/2017 - 8/11/2017  
F  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, Searat, 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 # 1351**  
CSARTHI 501 002  
Art Survey @AIC: ModernBeyond  
6/3/2017 - 8/12/2017  
SA  TBA  
AIC - 111 S Michigan Ave  
Rm:  
Joseph Cunniff

This course meets in the Art Institute of Chicago's Modern Wing where students observe, discuss and learn how to analyze a work of art. Lectures and discussions give students insight into the context of specific periods and the lives of the artists. Part of a series, this course focuses on the dawn of Modernism, exploring the work of important artists such as Cezanne, Picasso, Braque, Matisse and others, and traces breakthrough developments in drawing, painting, collage and sculpture.

**Class # 1352**  
CSDESIGN 504 001  
Color Theory  
6/2/2017 - 8/11/2017  
F  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 # 1353**  
CSDESIGN 504 002  
Color Theory  
6/2/2017 - 8/11/2017  
F  TBA  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 1214  
Helen Oh-Conklin

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 # 1354**  
CSFASH 501 001  
Figure Drawing for Illustration  
5/30/2017 - 8/8/2017  
T  TBA  
Sullivan Center  
Rm: 734  
Anna Hovet

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.

**Class # 1355**  
CSGD 501 001  
Introduction to Graphic Design  
6/4/2017 - 8/13/2017  
SU  TBA  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 1108  
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.
This course focuses on the foundations of 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 must provide their own digital SLR (single-lens reflex) camera with manual functions; no point-and-shoot cameras.
In this course, students of all levels will engage in the immersive practice of urban sketching, drawing on site in locations around the city. Students will use their preferred drawing materials and work in their own style and voice as they visit a variety of sites, which may include a limited-access rehearsal of the Chicago Symphony Orchestra, behind-the-scenes in a working distillery, an historic private residence and grounds, a ship, a botanic conservatory, and an evening of music at Millennium Park’s Pritzker Pavilion. As a group, the class will curate a selection of sketches and create a mini-blog in the spirit of urbansketchers.org. Note: This one-week intensive meets Monday through Friday, from 9:00 a.m. to 4:00 p.m., with opportunities to work evenings in supervised studios. Students who register for this intensive will be charged a fee of $100.

One Week 3 Session

Class # 1452  
CSDESOB 504 001  
Digital Fabrication Intensive  
MTWTHF TBA  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 410  
112 S Michigan Ave Building  
Rm: 917  
Megan Euker

Digital technologies are increasingly relevant in contemporary art and design practice, and using such technologies can significantly enhance efficiency, accuracy, and limitations of otherwise handmade objects. In this course, students will be introduced to and make use of computer programs including Adobe Illustrator, Rhinoceros 3D, MakerBot software, MeshMixer, and 123D Make in order to create objects with laser cutters and 3D printers. Students will also explore 3D scanner as equipment suitable for creating 3D prints and objects. Conceptually, students will develop an understanding of the benefits and drawbacks of using these tools as they create and produce 2D and 3D objects. Note: This one-week intensive meets Monday through Friday, from 9:00 a.m. to 4:00 p.m., with opportunities to work evenings in supervised studios. Students who register for this intensive will be charged a fee of $100.

Class # 1365  
CSFASH 519 001  
Contemporary Fashion Intensive  
MTWTHF TBA  
Sullivan Center  
Rm: 705  
Jamie Hayes

During this week-long intensive, students will explore contemporary approaches to designing and developing experimental garments. Activities will guide students through the process of developing original ideas, finding inspiration in the world around them, and responding to the work of other artists and designers. Students will also explore sculptural draping by deconstructing and reconstructing thrift store garments to create designs on the dress form. Visits to the School’s Fashion Resource Center will provide inspiration and supplement the studio experience. This course will function as a working lab where experimentation and risk taking are encouraged to broaden technical and conceptual skills. Note: This one-week intensive meets Monday through Friday, from 9:00 a.m. to 4:00 p.m., with opportunities to work evenings in supervised studios. Students who register for this intensive will be charged a fee of $100.

Class # 1538  
CSINTER 506 002  
Interdisciplinary Open Studio  
TTH TBA  
Rm:  To Be Announced

Participants in this open studio have access to SAIC facilities when classes are not in session to engage in independent study. Interdisciplinary open studio locations will be announced at the beginning of the session and studios will be monitored by graduate teaching assistants available to provide instructional support as needed.

Class # 1455  
CSPAINT 532 001  
Explorations in Acrylic Painting  
MTWTHF TBA  
Columbus Drive Building  
Rm: 323  
Jaclyn Mednicov

This course will introduce students to acrylic painting through the exploration of traditional and contemporary approaches to the medium. Through demonstrations, individual dialogue, class discussions, and critiques, students will learn how to work with the acrylic paints. Artists including Mark Bradford, Helen Frankenthaler, and Mark Rothko will provide inspiration as participants complete a series of paintings on paper, canvas, and wood. Note: This one-week intensive meets Monday through Friday, from 9:00 a.m. to 4:00 p.m., with opportunities to work evenings in supervised studios. Students who register for this intensive will be charged a fee of $100.

Class # 1369  
CSPTDW 523 002  
Experimental Drawing and Painting Intensive  
MTWTHF TBA  
Columbus Drive Building  
Rm: 324  
Valerie Xanos

Designed for students who want to explore and experiment with contemporary and interdisciplinary processes in drawing and painting, while developing a daily artistic practice to sustain creativity. Challenge concepts of traditional drawing and painting and work outside your comfort zone, inspired by contemporary artists who confront and play with conventional constructs in their creative process. Explore a variety of experimental techniques and address key concepts, including contemporaneity; interdisciplinary methodology; exploration and experimentation; challenge and failure; perceptions and senses; and individuality and collaboration. This course will examine the work of Sharon Loudon, Phil Hansen, Lee Bontecue, Faheem Majeed, Tim Noble and Sue Webster, and Lee Blalock, among others. Note: This one-week intensive meets Monday through Friday, from 9:00 a.m. to 4:00 p.m., with opportunities to work evenings in supervised studios. Students who register for this intensive will be charged a fee of $100.

Class # 1370  
CSPTDW 541 002  
Painting and Drawing Intensive  
MTWTHF TBA  
Columbus Drive Building  
Rm: 318  
Michael Barlow

During this week-long intensive, students will be fully immersed in their creative work while discovering the joy and excitement of engaging with their materials, ideas, peers, and instructor in new and inspiring ways. Students will focus on the intimate relationship between drawing and painting, and experiment with a wide range of multi-disciplinary approaches that will help build a bridge between the two. Working with wet and dry media, students will develop technical and conceptual skills to expand their personal visual language and broaden their relationship with their work. Students will experiment with traditional and non-traditional drawing and painting materials to deepen their connection to contemporary studio practices. Discussions, critiques, museum visits, field trips, and faculty presentations will be included. This intensive is not for beginners; it is designed for students with an active practice that want to advance from an intermediate level. Note: This one-week intensive meets Monday through Friday, from 9:00 a.m. to 4:00 p.m., with opportunities to work evenings in supervised studios. Students who register for this intensive will be charged a fee of $100.
Digital technologies are increasingly relevant in contemporary art and design practice, and using such technologies can significantly enhance efficiency, accuracy, and limitations of otherwise handmade objects. In this course, students will be introduced to and make use of computer programs including Adobe Illustrator, Rhinoceros 3D, MakerBot software, MeshMixer, and 123D Make in order to create objects with laser cutters and 3D printers. Students will also explore 3D scanner as equipment suitable for creating 3D prints and objects. Conceptually, students will develop an understanding of the benefits and drawbacks of using these tools as they create and produce 2D and 3D objects. Note: This one-week intensive meets Monday through Friday, from 9:00 a.m. to 4:00 p.m., with opportunities to work evenings in supervised studios. Students who register for this intensive will be charged a fee of $100.

Five Week 1 Session

Class # 1453  CSSCULP  504  001  Digital Fabrication Intensive  8/7/2017 - 8/11/2017
MTWTHF  TBA  37 S. Wabash-Alice Sharp Bldg.  Rm: 410  Megan Euker
37 S. Wabash-Alice Sharp Bldg.  Rm: 410

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 practiced on professional, industrial sewing machines.

Five Week 2 Session

Class # 1371  CSDRAW  503  001  Introduction to Drawing  5/30/2017 - 6/29/2017
TTH  TBA  Columbus Drive Building  Rm: 315  Erin Washington

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.

Class # 1374  CSDRAW  513  001  Introduction to Figure Drawing  5/30/2017 - 6/29/2017
TTH  TBA  Columbus Drive Building  Rm: 318  Shonna Pryor

Working from the nude model, students will learn to draw the human figure from direct observation. The essential elements of life drawing, including anatomy, proportion, volume, composition, gesture, and the accurate and expressive use of line and tone will be addressed. While the primary focus will be on representational drawing skills, students will also investigate figurative abstraction and conceptual approaches. Prerequisite(s): Introduction to Drawing or equivalent experience.

Class # 1373  CSFASH  511  001  Sewing Techniques: Fundamentals  5/31/2017 - 7/3/2017
MW  TBA  Sullivan Center  Rm: 705  Shonna Pryor

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 # 1375  CSGD  501  002  Introduction to Graphic Design  5/31/2017 - 7/3/2017
MW  TBA  112 S Michigan Ave Building  Rm: 908  Andrew Conklin

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 # 1376  CSGD  502  001  Digital Design: Adobe Illustrator  5/31/2017 - 7/3/2017
MW  TBA  112 S Michigan Ave Building  Rm: 519  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 # 1382  CSWRIT  510  001  Memories in the Windy City  5/31/2017 - 7/3/2017
MW  TBA  112 S Michigan Ave Building  Rm: 501  Rachel Slotnick

The painter Wayne Thiebaud said, 'Think of words like colors.' This class begins with writing, in all its forms, as an attempt at painting with words. We'll find our bearings in the murky terrain between story, memory, and landscape. How do we see our city? How does memory pepper our perception of the urban environment? This class investigates the ethics of storytelling, and the deceit of memory, with Chicago as a backdrop, for a world without rules. Exercises will include drawing, collage, tasting chocolate, and listening to music to inspire written exercises that explore fiction, nonfiction, poetry, and hybrid practices. We'll read stories questioning memory from the likes of Aimee Bender and Margaret Atwood, and we'll listen to local voices, from Louder Than a Bomb to Stuart Dybek. No prior writing experience or artistic skills required. Primarily, students will be asked to listen. What is your city telling you? What does Chicago dream about when no one is looking?
### Digital Drawing: Objects and Space-1

**Class # 1383**  
**CSDESIGN  503  001**  
**Digital Drawing: Objects and Space-1**  
**MW TBA**  
Columbus Drive Building  
Rm: 127A  
**Stephanie Hjelte Fumanelli**  

Students will develop an understanding of software interfaces as they learn to translate 2D drawings into 3D models and explore output methods, working with digital drawing tools including Autodesk AutoCAD, Revit, and SketchUp. This course is taught in a Windows OS lab; Mac OS versions of the software have a slightly different interface. Prerequisite(s): Introduction to Graphic Design, Digital Design: Adobe Illustrator, Digital Design: Adobe Photoshop, or equivalent experience.

### Design Matters

**Class # 1384**  
**CSDESIGN  508  001**  
**Design Matters**  
**MW TBA**  
112 S Michigan Ave Building  
Rm: 501  
**Richard Kasemsarn**  

How do we form an opinion about what we see around us? How do we make decisions that are relevant in the design world? In this course, students discuss, analyze, and discover the principles of design through a comprehensive exploration of successful projects envisioned by artists, architects, theorists, and authors. This course examines problem solving through the principles of design for a variety of project types, and will include lectures, readings, and individual assignments. Class discussions will explore new aesthetic trends and examine how ideas have evolved to address new issues.

### Sewing Techniques: Fundamentals

**Class # 1388**  
**CSFASH  511  002**  
**Sewing Techniques: Fundamentals**  
**TTH TBA**  
Sullivan Center  
Rm: 706  
**Michal Lynn Shumate**  

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.

### Frame Loom Weaving

**Class # 1457**  
**CSFIBER  503  001**  
**Frame Loom Weaving**  
**MW TBA**  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 1214  
**Katie Vota**  

Examine the many possibilities of creating woven forms using a simple frame loom. Students begin by experimenting with the basic techniques of tapestry and plain weave as they explore ways of creating surface, image, texture, and various color effects within a woven form. Contemporary weaving projects, along with historical references, will be presented through discussions, visual presentations, demonstrations, and readings. This course is open to all levels.

### Digital Design: Adobe InDesign

**Class # 1390**  
**CSGD  504  001**  
**Digital Design: Adobe InDesign**  
**MW TBA**  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 409  
**John Rabias**  

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.

### Painting Materials and Methods

**Class # 1392**  
**CSPAINT  522  001**  
**Painting Materials and Methods**  
**MW TBA**  
Columbus Drive Building  
Rm: 318  
**Rebecca George**  

Students are introduced to both traditional and contemporary painting materials and methods through demonstrations and in class projects. Methods of transferring drawing ideas to painting; preparation of grounds and supports; traditional and non-traditional tools for painting, mediums and application techniques; and the connection between concept or subject matter to material choice are covered. Lectures, individual instruction, and group critiques will be used to develop insight into the relation between form and content. Prerequisite(s): Introduction to Drawing or equivalent experience.

### Introduction to Oil Painting

**Class # 1393**  
**CSPAINT  531  001**  
**Introduction to Oil Painting**  
**MW TBA**  
Columbus Drive Building  
Rm: 318  
**Shonna Pryor**  

This 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 and a strong foundation for future coursework. Prerequisite(s): Introduction to Drawing or equivalent experience.

### Digital Photography 1

**Class # 1394**  
**CSPHOTO  503  002**  
**Digital Photography 1**  
**MW TBA**  
Columbus Drive Building  
Rm: 216  
**Barbara Diener**  

This course focuses on the foundations of 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 must provide their own digital SLR (single-lens reflex) camera with manual functions; no point-and-shoot cameras.

### Lighting Fundamentals

**Class # 1396**  
**CSPHOTO  511  001**  
**Lighting Fundamentals**  
**MW TBA**  
37 S. Wabash-Alice Sharp Bldg.  
Rm: 310  
**Helen Cooper**  

Learn how to properly light your work for the purposes of photo documentation. By studying a variety of lighting scenarios, students learn to make specific choices with regard to existing or ambient light conditions, as well as light augmented by other sources of illumination. Learn the rudiments of metering, mixing light sources, using an electronic flash within existing lighting conditions, and continuous light. Fantastical lighting schemes with strobe systems and hot lights will also be explored. Class time will be spent on demonstrations, individual projects, digital image manipulation, printing, critiques, and lectures. Students must provide their own digital SLR (single-lens reflex) camera with manual functions; no point-and-shoot cameras. Prerequisite(s): Digital Photography 1 and Digital Design: Adobe Photoshop, or equivalent experience.
Students explore complex selectors as they create larger sites that involve multiple templates. Focus is placed on individualized projects and critiques as students deepen their own understanding of HTML and CSS and begin to apply this knowledge to their personal work. Class lectures are diverse, ranging from exposing students to some of the industry's best websites to demonstrating how advanced CSS selectors can save time and create unified design strategies. Students gain a strong knowledge of CSS that enables them to design and code sites of their own creation. Additionally, students learn the troubleshooting skills to solve many common problems associated with layout design on the web. Prerequisite(s): Introduction to HTML and CSS or equivalent experience.
Summer 2017 Continuing Studies Class Schedule

Children's Workshops

One Week 1 Session

Class # 1405 CSCAMP 101 004 Multi-Arts Camp (AM): Ages 6-7
MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 213
6/26/2017 - 6/30/2017
Holly Holmes- Burtonwood
Katie Vota

This camp provides a stimulating environment for young artists to grow as creative, unique individuals and to learn how to creatively problem solve. In addition to daily studio art projects, students visit the collections of the Art Institute of Chicago to experience art firsthand. Individual sketchbooks compliment these visits to capture creative research, ideas, and reactions. Campers work together on a variety of fun projects and participate in the joys of making art with friends, experimenting with painting, drawing, mixed-media, sculpture, printmaking, and much more! Students may enroll for morning (AM), afternoon (PM), or both camp sessions (All Day). Each session has a new focus so students that enroll in both sessions encounter all new studio projects.

Class # 1407 CSCAMP 102 004 Multi-Arts Camp (AM): Ages 8-9
MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 214
6/26/2017 - 6/30/2017
Mitsu Salmon
Anna Bosy

This camp provides a stimulating environment for students to explore their artistic potential and increase skill development by working with a variety of materials, using the Art Institute of Chicago, surrounding architecture and public art, and current events as inspiration. Students gain skills in a wide variety of media, which may include drawing, painting, printmaking, sculpting, and mixed-media in addition to critical thinking, time management, and problem solving in a fun, safe, and nurturing environment. Projects are designed to enhance both personal expression and collaborative abilities while introducing students to contemporary and historical art. Students may enroll for morning (AM), afternoon (PM), or both camp sessions (All Day). Each session has a new focus so students that enroll in both sessions encounter all new studio projects.

Class # 1283 CSCAMP 107 001 Family Art Camp
MTWTHF TBA Columbus Drive Building Rm: 320
6/26/2017 - 6/30/2017
Sara Bailey Jacobson
Kris Hechevarria

These 1-week camps draw extensively on the Art Institute of Chicago (AIC) and its world-class collection with daily museum visits. Families of all types work together and/or independently on visual art projects in the SAIC studios. Children must be accompanied by a registered adult and all campers participate in both museum and studio activities.

Class # 1284 CSCAMP 107 002 Family Art Camp
MTWTHF TBA Columbus Drive Building Rm: 320
6/26/2017 - 6/30/2017
Sara Bailey Jacobson
Kris Hechevarria

Class # 1406 CSCAMPWK 101 004 Multi-Arts Camp (PM): Ages 6-7
MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 213
6/26/2017 - 6/30/2017
Holly Holmes- Burtonwood
Katie Vota

This camp provides a stimulating environment for young artists to grow as creative, unique individuals and to learn how to creatively problem solve. In addition to daily studio art projects, students visit the collections of the Art Institute of Chicago to experience art firsthand. Individual sketchbooks compliment these visits to capture creative research, ideas, and reactions. Campers work together on a variety of fun projects and participate in the joys of making art with friends, experimenting with painting, drawing, mixed-media, sculpture, printmaking, and much more! Students may enroll for morning (AM), afternoon (PM), or both camp sessions (All Day). Each session has a new focus so students that enroll in both sessions encounter all new studio projects.

Class # 1408 CSCAMPWK 102 004 Multi-Arts Camp (PM): Ages 8-9
MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 214
6/26/2017 - 6/30/2017
Mitsu Salmon
Anna Bosy

This camp provides a stimulating environment for students to explore their artistic potential and increase skill development by working with a variety of materials, using the Art Institute of Chicago, surrounding architecture and public art, and current events as inspiration. Students gain skills in a wide variety of media, which may include drawing, painting, printmaking, sculpting, and mixed-media in addition to critical thinking, time management, and problem solving in a fun, safe, and nurturing environment. Projects are designed to enhance both personal expression and collaborative abilities while introducing students to contemporary and historical art. Students may enroll for morning (AM), afternoon (PM), or both camp sessions (All Day). Each session has a new focus so students that enroll in both sessions encounter all new studio projects.

One Week 3 Session

Class # 1283 CSCAMP 107 001 Family Art Camp
MTWTHF TBA Columbus Drive Building Rm: 320
6/26/2017 - 6/30/2017
Sara Bailey Jacobson
Kris Hechevarria

These 1-week camps draw extensively on the Art Institute of Chicago (AIC) and its world-class collection with daily museum visits. Families of all types work together and/or independently on visual art projects in the SAIC studios. Children must be accompanied by a registered adult and all campers participate in both museum and studio activities.

Class # 1284 CSCAMP 107 002 Family Art Camp
MTWTHF TBA Columbus Drive Building Rm: 320
6/26/2017 - 6/30/2017
Sara Bailey Jacobson
Kris Hechevarria

These 1-week camps draw extensively on the Art Institute of Chicago (AIC) and its world-class collection with daily museum visits. Families of all types work together and/or independently on visual art projects in the SAIC studios. Children must be accompanied by a registered adult and all campers participate in both museum and studio activities.
Two Week 1 Session

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This camp provides a stimulating environment for young artists to grow as creative, unique individuals and to learn how to creatively problem solve. In addition to daily studio art projects, students visit the collections of the Art Institute of Chicago to experience art firsthand. Individual sketchbooks compliment these visits to capture creative research, ideas, and reactions. Campers work together on a variety of fun projects and participate in the joys of making art with friends, experimenting with painting, drawing, mixed-media, sculpture, printmaking, and much more! Students may enroll for morning (AM), afternoon (PM), or both camp sessions (All Day). Each session has a new focus so students that enroll in both sessions encounter all new studio projects.

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<tr>
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<th>CSCAMP</th>
<th>Multi-Arts Camp: Ages 4-5</th>
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<td>1409</td>
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<th>Multi-Arts Camp (PM): Ages 6-7</th>
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Two Week 7 Session

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Two Week 5 Session

Class # 1506 CSHOMAN 407 001 Architecture: Designing Your Dream Home 7/17/2017 - 7/21/2017
MTWTHF TBA
Off-Campus Building Rm: 1200
Odile Compagnon
Lynette Stuhlmacher

Architectural What makes your house a home? Start dreaming about what your future house might look like. In this course we will allow students to realize the importance of different features in our living environments that we may take for granted or ignore. Students will analyze why some of the existing details of their houses are designed and built the way they are, and devise improvements based on their own requirements and those of their living communities. This course is ideal for those interested in Architecture, Interior Architecture and Designed Objects. No previous background in design is required.

Two Week 6 Session

Class # 1534 CSHOMAN 408 001 The Art of Graffiti 7/24/2017 - 8/4/2017
MTWTHF TBA
Off-Campus Building Rm: 1200
Haman Cross III

Join us this summer to explore The Art of Graffiti! Learn how art and graffiti can create a fun and welcoming place for people to come together, how art can be used to start conversations, and ways to earn money through art. You'll design and complete an outdoor mural in a group, create painting projects for the Homan Square Community Center, and produce individual drawings/paintings, illustrations, or graphic designs. You'll also get to try different methods for making art and graffiti pieces, such as spray-painting, stenciling and lettering, and stylized drawing techniques.

By the end of the week, we'll have several public art projects to share with friends and family as well as individual works for sale.

Two Week 7 Session

Class # 1535 CSHOMAN 103 001 Multi-Arts Camp 8/7/2017 - 8/18/2017
MTWTHF TBA
Off-Campus Building Rm: 1200
Brianna Beck
Ashley McClenon

This camp provides a stimulating environment for students to explore their artistic potential and increase skill development by working with a variety of materials. Students gain skills in a wide variety of media, which may include drawing, painting, printmaking, sculpting, and mixed-media in addition to life skills such as critical thinking, time management, and problem solving in a fun, safe, and nurturing environment. Projects are designed to foster self-awareness, personal expression, and teach students to use art as a tool to better understand themselves and the world around them.

Three Week 4 Session

Class # 1548 CSHOMAN 509 001 Natural Dye Workshop 8/12/2017 - 8/12/2017
SA TBA
Off-Campus Building Rm: 1200
Catherine Breasley

Explore textile design using natural plant dyes.

For thousands of years, natural sources of pigmentation have been used to give fabrics a variety of colors. Learn how to create beautiful patterns and prints on fabric in this one day, two and one half-hour workshop. Participants will investigate natural dye materials and techniques.

While all necessary supplies will be provided, participants with previous experience are encouraged to bring a pre-washed item from home to dye (bleached or undyed natural fibers or blends?a white or light-colored cotton t-shirt or dress, linen or cotton napkins, or silk items will work well). Additionally, a selection of scarves, tote bags, and cushion covers will be available. Participants should bring an apron or clothing that can be stained and a plastic bag to transport wet items at the end of the workshop.

Five Week 1 Session

Class # 1509 CSHOMAN 510 001 FSM-Screenwriting Workshop 5/30/2017 - 6/22/2017
TTH TBA
112 S Michigan Ave Building Rm: 917
Halle Butler
## Summer 2017 Continuing Studies Class Schedule

### Continuing Studies

#### Regular Academic Session

<table>
<thead>
<tr>
<th>Class #</th>
<th>Course Code</th>
<th>Course Title</th>
<th>Dates</th>
<th>Instructor(s)</th>
<th>Room(s)</th>
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<tbody>
<tr>
<td>1490</td>
<td>CSTDYTRP 505 001</td>
<td>Abandoned Practices</td>
<td>7/10/2017 - 7/28/2017</td>
<td>Matthew Goulish</td>
<td>Lin Hixson</td>
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#### One Week 2 Session

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<tbody>
<tr>
<td>1540</td>
<td>CSDESIGN 511 001</td>
<td>Special Topics Intensive-Sustainable Design and Architecture</td>
<td>7/31/2017 - 8/4/2017</td>
<td>Megan Euker</td>
<td>Erik Newman</td>
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This workshop will introduce participants to cutting edge design and architecture in Chicago, focusing on the practices' ideas, skills, and techniques used to realize projects. Class sessions will explore the methodologies designers use to develop their projects, and provide participants with an opportunity to prepare for and respond to a series of integrated tours and visiting artists.

Participants will learn how to approach a design project, formulate proper research questions, and communicate their ideas. Visits to the Art Institute of Chicago museum will provide inspiration, while access to School's fabrication studios - including the Advanced Output Center - will allow participants the opportunity to engage in material exploration and gain exposure to digital technologies.

#### Study Trips Session

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<tr>
<td>1501</td>
<td>STDYTRIP 504 001</td>
<td>BERLIN: Advanced Residency</td>
<td>5/28/2017 - 8/11/2017</td>
<td>Daniel Eisenberg</td>
<td>Ellen Rothenberg</td>
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Summer 2017 Continuing Studies Class Schedule

Early College Program

Regular Academic Se

Class # 1507  CSSEM  403  001  A Long Walk Home: Girl/Friends Leadership Institut  7/5/2017 - 7/31/2017

37 S. Wabash-Allice Sharp Bldg.  Rm: 1112
37 S. Wabash-Allice Sharp Bldg.  Rm: 1005  Scheherazade Tillet

This is a program developed by partner organization A Long Walk Home and hosted by SAIC. Girl/Friends Leadership Institutes empower teen girls to use art to advocate for themselves and other girls and design campaigns and policies to end dating violence, sexual assault, and street harassment in their Chicago schools and communities, ultimately changing the face of leadership in the women's movement. Open enrollment is not available in this course. Students apply and are accepted to this program through A Long Walk Home.

Class # 1498  UGDIV  X002  010  ECP Workshop  -

Rm:  To Be Announced

One Week 1 Session

Class # 1324  CSDRAW  401  001  Drawing Studio  6/26/2017 - 6/30/2017

MTWTHF TBA  Columbus Drive Building  Rm: 318  Stevie Hanley

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 wanting 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.

Class # 1323  CSFASH  403  001  Fashion Illustration  6/26/2017 - 6/30/2017

MTWTHF TBA  Sullivan Center  Rm: 734  Anna Hovet

This course is for students who are passionate about clothing design and are interested in illustrating a fashion collection of their own. Students develop drawing skills and fashion illustration techniques with an emphasis on individual style and expression, inspired by live, clothed models and garments from SAIC's Fashion Resource Center. Students learn the principles of drawing specific to illustration for a variety of fashion applications, from retail to editorial, including the study of body proportions, movement and position, perspective, and how to apply appropriate exaggeration and stylization to create evocative and effective illustrations. Study of fabric texture and drape, and its relation to body form and movement, is also covered. Students are introduced to the work and practices of several important fashion illustrators working currently, and those influential to the history of fashion illustration. Students also gain experience with a range of media, including colored pencil, pastel, pen, marker, and water-based paint. Previous drawing experience is helpful.

Class # 1326  CSFVMA  407  001  Moving Images  6/26/2017 - 6/30/2017

MTWTHF TBA  112 S Michigan Ave Building  Rm: 519  Yunxue Fu

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.

Class # 1325  CSPAIN  408  001  From Drawing to Painting  6/26/2017 - 6/30/2017

MTWTHF TBA  Columbus Drive Building  Rm: 315  Larissa Borteh

This course is for students that have a background in drawing, but little to no painting experience. Drawings serve as the foundation for acquiring new painting skills and students are encouraged to develop their own ideas and goals with instructor guidance. Skills such as line, volume, space, materiality, form and function, and palette are explored through both drawing and painting. A variety of traditional and contemporary materials are used, and may include graphite, charcoal, pastels, water-based paints, mixed media, and/or collage. Trips to the Art Institute of Chicago and discussions of practicing artists will supplement the studio experience and encourage inspiration and development of concepts in student artworks. By the end of the course, students have greater knowledge of materials options and acquire the ability to transition from drawing to painting. This course is recommended for both beginners and those wanting to improve and develop their current abilities. This is a great prep course for Painting Studio. 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.
Two Week 1 Session

Class # 1328 CSDRAW 404 002 Figure Drawing
MTWTHF TBA Columbus Drive Building Rm: 320 Dylan Rabe
Working from the nude model, students learn how to draw the human form from direct observation. Class exercises include fast movement and long duration poses as well as content from other visual sources including photographs and the imagination. The essential elements of life drawing, including anatomy, proportion, volume, composition, gesture, and the accurate and expressive use of line and tone are addressed to provide a focus for increasing skill. Students work with black and white dry media, such as graphite, charcoal, and conte crayon to realistically render subjects from direct observation. In addition, students explore experimental approaches such as blind contour drawing and drawing from memory. Focus is placed on both traditional drawing modes as well as individual creativity so each student can investigate their own ideas. Trips to the Art Institute of Chicago, presentations on historic and contemporary artists, and critiques supplement the studio experience. This course is recommended for both beginners and those wanting to improve and develop their current skills and ideas.

Class # 1327 CSFUND 404 1 Artist Materials and Techniques
MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 310 Stevie Hanley
There are so many options available to artists today, blending traditional and digital processes, public and private works, and individual and collaborative practices. This course is designed for students who want to explore some of these contemporary artist materials and techniques. Students are exposed to what is happening right now in the art world and are able to experiment with a variety of methods, which may include drawing, sculpture, image transfer, collage, laser cutting, and/or 3D printing. The course starts out with several smaller exercises and demos combined with discussion to help students develop a larger final project that reflects their individual interests. Classes are supplemented with presentations of current art concepts and issues and the work of significant contemporary artists. This is a great course for freshman and sophomores, or those new to art making. **NOTE: During the spring term (Feb-April), this course is for College Arts Access Program (CAAP) students only and is closed to outside registrants.**

Class # 1329 CSPAINT 407 001 Water-Based Painting
MTWTHF TBA Columbus Drive Building Rm: 320 Megan Euker
In this course students are introduced to traditional and non-traditional materials and methods used in water-based painting. Projects include painting from observation and the imagination, using current artist practices and historical examples. Working from a variety of subjects, students may use ink, acrylic, watercolor, and mixed media within their works while building skills in color, tone, volume, contrast, and temperature. Visits to the Art Institute of Chicago provide inspiration and firsthand experience of artists using water-based media. Students should have previous drawing experience, but no painting experience is necessary. 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.

Two Week 2 Session

Class # 1125 CSARCH 403 001 SI: Architecture: Process and Practice
112 S Michigan Ave Building Rm: 908 Sullivan Center Rm: 1242 David Thomas
This course explores the processes and practices of making and making within architecture and is geared toward students that want to develop hand drawing (2D) and physical modeling (3D) skills over several projects. Students learn how architects develop design ideas through drawing, drafting, research, and ideation and conceptual thinking is emphasized, providing students opportunities to envision change through multiple design approaches. In addition, students examine the works of artists, architects, and writers such as Andy Goldsworthy, Santiago Calatrava, Peter Eisenman, and Anthony Vidler for inspiration combined with active studio practice through drawings and handbuilt models of proposals for spaces, buildings, sculptures and/or future monuments. Students can expect to gain knowledge of the contemporary architectural landscape and the appreciation of the impact other disciplines have on architecture as well as a collection of 2D sketches and technical drawings, 3D physical models, and 2D portfolio-quality design boards.

*NOTE* Some previous drawing experience helpful. SAIC provides basic equipment, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.
In this course students bring drawings and characters to life using digital imaging (compositing, layering, collaging), illustration, and motion graphics. Students are encouraged to experiment while building skills in animation and digital art techniques, such as Adobe Photoshop, Illustrator, Flash, and After Effects. Focusing on integrating color, form, image, and text, possible projects include digital drawings, manipulated still images, animation, and multimedia screen-based works. Trips to the Art Institute of Chicago and local galleries/studios, artist presentations, and group critiques supplement the studio experience.

*NOTE* Basic drawing and computer experience required. Previous experience in animation or with Adobe Creative Suite helpful. SAIC provides computers with the appropriate software, but students are also encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.

This course is designed for students with previous drawing experience who want to explore a wide range of materials and increase their compositional development. Students use a variety of wet and dry media on paper and other 2D surfaces while investigating scale, arrangement, presentation, and the ideas of deconstruction and reconstruction. The class will study the history of abstraction, experiment with figure drawing, and build on technical skills to develop drawing as a language for communicating thoughts and ideas. Students can expect to produce a variety of portfolio-quality works using a range of processes such as drawing on multiple surfaces (paper, plastic, wood, fabric), collage, monotype, and/or photo manipulation. Field trips to the Art Institute of Chicago, artist presentations, and discussions focusing on the work of significant historic and contemporary artists such as William Kentridge, Arturo Herrera, Francis Alys, and Jean-Michel Basquiat, among others; and art movements such as Cubism, Futurism, and Abstract Expressionism supplement the studio experience.

*NOTE* Previous drawing experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.

This course is designed for students with previous drawing experience who want to explore a wide range of materials and increase their compositional development. Students use a variety of wet and dry media on paper and other 2D surfaces while investigating scale, arrangement, presentation, and the ideas of deconstruction and reconstruction. The class will study the history of abstraction, experiment with figure drawing, and build on technical skills to develop drawing as a language for communicating thoughts and ideas. Students can expect to produce a variety of portfolio-quality works using a range of processes such as drawing on multiple surfaces (paper, plastic, wood, fabric), collage, monotype, and/or photo manipulation. Field trips to the Art Institute of Chicago, artist presentations, and discussions focusing on the work of significant historic and contemporary artists such as William Kentridge, Arturo Herrera, Francis Alys, and Jean-Michel Basquiat, among others; and art movements such as Cubism, Futurism, and Abstract Expressionism supplement the studio experience.

*NOTE* Previous drawing experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.

Working from the nude model, students learn how to draw the human form from direct observation. The essential elements of life drawing, including anatomy, proportion, volume, composition, gesture, and the accurate and expressive use of line and tone are addressed to provide a focus for increasing skill. With a shared emphasis on traditional and non-traditional drawing techniques, students experiment with a variety of wet and dry materials, which may include charcoal, conte crayon, pastels, ink, and water-based paints. The course is also designed to provide a forum for students to explore new conceptual directions related to contemporary figuration while developing a more mature artistic practice through individual attention from the instructor, feedback from peers, trips to the Art Institute of Chicago, critiques, and artist presentations.

*NOTE* Previous drawing experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.
**Class # 1096**  
**CSDRAW 413 001**  
**Summer Institute: Alternative Comics and Graphic N**  
MTWTHF TBA  
37 S. Wabash-Alice Sharp Bldg. Rm: 1216  
Jeremy Tinder

Investigate visual storytelling strategies through the contemporary art forms of alternative comics and graphic novels. This course introduces a variety of illustrative approaches, such as writing, storytelling, penciling, inking/coloring, and press preparations with a diverse exploration of materials including pencil, pen, ink, and collage. Building on this foundation, students learn research methods to develop ideas and produce conceptually-driven, portfolio-quality works through projects that examine narrative structures, material choices, and the integration of text and image. Students are introduced to contemporary artists, illustrators, and designers that transcend the traditional approaches of comics and graphic novels to generate their own audiences. Regular critiques and field trips to the Art Institute of Chicago, Museum of Contemporary Art, and local galleries and comic shops supplement the studio experience. In addition to the individual work they produce, each student receives a class book showcasing selected works of their peers made during the course.

*NOTE* Previous drawing experience required. SAIC provides basic equipment, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.

**Class # 1097**  
**CSFASH 404 001**  
**Summer Institute: Fashion Design**  
MTWTHF TBA  
Sullivan Center Rm: 701  
Benjamin Larose

This course is for students interested in exploring contemporary fashion design methods and materials rather than constructing specific garments. Students develop skills in illustrating the fashion figure, styling, draping, and fabric selection; are introduced to the history of fashion design and new research and documentation methods; and are exposed to contemporary designers and design practices. Students may explore resources such as SAIC's Fashion Resource Center, which houses a library on fashion and the history of costume, a number of individual garments and accessories of significant historical importance, and a rich collection of visual material not accessible to the general public, as well as the AIC's collection of art and textiles to develop an informed, thoughtful, and creative approach to design. The class will draw on these resources to develop unique textile and garment designs and to learn about clothing as a language, how garments communicate, and what they signify. Students can expect to gain skills in illustrating the fashion figure, styling, draping the form and developing patterns, increased knowledge of the history of individual garments, research/documentation, and exposure to contemporary designers and a selected history of fashion.

*NOTE* Basic drawing skills and figure drawing/illustration experience is beneficial. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.

**Class # 1098**  
**CSINTER 403 001**  
**Summer Institute: Advanced Projects**  
37 S. Wabash-Alice Sharp Bldg. Rm: 407  
Sarah Belknap

Grounded in an interdisciplinary approach, students in this advanced course explore a range of creative strategies used by contemporary artists as a way to develop ideas and create strong, portfolio-quality work. This course is designed to introduce students to a number of new media, materials, and methods to expand skills in areas such as drawing, painting, sculpture, installation, video, sound, and performance. With faculty guidance and peer support, students develop individual projects, learn to articulate their ideas verbally and in writing, and develop strategies to produce work that fully represent them as artists. Artist presentations, critiques, and field trips supplement studio coursework. This course is intended for students that have previous experience and a deep interest in the visual arts, want to add new work to their portfolio, and are comfortable working independently from specific assignments using interdisciplinary practices. Artwork and performances that are temporary in nature or that cannot be easily transported will be properly documented through photography and video.

*NOTE* Previous experience in art/design and the ability to work independent of specific assignments required. SAIC provides basic equipment for this course, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.

**Class # 1099**  
**CSPAINT 404 001**  
**Summer Institute: Oil Painting**  
MTWTHF TBA  
Columbus Drive Building Rm: 323  
Peter Fagundo

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. Additional exercises expanding the idea of what painting can be may also be included. Please note that a nude model may be used in this course.

*NOTE* Basic drawing and water-based painting experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects. 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 # 1128**  
**CSPHOTO 402 001**  
**Summer Institute: Digital Photography**  
MTWTHF TBA  
37 S. Wabash-Alice Sharp Bldg. Rm: 409  
Ollie Rodriguez

This course introduces students to basic photography skills while developing a personal, creative vision. Students study manual camera functions, exposure, lighting, digital workflow and output, and the creation of high quality prints using Adobe Bridge and Photoshop software, Canon inkjet printers, and high resolution laser printers. Contemporary art concepts and issues are examined as students explore the work of significant photographic artists, and consider the ideas and obstacles of communication through lens-based images. Presentations and discussions on contemporary and historical photography visits to the Art Institute of Chicago's world-renowned photographic print study room, and regular critiques supplement the studio experience. This is a great course for students who have little experience in photography or experience making photographs using the auto functions on their camera, and want to gain a deeper understanding of the technical and conceptual forces behind lens-based imagery.

*NOTE* Students must provide their own digital SLR camera with manual functions (no point-and-shoot). SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with Adobe Bridge/Photoshop for after-studio hours and homework.
What are the differences and similarities between fine art, graffiti art, and street art? Many contemporary artists have discovered that viewers engage with their work differently at street level than on the walls of a gallery. Through daily experiments, presentations, workshops, field trips, and discussions, students focus on producing publicly engaged visual statements, aimed at new ways of thinking. Working in SAIC’s studios and public spaces, students have the opportunity to create their own individual portfolio-quality works in addition to a collaborative mural or public project. Students investigate a variety of methods, including spray-painting, stencil and lettering, wheat pasting, and graphic drawing. The course also addresses effective techniques in disseminating works in the virtual public space through social media such as Flickr, Twitter, and/or Facebook. Discussions about the work of contemporary artists such as Barry McGee, Swoon, Banksy, Shepard Fairey, and Lady Pink inspire projects. While primarily a painting and drawing course, students may choose to work in a variety of media and forms, following their personal interests and research.

*NOTE* Some basic drawing experience is preferred, but not required. SAIC provides basic equipment for this course, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.

This course introduces students to sound within the context of art. Students will explore the use of sound as a material, working with tools such as microphones, amplifiers, mixers, and loudspeakers. Students will also learn basics of sound engineering, acoustics, analog synthesis, and various recording methods for documenting projects. Studio assignments will focus on various applications of sound as it relates to music, sculpture, performance and film. To supplement the studio experience, a survey of experimental music and sound art will introduce students to artists such as Luigi Russolo, Kurt Schwitters, John Cage, Merzbow, Sun Ra, Lightning Bolt, and Quintron, to name a few. This course would be a good fit for students interested in pursuing a wide variety of topics including music composition, live performance or audio installation, sound integration with video, film, performance, and website. No technical background is necessary. NOTE: SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with software for after-studio hours and homework.

NOTE: SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with software for after-studio hours and homework.

This course covers the elements and principles of graphic design and provides students with the technical and conceptual tools to develop effective design strategies. Students expand their understanding of what surrounds them and learn how to look at and evaluate products, graphics, architecture, advertisements, and more. Class discussions challenge students to consider the world of design through a contemporary art lens, drawing upon the work of Saul Bass, Paul Rand, Paula Scher, and others. In addition to using traditional materials like sketchbooks, students use Adobe Illustrator, InDesign, and Photoshop, and output work using high quality digital printers. Students can expect to create portfolio-quality works that explore symbols, logos, typography, layout, image and text integration, and sequential design.

*NOTE* Basic computer experience required. SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with software from the Adobe Creative Suite, digital camera, and/or tablet for after-studio hours and homework.
**UGDIV     X002  005            Class # 1463 ECP Workshop**  

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**To Be Announced**

**SASU TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 315**

**MTWTHF TBA Columbus Drive Building Rm: 324**

**SASU TBA Columbus Drive Building Rm: 324**

**MTWTHF TBA Columbus Drive Building Rm: 323**

**SASU TBA Columbus Drive Building Rm: 323**

**MTWTHF TBA Columbus Drive Building Rm: 321**

**SASU TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 332**

**MTWTHF TBA Columbus Drive Building Rm: 325**

**SASU TBA Columbus Drive Building Rm: 325**

**MTWTHF TBA 112 S Michigan Ave Building Rm: 420**

**SASU TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 1216**

**MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 1216**

**TH TBA 112 S Michigan Ave Building Rm: 908**

**TTH TBA 112 S Michigan Ave Building Rm: 314**

**MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 409**

**SASU TBA Sullivan Center Rm: 1242**

**MTWTHF TBA Sullivan Center Rm: 1242**

**SASU TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 1116**

**MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 1116**

**SASU TBA Sullivan Center Rm: 702**

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**SASU TBA Sullivan Center Rm: 702**

**MTWTHF TBA Sullivan Center Rm: 701**

**SASU TBA Sullivan Center Rm: 701**

**MTWTHF TBA Columbus Drive Building Rm: 305**

**SASU TBA Columbus Drive Building Rm: 305**

**MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 314**

**SASU TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 314**

**MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 410**

**SASU TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 410**

**MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 407**

**SASU TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 407**

**MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 315**

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**Two Week 3 Session**

**CSDESOB 403 001            Summer Institute: Designed Objects:Process and Pro**  

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**Stephanie Hjelte Fumanelli**

What function do objects serve in the world today? How are objects created or improved? This course introduces the ideas, skills, and methods used in the process of designing objects. Students study designers who explore the world looking for ways to solve everyday problems, such as Jose Gomez Marquez from M.I.T., who re-purposes toys to create medical devices for developing countries; or IDEO, a company that designed the Node Chair, a reconfigurable seat that complements the way students learn and the tools they use. Through methods such as drawing, modeling, and rapid prototyping, students learn how design decisions are made, with a focus on aesthetic, material, scale, sustainability, production, and cultural concerns. Hand drafting techniques, 3D modeling software (Rhino), laser cutting, 3D printing, and/or the Adobe Creative Suite may also be utilized for projects. Presentations from visiting designers and field trips to the Art Institute of Chicago's design wing and SAIC's technology resource centers will supplement the studio experience.

*NOTE* Basic drawing skills and computer experience required. Some 3D software modeling experience and familiarity with Adobe Creative Suite is helpful. SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with software such as the Adobe Creative Suite, digital camera, and/or tablet for after-studio hours and homework.

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**CSDRAW 409 001            SI:Experimental Draw:Materials**

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**Erin Washington**

This course is designed for students with previous drawing experience who want to explore a wide range of materials and increase their compositional development. Students use a variety of wet and dry media on paper and other 2D surfaces while investigating scale, arrangement, presentation, and the ideas of deconstruction and reconstruction. The class will study the history of abstraction, experiment with figure drawing, and build on technical skills to develop drawing as a language for communicating thoughts and ideas. Students can expect to produce a variety of portfolio-quality works using a range of processes such as drawing on multiple surfaces (paper, plastic, wood, fabric), collage, monotype, and/or photo manipulation. Field trips to the Art Institute of Chicago, artist presentations, and discussions focusing on the work of significant historic and contemporary artists such as William Kentridge, Arturo Herrera, Francis Alys, and Jean-Michel Basquiat, among others; and art movements such as Cubism, Futurism, and Abstract Expressionism supplement the studio experience.

*NOTE* Previous drawing experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.
Class # 1106  CSDRAW  410  002  Summer Institute: Figure Drawing  7/3/2017 - 7/14/2017  
MTWTHF  TBA  Columbus Drive Building  Rm: 320  Megan Euker  
Working from the nude model, students learn how to draw the human form from direct observation. The essential elements of life drawing, including anatomy, proportion, volume, composition, gesture, and the accurate and expressive use of line and tone are addressed to provide a focus for increasing skill. With a shared emphasis on traditional and non-traditional drawing techniques, students experiment with a variety of wet and dry materials, which may include charcoal, conte crayon, pastels, ink, and water-based paints. The course is also designed to provide a forum for students to explore new conceptual directions related to contemporary figuration while developing a more mature artistic practice through individual attention from the instructor, feedback from peers, trips to the Art Institute of Chicago, critiques, and artist presentations.  
*NOTE* Previous drawing experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.

Class # 1400  CSDRAW  413  002  Summer Institute: Alternative Comics and Graphic N  7/3/2017 - 7/14/2017  
MTWTHF  TBA  37 S. Wabash-Alice Sharp Bldg.  Rm: 1216  Jeremy Tinder  
Investigate visual storytelling strategies through the contemporary art forms of alternative comics and graphic novels. This course introduces a variety of illustrative approaches, such as writing, storyboarding, penciling, inking/coloring, and prepress preparations with a diverse exploration of materials including pencil, pen, ink, and collage. Building on this foundation, students learn research methods to develop ideas and produce conceptually-driven, portfolio-quality works through projects that examine narrative structures, material choices, and the integration of text and image. Students are introduced to contemporary artists, illustrators, and designers that transcend the traditional approaches of comics and graphic novels to generate their own audiences. Regular critiques and field trips to the Art Institute of Chicago, Museum of Contemporary Art, and/or local galleries and comic shops supplement the studio experience. In addition to the individual work they produce, each student receives a class book showcasing selected works of their peers made during the course.  
*NOTE* Previous drawing experience required. SAIC provides basic equipment, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.

Class # 1105  CSFASH  405  001  Summer Institute: Fashion Construction  7/3/2017 - 7/14/2017  
MTWTHF  TBA  Sullivan Center  Rm: 701  Kylee Alexander  
This course is for students who want to learn how to design, construct, and sew their own garments, including pattern making. Students begin by developing original pattern blocks explore pattern drafting and draping, then document their three dimensional exploration with photography and/or drawing. Combining inspirational visits to SAIC's Fashion Resource Center and the Art Institute of Chicago with research and sketchbook assignments, students develop their own concepts and designs from flat and paper patterns to final fabric construction. Students utilize a wide variety of materials to build conceptual and construction skills including paper, muslin, second-hand clothing, and fabric off the bolt. The work produced in this class allows students to reflect and expand on their own personal style, while learning the skills to construct a garment from start to finish.  
*NOTE* Previous figure drawing experience preferred; fashion design experience is beneficial. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.

Class # 1102  CSFVNMA  403  001  SI:3D Animation  7/3/2017 - 7/14/2017  
MTWTHF  TBA  112 S Michigan Ave Building  Rm: 314  Amanda Vanvalkenburg  
3D animation is a versatile and fast growing industry used in applications from video games to movies to virtual immersive environments. Students in this course learn how to build three dimensional spaces, audio, interactivity, life forms, and/or objects using Maya software. Looking to 3D artists such as Alex McLeod, Jennifer Steinkamp, and the Zeitguised, students research how 3D animation as a medium can be used in traditional and non-traditional ways. The course begins with introductory exercises to explore the possibilities in 3D modeling and animation, ultimately focusing on the skills necessary to complete individually-driven final project(s).  
*NOTE* Previous experience with computers and digital imaging software such as Adobe Photoshop is preferred. Experience with animation helpful but not required. SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with software for after-studio hours and homework. This is a great course to take along with 3D Game Spaces and Virtual Environments.

Class # 1110  CSPAIN  404  002  Summer Institute:Oil Painting  7/3/2017 - 7/14/2017  
MTWTHF  TBA  Columbus Drive Building  Rm: 324  Magalie Guerin  
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. Additional exercises expanding the idea of what painting can be may also be included. Please note that a nude model may be used in this course.  
*NOTE* Basic drawing and water-based painting experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects. 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 # 1107  CSPAIN  405  001  Summer Institute: Figure Painting  7/3/2017 - 7/14/2017  
MTWTHF  TBA  Columbus Drive Building  Rm: 315  Christian Rieben  
This course begins with an intensive study of the human form and anatomy. Working from direct observation of the nude model, students build oil painting skills with an emphasis on both traditional and non-traditional painting processes that may include water-based paint, collage, and mixed media. Students explore trends in contemporary figurative art and examine how and why artists continue to use the human form as a subject and vehicle for personal expression. With guidance from the instructor and feedback from peers, students investigate personal ideas and concepts while developing a series of portfolio-quality paintings. Field trips to the Art Institute of Chicago, artist presentations, and discussions focusing on the work of significant historic and contemporary artists such as Lucien Freud, Peter Doig, Francis Bacon, David Hockney, Cecily Brown, John Currin, Lisa Yuskavage, and others supplement the studio experience.  
*NOTE* Previous painting experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.
This course is for students who have a fundamental knowledge of digital photography and want to push themselves technically and conceptually. Students will be asked to challenge photographic cliches and the function of enhanced digital techniques while deepening their understanding of digital workflow, photo manipulation, Adobe Photoshop editing, and digital output. In addition, Adobe Premiere is introduced in order to begin thinking about time as an element of photographic space. The course begins with projects that explore the possibilities in digital photography, such as collage, montage/compositing, time-lapse, long exposure, and still-to-video, ultimately focusing on the skills necessary to complete individually-driven final projects. Looking to historical artists like Moholy-Nagy, Hannah Hoch, and Gordon Matta-Clark combined with contemporary artists such as Daniel Gordon, Steffi Klenz, and Erin Shirreff, students research the potential and the limitations of photography as a language. Visits to the Art Institute of Chicago's world-renowned photographic print study room, the Museum of Contemporary Photography, and regular critiques supplement the studio experience.

*NOTE* Previous experience in digital photography, including knowledge of manual camera functions/exposure, digital workflow, photographic vocabulary, and basic Adobe Photoshop editing required. Students must provide their own digital SLR camera with manual functions (no point-and-shoot). SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with software for after-studio hours and homework.

This course is a rigorous exploration of contemporary sculptural practices with an emphasis on critical relationships between form, material, and content. Students use research, instructor feedback, and peer support to realize their own unique visions in three dimensions. Discussions of materials, processes, and hands-on practice empower students to move from concept to completed work, generating a better understanding of how sculpture is situated within the context of culture and society at large. Projects allow for an investigation of traditional and contemporary materials and methods, including installation, carving, casting, fabrication, mold making, and construction. Demonstrations of SAIC's digital tools, field trips to the Art Institute of Chicago, and artist presentations supplement the studio experience. Artwork and/or performances that are temporary in nature or that cannot be easily transported will be properly documented through photography and/or video.

*NOTE* Previous experience in sculpture helpful, but not required. SAIC will provide basic equipment, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.

Students improve their writing skills while pushing their creative limits in this intensive writing course. Designed for those who want to investigate through experimentation with style, format, and media, students explore the possibilities of fiction, non-fiction, poetry, and hybrid practices. Through traditional and unconventional forms of writing, students develop their own voice and vision, express ideas in new ways, and give their writing a new creative edge. With faculty guidance and peer support, students share their literary efforts in class and are assigned reading and writing exercises to clarify, expand, and challenge written expressions.

*NOTE* Some previous writing experience is beneficial. Students are required to bring their own laptop or tablet with word processing software, such as Word, Pages, TextEdit, etc.
Two Week 4 Session

Class # 1464   UGDIV  X002  006   ECP Workshop   7/3/2017 - 7/14/2017

To Be Announced

SASU TBA  37 S. Wabash-Alice Sharp Bldg.  Rm: 315
MTWTHF TBA
SASU TBA
MTWTHF TBA

Columbus Drive Building  Rm: 324
Columbus Drive Building  Rm: 324
Columbus Drive Building  Rm: 320
Columbus Drive Building  Rm: 320

37 S. Wabash-Alice Sharp Bldg.  Rm: 1216
37 S. Wabash-Alice Sharp Bldg.  Rm: 1216
112 S Michigan Ave Building  Rm: 908
112 S Michigan Ave Building  Rm: 314
37 S. Wabash-Alice Sharp Bldg.  Rm: 409

SASU TBA  Sullivan Center  Rm: 1242
MTWTHF TBA  Sullivan Center  Rm: 1242
SASU TBA  Sullivan Center  Rm: 702
MTWTHF TBA  Sullivan Center  Rm: 702
SASU TBA  Sullivan Center  Rm: 701
MTWTHF TBA  Sullivan Center  Rm: 701
SASU TBA  Columbus Drive Building  Rm: 315
MTWTHF TBA  Columbus Drive Building  Rm: 315
SASU TBA  Columbus Drive Building  Rm: 305
MTWTHF TBA  Columbus Drive Building  Rm: 305

37 S. Wabash-Alice Sharp Bldg.  Rm: 314
37 S. Wabash-Alice Sharp Bldg.  Rm: 314
37 S. Wabash-Alice Sharp Bldg.  Rm: 315

Two Week 4 Session

Class # 1334   CSARCH  401  001   Architecture:Design and Drawing  7/10/2017 - 7/21/2017

Terry Surjan

This course introduces students to the process architects use to develop their ideas and concepts, focusing on the how and why of creating new shapes, spaces, and buildings. With Chicago as its backdrop, projects incorporate experimentation with form, basic drawing, perspective and drafting techniques, 3D modeling, and the ability to discuss projects verbally and in writing. Students are presented with a variety of prompts and design challenges, using materials such as chipboard, basswood, foam core, and other objects to realize their ideas in three dimensions. Students complete the course with a final presentation of their exploration, which may include prints and drawings, 3D physical models, laser cut digital models, and 3D printed models. In addition, influential artists, designers, and architects such as Frank Gehry and Robert Irwin are introduced to investigate the impacts of digital and atmospheric effects in design. Access to the Art Institute of Chicago, world-renowned architecture surrounding our campus, and SAIC's Flaxman Library support student research and provide inspiration. No experience is needed for this course, but computer familiarity is helpful.

Class # 1333   CSDRAW  401  002   Drawing Studio  7/10/2017 - 7/21/2017

Jaclyn Mednicov

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 wanting 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.

Class # 1332   CSDRAW  404  003   Figure Drawing  7/10/2017 - 7/21/2017

Larissa Borteh

Working from the nude model, students learn how to draw the human form from direct observation. Class exercises include fast movement and long duration poses as well as content from other visual sources including photographs and the imagination. The essential elements of life drawing, including anatomy, proportion, volume, composition, gesture, and the accurate and expressive use of line and tone are addressed to provide a focus for increasing skill. Students work with black and white dry media, such as graphite, charcoal, and conte crayon to realistically render subjects from direct observation. In addition, students explore experimental approaches such as blind contour drawing and drawing from memory. Focus is placed on both traditional drawing modes as well as individual creativity so each student can investigate their own ideas. Trips to the Art Institute of Chicago, presentations on historic and contemporary artists, and critiques supplement the studio experience. This course is recommended for both beginners and those wanting to improve and develop their current skills and ideas.
Two Week 5 Session

Class # 1331 CSPIAINT 407 002 Water-Based Painting
MTWTHF TBA Columbus Drive Building Rm: 318 Larissa Borteh
In this course students are introduced to traditional and non-traditional materials and methods used in water-based painting. Projects include painting from observation and the imagination, using current artist practices and historical examples. Working from a variety of subjects, students may use ink, acrylic, watercolor, and mixed media within their works while building skills in color, tone, volume, contrast, and temperature. Visits to the Art Institute of Chicago provide inspiration and firsthand experience of artists using water-based media. Students should have previous drawing experience, but no painting experience is necessary. 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 # 1330 CSWRIT 401 001 Creative Writing
MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 1214 James Kelly
In this course students improve their writing skills and push their creative limits through journaling, free writing, writing through music, digging through memories and dreams, and other methods of responding to the world in written form. Students learn how to edit and revise a work, as well as respond critically to the writing of others; learn how to craft short stories, monologues, poetry and personal essays; push the limits of original and personal expressions and prepare for the college writing process. With faculty guidance and peer support, students share their literary efforts in class and are assigned reading and writing exercises to clarify, expand, and challenge written expressions.

Class # 1460 UGDIV X002 002 ECP Workshop
MTWTHF TBA Columbus Drive Building Rm: 120 To Be Announced

Two Week 5 Session

Class # 1355 CSFUND 404 002 Artist Materials and Techniques
MTWTHF TBA 37 S. Wabash-Allice Sharp Bldg. Rm: 310 Stevie Hanley
There are so many options available to artists today, blending traditional and digital processes, public and private works, and individual and collaborative practices. This course is designed for students who want to explore some of these contemporary artist materials and techniques. Students are exposed to what is happening right now in the art world and are able to experiment with a variety of methods, which may include drawing, sculpture, image transfer, collage, laser cutting, and/or 3D printing. The course starts out with several smaller exercises and demos combined with discussion to help students develop a larger final project that reflects their individual interests. Classes are supplemented with presentations of current art concepts and issues and the work of significant contemporary artists. This is a great course for freshman and sophomores, or those new to art making. **NOTE: During the spring term (Feb-April), this course is for College Arts Access Program (CAAP) students only and is closed to outside registrants.**

Class # 1331 CSPIAINT 407 002 Water-Based Painting
MTWTHF TBA Columbus Drive Building Rm: 318 Larissa Borteh
In this course students are introduced to traditional and non-traditional materials and methods used in water-based painting. Projects include painting from observation and the imagination, using current artist practices and historical examples. Working from a variety of subjects, students may use ink, acrylic, watercolor, and mixed media within their works while building skills in color, tone, volume, contrast, and temperature. Visits to the Art Institute of Chicago provide inspiration and firsthand experience of artists using water-based media. Students should have previous drawing experience, but no painting experience is necessary. 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 # 1330 CSWRIT 401 001 Creative Writing
MTWTHF TBA 37 S. Wabash-Alice Sharp Bldg. Rm: 1214 James Kelly
In this course students improve their writing skills and push their creative limits through journaling, free writing, writing through music, digging through memories and dreams, and other methods of responding to the world in written form. Students learn how to edit and revise a work, as well as respond critically to the writing of others; learn how to craft short stories, monologues, poetry and personal essays; push the limits of original and personal expressions and prepare for the college writing process. With faculty guidance and peer support, students share their literary efforts in class and are assigned reading and writing exercises to clarify, expand, and challenge written expressions.

Class # 1460 UGDIV X002 002 ECP Workshop
MTWTHF TBA Columbus Drive Building Rm: 120 To Be Announced

*NOTE* Previous experience with computers and digital imaging software such as Adobe Photoshop is required. Experience with 3D software/animation is not required. SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with software for after-studio hours and homework. This is a great course to take along with 3D Animation.

Class # 1118 CSARTECH 404 001 SI: Game Spaces and Virtual Environments
MTWTHF TBA 112 S Michigan Ave Building Rm: 314 Yunxue Fu
In this course students will explore the complex stories and scenarios embedded within some games and animation combined with simple yet addictive games for devices like tablets and smartphones create an exciting and varied array of opportunities for those interested in new and compelling ways to build interactive works. Students in this course are challenged not only to learn the basic 3D technical skills using 3D modeling and game software such as Maya, Unity, and Blender. Rather, they are asked to think critically about art making using these tools by exploring ideas of interactivity, storytelling, simulation, and social events. Additionally, students focus on creating 3D artworks while analyzing animation and game structures and language to push the idea of what game design is. Looking to artists and game designers such as David O'Reilly, Eddo Stern, and Eva Papamargariti, students research how this medium can be used in traditional and non-traditional ways. The course begins with several exercises to build skills in 3D software and theory, culminating with a final 3D animation or game project that is based on individual interests.

*NOTE* Previous experience with computers and digital imaging software such as Adobe Photoshop is required. Experience with 3D software/animation is not required. SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with software for after-studio hours and homework. This is a great course to take along with 3D Animation.

Class # 1113 CSDESIGN 401 001 Summer Institute: Designing Change
112 S Michigan Ave Building Rm: 908 Sullivan Center Rm: 1242 David Thomas
Ever feel like the places we use everyday such as classrooms, cafeterias, and offices are out of date and could benefit from better design? Join fellow young designers to learn unique approaches to spotting everyday problems, finding opportunities for change through research, and creating solutions through design. The class works as a team to learn and use human-centered design processes to understand, define, and measure new ideas and design concepts. By observing people in their surroundings, students gain a better understanding of the problem that needs to be addressed and work together to find solutions. Students learn how to sketch and produce design prototypes to support ideas and define what is important to people. Finally, the team tests their ideas with real users to measure success. Students leave the course with a fundamental understanding of how to use design to solve a variety of real-world problems in addition to a portfolio of research, sketches, and final proposal materials.

*NOTE* Basic computer experience and willingness to work with others in a team required. Some design experience helpful. SAIC provides basic equipment, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.
Drawing is as old as human history itself and was used to communicate long before the written word. With such a long and rich history, how can/should drawing function in today's world? This course is designed for students who are well versed in drawing techniques and media, who are ready to consider "the why" of their artworks by pushing the boundaries of what drawing can be, and learning new ways of communicating ideas through form. A variety of traditional drawing media will be used alongside alternative/non-traditional materials, such as found objects (2D and 3D), handmade drawing tools, automatic drawing systems, and even the human body. Students investigate the possibilities of drawing as something "other", using trial and error and experimentation. Projects will ask students to explore object manipulation, invention and construction, collaboration, alternative presentation methods, and performance within and around drawing. Students can expect to produce a variety of portfolio-quality work using a range of processes such as collage, performance, self-reflective writing, "drawing" with objects, traditional drawing/print, and combining 2D and 3D pieces. Field trips to the Art Institute of Chicago, artist presentations, and discussions focusing on the work of significant historic and contemporary artists such as Matthew Ritchie, Michael x. Ryan, Marina Abramovic, Rebecca Horn, and Felix Gonzalez-Torres, among others supplement the studio experience.

*NOTE* Background in drawing techniques required as well as a willingness to experience drawing in a non-traditional way using interdisciplinary materials and methods. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.

This course is for students who want to expand their ideas of what fashion can be, experiment with presentation and process, investigate the combination of contemporary fashion design and fine art practices, and increase the level of work in their portfolio. Through a range of individual and collaborative studio exercises, research projects, performance, collection building, and field trips, students explore the edges of contemporary fashion. Students are encouraged to experiment with materials to arrive at work that is elevated in both craftsmanship and concept. Students are also asked to share their process with the public through a variety of methods, such as installations, performances, or social media. Access to the world-renowned Art Institute of Chicago, Museum of Contemporary Art, and SAIC's Joan Flasch Artists' Book Collection, Flaxman Library, and Fashion Resource Center support student research and provide inspiration. This class is a great option to take after the Fashion Construction course.

*NOTE* Students do not need prior experience for this course, but basic hand sewing skills are helpful. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.

This course presents video as an art form through the lens of narrative structures. Emphasis is placed on using video to tell a story, looking to contemporary artists who use the medium in unique and innovative ways. Beginning with storyboards, students focus on communicating ideas to the audience through character development, sequential imagery, and other cinematic devices. Students are introduced to a variety of materials and resources, such as hand-held cameras, audio and lighting equipment, and video editing software (Adobe Premiere, After Effects), while learning the vocabulary and technical skills required to use them. Students examine the formal and conceptual qualities of video and different forms of movie making as a means of artistic expression to create original narrative work. Developing technical skills and using their own distinctive innovations, students shoot, edit, perform in, and produce collaborative and/or individual short videos. This course is an ambitious program of ideas and encourages students to generate their own original content and direction. Trips to the Art Institute of Chicago and access to SAIC's Video Data Bank supplement studio coursework.

*NOTE* Background in drawing techniques required as well as a willingness to experience drawing in a non-traditional way using interdisciplinary materials and methods. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.
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. Additional exercises expanding the idea of what painting can be may also be included. Please note that a nude model may be used in this course.

*NOTE* Basic drawing and water-based painting experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects. 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.

This course begins with an intensive study of the human form and anatomy. Working from direct observation of the nude model, students build oil painting skills with an emphasis on both traditional and non-traditional painting processes that may include water-based paint, collage, and mixed media. Students explore trends in contemporary figurative art and examine how and why artists continue to use the human form as a subject and vehicle for personal expression. With guidance from the instructor and feedback from peers, students investigate personal ideas and concepts while developing a series of portfolio-quality paintings. Field trips to the Art Institute of Chicago, artist presentations, and discussions focusing on the work of significant historic and contemporary artists such as Lucien Freud, Peter Doig, Francis Bacon, David Hockney, Cecily Brown, John Currin, Lisa Yuskavage, and others supplement the studio experience.

*NOTE* Previous painting experience required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework/research and after-studio hours projects.

Develop individual projects that explore contemporary photographic practices, considering new ways of translating ideas and traversing into other media to explore new possibilities beyond the straight photograph. Assignments encourage students to think beyond the usual ways they work, and may include the use of interdisciplinary approaches, image manipulation, high quality printing techniques, collaboration, installation, video, and performative uses of photography. Guided by their own interests, students are encouraged to investigate the intersections of photography and other media to push their conceptual framework. Presentations and discussions on contemporary and historical photography, visits to the Art Institute of Chicago's world-renowned photographic print study room, and regular critiques supplement the studio experience. Artwork and/or performances that are temporary in nature or that cannot be easily transported will be properly documented through photography and/or video.

*NOTE* Previous experience in digital photography, including basic knowledge of manual camera functions/exposure and Adobe Photoshop required. Students must provide their own digital SLR camera with manual functions (no point-and-shoot). SAIC provides computers with the appropriate software, but students are also encouraged to bring their own laptop with software for after-studio hours and homework.

How can art shape and influence our understanding of the world? What is the role of artists in an age of environmental concern? Can art engage people in new ways as well as help to find solutions to contemporary ecological issues? This course explores artistic responses to environmental inquiries and issues through individual and/or collaborative projects that may take the form of installation, sculpture, video, sound, performance, or mixed media. Looking to artists and designers such as Mark Dion, Arturo Vittori, Mel Chin, Chris Jordan, and Jenny Kendler, focus is placed on our changing environment and the multiple ways artists can study, respond, and intervene. Field trips, readings, artist presentations, and group critiques supplement the studio experience. Artwork and/or performances that are temporary in nature or that cannot be easily transported will be properly documented through photography and/or video.

*NOTE* Previous experience in sculpture or environmental studies helpful, but not required. SAIC provides basic equipment, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.

James Victore once famously proclaimed 'I don't want to use design's power... to sell socks.' The graphic designer instead believes that revolutions, social causes, and political protests are far better uses for a medium as powerful as design. In this course, students explore social and political uses for design such as protest posters, guerrilla advertising techniques, digital activism, political propaganda, or even graffiti. Course lectures focus on designers and artists such as Victore, Shepard Fairey, and Stephan Sagmeister who explore social and political themes in public spaces. Students develop an identity for a non-commercial cause that they personally believe in, and promote their cause using web and social media. For the final project students 'take over' downtown Chicago by creating digital mock-ups of performances or installations around the Loop. Course lectures focus on messaging, communicating efficiently, and advanced uses of Adobe Illustrator and Photoshop.

*NOTE* Students should have a familiarity with graphic design principles and an intermediate understanding of Adobe Photoshop and/or Illustrator before enrolling. SAIC provides basic equipment, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.
### ECP Workshop

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- **MTWTHF TBA**: Columbus Drive Building Rm: 324
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- **MTWTHF TBA**: 37 S. Wabash-Alice Sharp Bldg. Rm: 409

Two Week 6 Session

### CSBOOK 402 001: Artist Books

**Class # 1336**

| MTWTHF TBA | Columbus Drive Building Rm: 113 |

Matthew Austin

### CSDRAW 401 004: Drawing Studio

**Class # 1402**

| MTWTHF TBA | 37 S. Wabash-Alice Sharp Bldg. Rm: 1215 |

Larissa Borteh

### CSFASH 403 002: Fashion Illustration

**Class # 1339**

| MTWTHF TBA | Sullivan Center Rm: 734 |

Anna Hovet

### CSPAINT 401 001: Oil Painting

**Class # 1340**

| MTWTHF TBA | Columbus Drive Building Rm: 318 |

Magalie Guerin

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Explore the possibilities of producing high-quality publications using low-cost resources. Working alongside others with various backgrounds and practices (creative writing, drawing, photography, fashion, painting, etc.), students publish limited edition books and zines as a new means of sharing interests, ideas, and artwork. Basic Adobe Photoshop and InDesign software, printing from low- and high-quality printers using a variety of papers, and a range of bookbinding methods are introduced. Students also learn about pricing and how to promote editions for sale or distribution. No previous experience is necessary. This is a great course for those who are looking to expand their practice and discover new ways of presenting their artwork to the public.

This course is recommended for both beginners and those wanting 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.

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 wanting 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.

This course is for students who are passionate about clothing design and are interested in illustrating a fashion collection of their own. Students develop drawing skills and fashion illustration techniques with an emphasis on individual style and expression, inspired by live, clothed models and garments from SAIC's Fashion Resource Center. Students learn the principles of drawing specific to illustration for a variety of fashion applications, from retail to editorial, including the study of body proportions, movement and position, perspective, and how to apply appropriate exaggeration and stylization to create evocative and effective illustrations. Study of fabric texture and drape, and its relation to body form and movement, is also covered. Students are introduced to the work and practices of several important fashion illustrators working currently, and those influential to the history of fashion illustration. Students also gain experience with a range of media, including colored pencil, pastel, pen, marker, and water-based paint. Previous drawing experience is helpful.

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.
Two Week 7 Session

Class # 1338  CSFPAIN  407  003  Water-Based Painting  7/24/2017 - 8/4/2017
MTWTHF  TBA  Columbus Drive Building  Rm: 318  Stevie Hanley

In this course students are introduced to traditional and non-traditional materials and methods used in water-based painting. Projects include painting from observation and the imagination, using current artist practices and historical examples. Working from a variety of subjects, students may use ink, acrylic, watercolor, and mixed media within their works while building skills in color, tone, volume, contrast, and temperature. Visits to the Art Institute of Chicago provide inspiration and firsthand experience of artists using water-based media. Students should have previous drawing experience, but no painting experience is necessary. 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 # 1337  CSFPAIN  408  002  From Drawing to Painting  7/24/2017 - 8/4/2017
MTWTHF  TBA  Columbus Drive Building  Rm: 1215  Larissa Borteh

This course is for students that have a background in drawing, but little to no painting experience. Drawings serve as the foundation for acquiring new painting skills and students are encouraged to develop their own ideas and goals with instructor guidance. Skills such as line, volume, space, materiality, form and function, and palette are explored through both drawing and painting. A variety of traditional and contemporary materials are used, and may include graphite, charcoal, pastels, water-based paints, mixed media, and/or collage. Trips to the Art Institute of Chicago and discussions of practicing artists will supplement the studio experience and encourage inspiration and development of concepts in student artworks. By the end of the course, students have greater knowledge of materials options and acquire the ability to transition from drawing to painting. This course is recommended for both beginners and those wanting to improve and develop their current abilities. This is a great prep course for Painting Studio. 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 # 1461  UGDIV  X002  003  ECP Workshop  7/24/2017 - 8/4/2017
MTWTHF  TBA  Columbus Drive Building  Rm: 120  To Be Announced

Two Class # 1344  CSDRAW  401  003  Drawing Studio  8/7/2017 - 8/18/2017
MTWTHF  TBA  Columbus Drive Building  Rm: 325  Larissa Borteh

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 wanting 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.

Class # 1347  CSDRAW  404  004  Figure Drawing  8/7/2017 - 8/18/2017
MTWTHF  TBA  Columbus Drive Building  Rm: 321  Katherine Jost

Working from the nude model, students learn how to draw the human form from direct observation. Class exercises include fast movement and long duration poses as well as content from other visual sources including photographs and the imagination. The essential elements of life drawing, including anatomy, proportion, volume, composition, gesture, and the accurate and expressive use of line and tone are addressed to provide a focus for increasing skill. Students work with black and white dry media, such as graphite, charcoal, and conte crayon to realistically render subjects from direct observation. In addition, students explore experimental approaches such as blind contour drawing and drawing from memory. Focus is placed on both traditional drawing modes as well as individual creativity so each student can investigate their own ideas. Trips to the Art Institute of Chicago, presentations on historic and contemporary artists, and critiques supplement the studio experience. This course is recommended for both beginners and those wanting to improve and develop their current skills and ideas.

Class # 1345  CSFASH  401  001  Fashion Design  8/7/2017 - 8/18/2017
MTWTHF  TBA  Sullivan Center  Rm: 701  Elise Bergman

This course is for students interested in exploring contemporary fashion design methods and materials rather than constructing specific garments. Students develop skills in illustrating the fashion figure, styling, draping, and fabric selection; are introduced to the history of fashion design and new research and documentation methods; and are exposed to contemporary designers and design practices. Students may explore resources such as SAIC's Fashion Resource Center, which houses a library on fashion and the history of costume, a number of individual garments and accessories of significant historical importance, and a rich collection of visual material not accessible to the general public, as well as the AIC's collection of art and textiles. The course will draw on these resources to develop unique textile and garment designs and to learn about clothing as a language, how garments communicate, and what they signify. Students can expect to gain skills in illustrating the fashion figure, styling, draping, and developing patterns, increased knowledge of the history of individual garments, research/documentation, and exposure to contemporary designers and a selected history of fashion.

Class # 1346  CSFASH  402  001  Fashion Construction  8/7/2017 - 8/18/2017
MTWTHF  TBA  Sullivan Center  Rm: 701  Elise Bergman

This course is for students who want to learn how to design, construct, and sew their own garments, including pattern making. Students begin by developing original pattern blocks, explore pattern drafting and draping, then document their three-dimensional exploration with photography and/or drawing. Through visits to the Fashion Resource Center at SAIC and the Art Institute of Chicago in combination with research and sketchbooks, students develop their own concept and design from flat and paper patterns to finished fabric construction. The course also utilizes a wide variety of materials to build concept and execution, such as paper, muslin, second hand clothing, and fabric off the bolt. The work produced in this class allows students to reflect and expand on their own personal style and ambition while learning the skills to construct a garment from start to finish. The course culminates in a runway show with image documentation of the creative process.
Four Week 1 Session

Class # 1343  CSFVNMA  407  002  Moving Images     8/7/2017 - 8/18/2017
MTWTHF  TBA  112 S Michigan Ave Building  Rm: 819  Amanda Vanvalkenburg

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.

Class # 1342  CSINTER  404  001  Advanced Projects     8/7/2017 - 8/18/2017
MTWTHF  TBA  Columbus Drive Building  Rm: 305  Samantha Jaffe

This advanced level course focuses on several portfolio-building strategies while students work in the media of their choice (drawing, painting, sculpture, design, video, performance, photography, installation, etc.) with an emphasis on interdisciplinary practice. The class begins by exploring several theme-based assignments, then each student develops their own self-driven final project. In addition, students are shown how to properly document their work, craft artist statements, discuss their work with others, and build/present strong portfolios that fully represent them as artists. Students taking this class during the fall term also prepare for and take part in Chicago's National Portfolio Day at SAIC. Artist presentations, critiques, and field trips supplement studio time. This course is intended for students that have previous experience and a deep interest in the visual arts, want to add new work to their portfolio, and are comfortable working independently. *NOTE: Interested in a course like this that is shorter and focuses on the logistics of preparing a portfolio for college admissions rather than studio time? Then check out our Portfolio Prep course offered in the fall term!*

Class # 1341  CSPHOTO  405  002  Digital Photography I     8/7/2017 - 8/18/2017
MTWTHF  TBA  Columbus Drive Building  Rm: 106  David Cordero

This class is for students with a general curiosity in photography and its potential as a creative medium. To properly understand concepts of metering light and making good exposures, this course focuses on the technical aspects of completely manual digital camera functions. Students also learn the process of digital workflow and output, creating high quality prints using Adobe Bridge and Photoshop software, Canon inkjet printers, and high-resolution laser printers. Though this class focuses heavily on the understanding of photography's technical aspects, classes are supplemented with discussions regarding contemporary art concepts and issues, the work of significant photographic artists, and the ideas behind communicating thoughts through photographs. No experience is necessary for this course. Students must provide their own digital SLR (Single Lens Reflex) camera that has manual control options (no point-and-shoot cameras).

Class # 1462  UGDIV   X002  004  ECP Workshop       8/7/2017 - 8/18/2017
MTWTHF  TBA  Columbus Drive Building  Rm: 120  To Be Announced

Three Week 1 Session

Class # 1478  UGDIV  X002  007  ECP Workshop  5/30/2017 - 6/16/2017
MTWTHF  TBA  37 S. Wabash-Alice Sharp Bldg.  Rm: 215  To Be Announced

Four Week 1 Session

Class # 1144  CSINTER  403  002  Summer Institute: Advanced Projects     7/3/2017 - 7/28/2017
MTWTHF  TBA  37 S. Wabash-Alice Sharp Bldg.  Rm: 407  Sarah Belknap
37 S. Wabash-Alice Sharp Bldg.  Rm: 331  Joseph Belknap
37 S. Wabash-Alice Sharp Bldg.  Rm: 410

Grounded in an interdisciplinary approach, students in this advanced course explore a range of creative strategies used by contemporary artists as a way to develop ideas and create strong, portfolio-quality work. This course is designed to introduce students to a number of new media, materials, and methods to expand skills in areas such as drawing, painting, sculpture, installation, video, sound, and performance. With faculty guidance and peer support, students develop individual projects, learn to articulate their ideas verbally and in writing, and develop strategies to produce work that fully represent them as artists. Artist presentations, critiques, and field trips supplement studio coursework. This course is intended for students that have previous experience and a deep interest in the visual arts, want to add new work to their portfolio, and are comfortable working independently from specific assignments using interdisciplinary practices. Artwork and performances that are temporary in nature or that cannot be easily transported will be properly documented through photography and video.

*NOTE* Previous experience in art/design and the ability to work independent of specific assignments required. SAIC provides basic equipment for this course, but students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects.

Class # 1101  CSPTDW  410  001  Summer Institute: Advanced Painting and Drawing St     7/3/2017 - 7/28/2017
MTWTHF  TBA  Columbus Drive Building  Rm: 325  Peter Fagundo

Focus interests and refine skills to create strong, portfolio-quality work in this advanced course intended for students with previous drawing and/or painting experience who are ready to experiment, take risks, and push their skills to the next level. The organization of ideas and development of self-directed work is emphasized with instructor guidance and peer support. Students explore contemporary artistic practices through interdisciplinary approaches that cultivate material exploration, image making strategies, and traditional and non-traditional drawing and painting techniques. Lead by their individual projects and goals, students may choose to work in a variety of media, such as water-based paint, oil paint, ink, pencil, charcoal, collage, or a combination of media. Trips to the Art Institute of Chicago, contemporary artist presentations, group critiques, daily writing exercises, and class discussions supplement the studio experience.

*NOTE* Painting and/or drawing experience and ability to work independent of specific assignments required. Students are encouraged to bring their own digital camera, tablet, and/or laptop for homework and after-studio hours projects. 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.
<table>
<thead>
<tr>
<th>Class # 1480</th>
<th>UGDIV</th>
<th>X002 009</th>
<th>ECP Workshop</th>
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<tbody>
<tr>
<td>SASU</td>
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<td>37 S. Wabash-Alice Sharp Bldg.</td>
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<td>MTWTHF</td>
<td>TBA</td>
<td>Columbus Drive Building</td>
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<td>SASU</td>
<td>TBA</td>
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To Be Announced
### Middle School Program

<table>
<thead>
<tr>
<th>Class #</th>
<th>Course Code</th>
<th>Session</th>
<th>Title</th>
<th>Instructor(s)</th>
<th>Dates</th>
<th>Locations</th>
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<tbody>
<tr>
<td>1305</td>
<td>CSARTECH 106</td>
<td>001</td>
<td>Video Game Design Camp: 10-13</td>
<td>Amanda Vanvalkenburg</td>
<td>6/26/2017 - 6/30/2017</td>
<td>37 S. Wabash-Alice Sharp Bldg. Rm: 216</td>
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<td>David Musgrave</td>
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<td>37 S. Wabash-Alice Sharp Bldg. Rm: 216</td>
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Video games develop exciting characters, tell original stories, build vivid graphics, and present a great opportunity for interactivity- plus they are super fun! In this dynamic and challenging camp, students experiment with video game production by coding and illustrating a series of playable computer video games; even sharing some of their creations with friends on the web! Students make use of traditional and digital media such as sketchbooking, storyboarding, Twine, Game Maker Studio, HTML5, Javascript, sound effect editors, and digital drawing to create one-of-a-kind video games.

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<tbody>
<tr>
<td>1401</td>
<td>CSDESIGN 102</td>
<td>002</td>
<td>Designed Inventions: 10-13</td>
<td>Terry Surjan</td>
<td>6/26/2017 - 6/30/2017</td>
<td>37 S. Wabash-Alice Sharp Bldg. Rm: 329</td>
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Transform everyday obstacles, frustrations, or opportunities into new objects, products, or ideas. Think of the trampoline, magnetic locker wallpaper, popsicles, T-Pak, and Algae Mobile- all invented by kids! In this exciting course, students use the process of invention (i.e., solving problems) to explore the fundamental principles of design, using both traditional and digital methods. From sketches to paper mock-ups to 3D modeling to package design, students experience the design process in the same way professional designers do. This camp also serves as an introduction to the Adobe Creative Suite software, using programs such as Illustrator and/or Photoshop. Students learn firsthand from contemporary design while visiting the vast collections of the Art Institute of Chicago and observing examples of design in the urban environment of downtown Chicago.

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<tr>
<td>1304</td>
<td>CSFASH 105</td>
<td>001</td>
<td>Intro to Fashion Camp</td>
<td>Jennifer Plumridge</td>
<td>6/26/2017 - 6/30/2017</td>
<td>Sullivan Center Rm: 704</td>
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<td>Sullivan Center Rm: 703</td>
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This new one-week camp introduces young designers to fashion with an emphasis on experimentation and discovering their own style. 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 build fundamental skills in clothing transformation/manipulation through hand sewing techniques, fabric dyeing, pleating, and gathering in addition to embellishment through beading, applique, and embroidery. The class also explores experimental projects using non-traditional materials and found objects to create one-of-a-kind accessories. Visits to the Art Institute of Chicago and SAIC's Fashion Resource Center provide inspiration and supplement the studio experience. This camp ends with a final exhibition showcasing the variety of projects and unique designs for friends and family.

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<tbody>
<tr>
<td>1303</td>
<td>CSPTDW 109</td>
<td>001</td>
<td>Drawing and Painting Camp: 10-13</td>
<td>Toufic El Rassi</td>
<td>6/26/2017 - 6/30/2017</td>
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This camp offers students the opportunity to focus on their drawing and painting skills in a highly creative and challenging environment. Through individual and collaborative projects, students are introduced to both traditional and experimental materials and methods and 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, gouache, water-based paint, and mixed-media through skills such as line, perspective, tone, proportion, composition, value, gesture, and contour. Trips to the Art Institute of Chicago Museum to observe and sketch from a wide variety of paintings, sculptures, and objects are used as inspiration for studio work. This camp is designed for beginning students as well as those who want to continue developing their skills and confidence in drawing and painting, and can be repeated for continued skill and idea building.

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Two Week 1 Session
This camp 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 build fundamental skills in fashion research and drawing, draping, garment construction, and machine and hand sewing. Students also explore sculptural draping by using paper to create exciting experimental garments on the dress form. As their designs develop, additional technical skills are introduced, including fabric printing, fabric dyeing, and embroidery. Visits to the Art Institute of Chicago, SAIC's Fashion Resource Center, and the Flaxman Library provide inspiration and supplement the studio experience. Working with hand-dyed fabric and deconstructed thrift store garments, each camp ends in an exciting runway show for parents and friends. Lessons/projects change each camp so students may enroll in multiple camps over the summer.

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Two Week 4 Session

This camp 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 build fundamental skills in fashion research and drawing, draping, garment construction, and machine and hand sewing. Students also explore sculptural draping by using paper to create exciting experimental garments on the dress form. As their designs develop, additional technical skills are introduced, including fabric printing, fabric dyeing, and embroidery. Visits to the Art Institute of Chicago, SAIC's Fashion Resource Center, and the Flaxman Library provide inspiration and supplement the studio experience. Working with hand-dyed fabric and deconstructed thrift store garments, each camp ends in an exciting runway show for parents and friends. Lessons/projects change each camp so students may enroll in multiple camps over the summer.

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In this camp, young artists bring their imagination to life through an exciting range of illustration techniques. Characters, animals, objects, vehicles, and environments are created using traditional and digital media and methods such as graphic markers, illustration pens, watercolor, ink, sculpting materials, digital drawing tablets, and digital editing software like Adobe Photoshop. Campers may also experiment with various techniques to bring movement to their illustrated world through projects such as flipbooks or animation. This is a great camp to take in preparation for the Comics and Graphic Novels Camp.
This camp offers students the opportunity to focus on their drawing and painting skills in a highly creative and challenging environment. Through individual and collaborative projects, students are introduced to both traditional and experimental materials and methods and 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, gouache, water-based paint, and mixed-media through skills such as line, perspective, tone, proportion, composition, value, gesture, and contour. Trips to the Art Institute of Chicago Museum to observe and sketch from a wide variety of paintings, sculptures, and objects are used as inspiration for studio work. This camp is designed for beginning students as well as those who want to continue developing their skills and confidence in drawing and painting, and can be repeated for continued skill and idea building.

Two Week 6 Session

Class # 1314  CSARTECH  106 002  Video Game Design Camp:10-13  7/24/2017 - 8/4/2017
MTWTHF TBA  Columbus Drive Building  Rm: 127A  Amanda Vanvalkenburg
CSFASH  104  003  Fashion Camp: 10-13  7/24/2017 - 8/4/2017
MTWTHF TBA  Sullivan Center  Rm: 704  Antoinette Suiter
This camp 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 build fundamental skills in fashion research and drawing, draping, garment construction, and machine and hand sewing. Students also explore sculptural draping by using paper to create exciting experimental garments on the dress form. As their designs develop, additional technical skills are introduced, including fabric printing, fabric dyeing, and embroidery. Visits to the Art Institute of Chicago, SAIC's Fashion Resource Center, and the Flaxman Library provide inspiration and supplement the studio experience. Working with hand-dyed fabric and deconstructed thrift store garments, each camp ends in an exciting runway show for parents and friends. Lessons/projects change each camp so students may enroll in multiple camps over the summer.

Class # 1313  CSDRAW  112 001  Comics and Graphic Novels Camp: 10-13  7/24/2017 - 8/4/2017
MTWTHF TBA  37 S. Wabash-Alice Sharp Bldg.  Rm: 214  Meredith Leich
In this camp, students take their illustrations to the next level by creating their own unique comics and graphic novels. Emphasis is placed on storytelling, introducing students to character development, plot structure, scripting, and storyboarding. Skills in penciling, inking, coloring, space, and perspective are introduced through the use of a wide variety of traditional and non-traditional media, such as colored pencils, oil pastels, watercolors, digitally edited drawings, and handmade zines. Artist presentations, trips to the Art Institute of Chicago, and visits to downtown Chicago's vast array of public art provide inspiration and drawing practice as an entry into the basics of comic narrative and stylization. This is an excellent camp to take after our Illustration Camp, but previous experience is not required.

Two Week 7 Session

Class # 1315  CSSCULP  104 001  Sculpture Camp: 10-13  7/24/2017 - 8/4/2017
MTWTHF TBA  37 S. Wabash-Alice Sharp Bldg.  Rm: 216  Marcus Thibodeau
This camp offers students the opportunity to focus on their drawing and painting skills in a highly creative and challenging environment. Through individual and collaborative projects, students are introduced to both traditional and experimental materials and methods and 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, gouache, water-based paint, and mixed-media through skills such as line, perspective, tone, proportion, composition, value, gesture, and contour. Trips to the Art Institute of Chicago Museum to observe and sketch from a wide variety of paintings, sculptures, and objects are used as inspiration for studio work. This camp is designed for beginning students as well as those who want to continue developing their skills and confidence in drawing and painting, and can be repeated for continued skill and idea building.
In this camp, students will explore digital imaging, graphic design, GIF animations and code to create artistic experiments. Photography and sketching will be the foundation of new designs, and students will use Adobe Creative Suite software, laser cutters, HTML + CSS, and pure code to realize their ideas. Students learn firsthand from contemporary designers while visiting collections in the Art Institute of Chicago and observing examples of design in the urban environment of downtown Chicago.

In this camp, students the opportunity to draw, sculpt, digitally model, and prototype their own action figure. Campers first develop a character by creating a series of traditional illustrations and models before drawing the toy version of the character at scale using drafting conventions and equipment. Using 3D modeling software, students then produce a 3D model of their toy based on their drawings. In addition, students conceptualize and develop their toy's accessories and packaging. Finally, a plastic prototype of each camper's character is made using 3D printing technology at SAIC's Advanced Output Center.

This camp 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 build fundamental skills in fashion research and drawing, draping, garment construction, and machine and hand sewing. Students also explore sculptural draping by using paper to create exciting experimental garments on the dress form. As their designs develop, additional technical skills are introduced, including fabric printing, fabric dyeing, and embroidery. Visits to the Art Institute of Chicago, SAIC's Fashion Resource Center, and the Flaxman Library provide inspiration and supplement the studio experience. Working with hand-dyed fabric and deconstructed thrift store garments, each camp ends in an exciting runway show for parents and friends. Lessons/projects change each camp so students may enroll in multiple camps over the summer.

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SAIC's AP* Art History Summer Institute offers teachers unparalleled opportunities to explore innovative pedagogical approaches and gives them the necessary tools to provide their students with the knowledge and analytical skills needed to succeed on the AP* exam and beyond. We will use ETS and College Board* materials from the 2011 Reading to explore topics including the challenges of teaching "must know" content in a rapidly expanding curriculum, methods for helping students discuss and write about art with greater comprehension and sophistication, and trends within the field that are reflected in the AP* exam. Experienced teacher and Institute Presenter, Marsha Russell facilitates collaborative exercises that focus on creative ways to help students master the challenge of translating what they see into language, making what is difficult, foreign, or abstract into something concrete, familiar, and comprehensible. Unique to SAIC's Institute, our participants have unlimited access to the world-renowned Art Institute of Chicago and its encyclopedia collection and have the rare opportunity to teach one another standing in front of original works usually only seen on classroom screens and in textbooks. Beyond the many extra-curricular activities afforded by our vibrant urban campus, the City itself becomes a classroom as we use the surrounding buildings and monuments to practice creating a walking architectural tour. Special registration procedures apply. For more information please visit: www.saic.edu/apsi

Our AP* Studio Art Summer Institutes go beyond professional development to provide a unique combination of seminar sessions and hands on collaborative studio activities that revitalize teachers and focus on the importance of contemporary art practice in the high school art room. More than simply explaining the AP* Studio Art program requirements and portfolio scoring methods, experienced consultants Barry Lucy and Vivian Moreira Komando offer opportunities for peer dialogue, discussion of new media affects on AP*, up-to-date information on the digital upload, and inspiration for developing curricula specific to the three portfolios: Drawing, 2-D Design, and 3-D Design. Participants take advantage of all that SAIC and Chicago have to offer including unlimited access to the Art Institute of Chicago, visiting artists' presentations, museum and gallery-based activities, and a variety of extra-curricular activities afforded by our vibrant urban campus and the City's numerous cultural institutions. Special registration procedures apply. For more information please visit: www.saic.edu/apsi

The TIME seminar proposes that a dialogical model of gallery teaching provides unrivaled opportunities for people to see deeply and to think together about works of art. TIME embodies the belief that good gallery teaching helps visitors to find uniquely valuable pathways to the experience and understanding of a museum's collections and special exhibitions. TIME includes the study of works of art in the Art Institute of Chicago, discussion of the theory and practice of gallery teaching, and a survey of the literature and the history of teaching in American museums.