Artist Crystal Wagner collaborated with students to produce an installation for Walker Hall during a visit to Washington University sponsored by the Printmaking department.
The Sam Fox School of Design & Visual Arts is an interdisciplinary and diverse community of architects, artists, and designers dedicated to excellence in learning, creative activity, research, and exhibition. Our unique structure allows us to build on the strengths of each unit—Art, Architecture, and Museum—and to draw on the resources of the University to create new knowledge and address the social and environmental challenges of our time.

If you want to study art and design without giving up other academic and intellectual interests, you’ll find no better place than Washington University’s College of Art—it’s an ideal environment for intellectual, creative, and personal growth. We offer all the experiences and resources of an intensive, focused, art school and all the academic, extracurricular, and social opportunities of an independent research university with a national reputation and diverse student body.
BFA DEGREE PROGRAMS
Our undergraduate programs lead to one of the following degrees:

- Bachelor of Fine Arts in Art with concentrations in Painting, Photography, Printmaking, & Sculpture
- Bachelor of Fine Arts in Communication Design
- Bachelor of Fine Arts in Fashion Design

Throughout the four-year program, you will take both studio courses and Sam Fox School Commons courses that are offered by Art and Architecture and open to any student. These opportunities to study “in between” Art and Architecture expose you to different methods and ways of thinking, incorporating topics such as sustainability, public practice, and new technologies.

Students in the Bachelor of Fine Arts in Communication Design and Bachelor of Fine Arts in Fashion Design programs become visual problem solvers and develop design portfolios to have impact in the world. You learn how to collaborate across disciplines and respond to technological innovation. The design skills taught in our programs are wide-ranging and relevant to a variety of professional fields.

The Bachelor of Fine Arts in Art inspires and promotes individual creativity and engagement with the world at large through the development of each student’s expressive methods and practices. You can choose a specific area of focus—Painting, Photography, Printmaking, or Sculpture—or take a broader range of courses in studio art that also include book arts, drawing, public practice, and time-based media.

INTERDISCIPLINARY STUDIES
We understand that interdisciplinary study plays an important role in creating your own path. At the Sam Fox School, you’ll find opportunities to cross the boundaries of the University’s undergraduate divisions—Architecture, Art, Arts & Sciences, Business, and Engineering & Applied Science—and collaborate with other students and faculty on creative and challenging projects. These experiences can energize your work, as well as lead to new pursuits and discoveries. With proper planning, you can pursue second majors, minors, and dual degrees in addition to your chosen area of study in Art.
**FIRST YEAR**
The first year of the program consists of a specified group of required Art courses that emphasize building awareness, competence, and confidence through the studio experience: 2-D Design, 3-D Design, Drawing, Art/Architecture/Design History and Theory, and Practices in Architecture + Art + Design (taught by our deans). You also take Writing I and academic electives in Arts & Sciences.

**SECOND YEAR**
In the second year, you explore a major area of focus, applying the general art skills you have developed, and take academic electives, along with art and art history electives. Technology plays a critical role in the educational experience of our students, and you begin instruction in digital technologies as a sophomore. For more information, visit samfoxschool.wustl.edu/undergraduate/computer.

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**YOUR LAST TWO YEARS**
Your last two years include intense study in your chosen focus area and a capstone experience. In addition, you take courses in the art and academic areas most appropriate to your goals and interests. You will have opportunities to study abroad during your third year. Your final year culminates with a public presentation or exhibition of your work.

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**BFA DEGREE PROGRAM REQUIREMENTS**

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<thead>
<tr>
<th>Requirements</th>
<th>128 TOTAL UNITS</th>
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</thead>
<tbody>
<tr>
<td>Academic Requirements</td>
<td>33 units</td>
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<tr>
<td>Writing I</td>
<td>3</td>
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<td>Natural Sciences / Math</td>
<td>6</td>
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<tr>
<td>Literature</td>
<td>6</td>
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<tr>
<td>Social Science / Philosophy</td>
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<td>Academic Electives</td>
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<td>Art History Classes</td>
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<tr>
<td>Art, Architecture, Design History I &amp; II</td>
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<tr>
<td>Foundation Courses</td>
<td>14 units</td>
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<tr>
<td>Drawing I &amp; II</td>
<td>6</td>
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<tr>
<td>Practices I &amp; II</td>
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<tr>
<td>2-D Design</td>
<td>3</td>
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<tr>
<td>3-D Design</td>
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<td>Major Classes</td>
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<td>Sophomore Studio (depending on area of study)</td>
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<tr>
<td>Junior Studio</td>
<td>18</td>
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<tr>
<td>Senior Studio &amp; Capstone (depending on area of study)</td>
<td>12 – 15</td>
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<tr>
<td>Art Electives &amp; Sam Fox School Commons</td>
<td>18</td>
</tr>
<tr>
<td>Additional Elective Classes</td>
<td>6 units</td>
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Our innovative curriculum is designed to build your technical, conceptual, and aesthetic skills as an artist, while providing opportunities for collaboration across disciplines.
THROUGHOUT YOUR FOUR YEARS, you will be guided, inspired, and challenged by our nationally and internationally distinguished faculty—practicing artists, architects, and designers. Our close-knit community and small studio sizes—one faculty for every 12 students—provide you with an environment for a truly individualized learning experience.

You’ll get to know your faculty in the classroom and beyond as researchers and practitioners—all actively contributing to the growth of their profession. Their work covers a wide range of topics, as reflected in the variety of courses they teach, and highlights the innumerable paths you can pursue as artists and designers. Your faculty will help you discover your own truths and, through enlightened thinking and teaching, ensure you are prepared and adaptable to the changing demands of your chosen profession.

“The challenges that I have confronted in my studio practice shape the assignments I give. I bring issues into the classroom so students can wrestle with them in their own ways,” says Arny Nadler, Associate Professor of Art. “Exposing students to possibilities is very exciting to me. I’m interested in training well-rounded artists and designers who are able to solve a variety of problems.”

Associate Professor of Communication Design HEATHER CORCORAN collaborated with colleagues from WUSTL’s School of Social Work and the Cancer Prevention Institute of California on “Maximizing the Social Impact of Cancer Registry Data.” The initiative, which received a grant from the National Cancer Institute, focused on the development of standards and methods for communicating cancer data more effectively to the public. Through a series of experiments and studies, Corcoran’s team—which included several undergraduate students as research assistants—
The Mildred Lane Kemper Art Museum, committed to providing an open and dynamic learning environment, plays an integral role within the Sam Fox School. With over 5,000 objects, it is one of the finest university collections in the U.S. with strengths in 19th-, 20th-, and 21st-century European and American paintings, sculptures, prints, installations, and photographs.

Through its collections, exhibitions, and public programs, the Museum creates a learning environment that engages the campus community. It provides Sam Fox School students with countless opportunities for meaningful encounters with art and visual culture through curricular integration; the Teaching in the Galleries Program; and internships in curatorial, publications, and education departments.

**KENNETH AND NANCY KRAZBERG ART & ARCHITECTURE LIBRARY**
Located on the lower level of the Museum, the Kenneth and Nancy Kranzberg Art & Architecture Library houses books, journals, and audio-visual resources on art, architecture, art history, and archaeology. Access to online resources allows students and faculty to retrieve information and images from any location, at any time.

**ARTHUR GREENBERG CURATORIAL FELLOWSHIP**
The Greenberg Fellowship is a competitive program that offers upper-level students studying art history the opportunity to curate an exhibition in the Museum’s Teaching Gallery. Working with faculty advisors in art history and at the Museum, students manage all parts of the exhibition process, from generating an initial proposal and conducting extensive research to choosing the works and presenting gallery talks to the public.

**HENRY L. AND NATALIE E. FREUND VISITING ARTIST PROGRAM**
The Freund Visiting Artist Program brings a practicing artist, architect, or designer to campus to work with students and faculty and produce an exhibition at the Kemper Art Museum.
Your experiences at Washington University extend well beyond the studio. Within the Sam Fox School itself, you can participate in activities that shape the character of the College of Art, such as the Art Council, which represents students to the faculty and staff. Residential Area Real Art (RARA) was founded to expand the audience for student artwork to the greater WUSTL campus and St. Louis communities. Material Monster is a material reuse and research initiative that facilitates the free exchange of reusable materials for creative endeavors.

**SAM FOX SCHOOL PUBLIC LECTURE SERIES**
Each semester, the School hosts weekly lectures by nationally and internationally recognized artists, architects, designers, historians, and critics. These events—critical to both the undergraduate and graduate experience—are extensions of studio and classroom learning and bring to the campus new ideas in practice, theory, and technology in art, architecture, and design.

**ART ON CAMPUS**
The vision for Art on Campus is to integrate public art commissions into major construction and renovation projects on and around campus, activating the campus community while contributing to the cultural identity of the St. Louis metropolitan area. Works commissioned for the program become part of the Kemper Art Museum’s permanent collection.

**DES LEE GALLERY**
In addition to on-campus venues, the Des Lee Gallery serves as an important exhibition space. Located in the heart of the historic Washington Avenue Loft District, the Des Lee is among the region’s most prominent noncommercial venues, and has earned a national reputation for showing work by local and internationally known artists in addition to annual student shows.

**ART IN ST. LOUIS**
Our students and faculty take advantage of the metropolitan area and its diverse art offerings, many of which are free and open to the public. The Saint Louis Art Museum, located in the heart of Forest Park—across the street from the College of Art—has assembled one of the finest comprehensive art collections in the country. At the Contemporary Art Museum St. Louis and the Pulitzer Foundation for the Arts, both located in nearby Grand Center, students gain a deeper understanding of art through exhibitions in innovative environments. All around town, you can find small galleries specializing in contemporary craft, jewelry, and ethnic art.
WE BELIEVE THAT THE OPPORTUNITY TO STUDY ABROAD is essential to your education, so we encourage you to experience the world.

You can spend the spring semester of your junior year studying in Florence, Italy. The program focuses on studio work in addition to Italian language, Renaissance art history, and Italian art and culture. Another option available to all students is to spend eight weeks of your summer in Florence, studying a variety of subjects including painting, drawing, history, and book arts.

Rising juniors and seniors in both Art and Architecture may participate in the Summer Travel Drawing Program. During this three-week, three-credit course of study, you visit significant cities in either Latin America or Europe as part of a directed curriculum of urban and building analysis and appreciation. Offered biannually, the program emphasizes the development of hand drawing as a fundamental skill.

Advanced undergraduate art students may participate in a biannual course of art research and practice in Berlin, Germany, along with graduate students. Through lectures, site visits, and intensive studio practice, you gain understanding of the critical, historical, and social dimensions of art in Berlin, one of the world’s most important contemporary art centers.

You can also access the broad range of study abroad opportunities offered through other Washington University programs.

“Studying abroad in Florence was amazing. It was nice to take an art history course in the birthplace of so many great pieces, and to be out in the city drawing all day. The experience really changed the way I thought about art and my process for working. The program also helped build the studio culture that existed for the next two years.”

KYLE NEWTON

PROFILE KYLE NEWTON
HOMETOWN Columbia, Illinois
MAJOR BFA 2013 Communication Design
INTERNSHIPS/ACTIVITIES Interned with Council of Fashion Designers of America; Relay for Life steering committee; Indian dance team; AIGA Student Chapter executive board; AIGA St. Louis committee
HONORS/AWARDS Jayne Ball Rousseau Memorial Prize; Margo Trump Award; Danforth Scholar; Eliot Scholar
The College of Art has a dedicated Career Services office devoted to the post-graduate needs and interests of art and design students. Our career advisors guide you through specialized programs and individualized assistance. They will help you identify your interests to structure your career search, giving you the tools you need to reach the best prospects for internships, jobs, residencies, fellowships, graduate schools, or other professional placements.

**PRO PRACTICES SEMINAR**
The Pro Practices seminar is designed to provide a foundation for you to confidently pursue professional and transitional opportunities. The program includes sessions on the development of the resume, cover letter, and portfolio; skill-building sessions on networking, interviewing, and professional etiquette; and the formulation of a comprehensive plan of action for putting these competencies to work. Pro Practices has been integrated into the studio art curriculum, and sections are also offered to communication design and fashion design students, ensuring topics are tailored to your specific interests.

**ROAD SHOWS**
Road Shows offer a rare behind-the-scenes look inside top studios, agencies, firms, and other organizations across the country. Each trip focuses on a city and an industry, and is open to all Washington University students. During the trip, you will have the opportunity to network with area alumni currently working in the field, in addition to meeting with select organizations. Recent Road Shows have included visits to Studio Blue, Tandemodus Strategy + Design, Ralph Lauren, ash&dans, Michael Kors, Isaac Mizrahi, 10 Crosby Derek Lam, *The New York Times* Art Department, IDEO, Saatchi & Saatchi, AIGA National Design Center, and the American Museum of Natural History.

**PROFILE JENNIFER BEHR**
**HOMETOWN** Baltimore, Maryland  
**MAJOR** BFA 1996 Sculpture  
**CAREER** Creative director and owner of Jennifer Behr LLC, a luxury accessory company focusing primarily on distinctive, wearable hair accessories  
**DESIGNS WORN BY** Amy Adams, Dakota Fanning, Lady Gaga, Maggie Gyllenhaal, Paris Hilton, Jennifer Love Hewitt, January Jones, Diane Lane, Jennifer Lopez, Rooney Mara, Leighton Meister, Mary-Kate and Ashley Olsen, Katy Perry, Natalie Portman, Nicole Richie, Rihanna, and
Career Services leverages the advantages of the city, including an active gallery scene and numerous opportunities to meet visiting artists and critics. You are also encouraged to become actively involved with professional organizations and to attend conferences. Along the way, the School facilitates connections with leaders in the field, including our extensive network of alumni working worldwide.

“Our students’ experiences extend into a number of fields of professional practice, and we bring key figures to campus to engage with them,” says Jen Meyer, Assistant Director of Career Development for Art.

Our students establish careers in many different professional fields. In addition to the examples listed at right, our alumni are practicing artists and teach at colleges and universities across the country.

**INTERNSHIPS**

**Communication Design**
- Cheree Berry Paper
- Digitas
- Interbrand
- Kate Spade
- Mozilla
- Pentagram
- Pixar Animation Studios
- Shedd Aquarium
- Studio Blue

**Fashion Design**
- Calvin Klein
- Derek Lam
- J. Crew
- Nanette Lepore
- Nylon magazine
- Vera Wang

**Studio Art**
- Gagosian Gallery
- Metropolitan Museum of Art

**JOBS**

**Communication Design**
- Pace Prints
- Peggy Guggenheim Collection
- Philadelphia Museum of Art
- Regional Arts Commission
- Six Mile Sculpture Works
- White Flag Projects
- Whitney Museum of American Art

**Fashion Design**
- American Museum of Natural History
- Draftfcb
- Facebook
- Fleishman-Hillard
- Glamour magazine
- Google
- IDEO
- J. Crew web design
- New York Magazine
- Nickelodeon Animation Studio

**Studio Art**
- Artist assistant to Tara Donovan
- Artists Activists BBD
- Laumeier Sculpture Park
- National Portrait Gallery
- Quad/Graphics
- Redbook magazine
- Two Twelve

**RUNWAY COLLABORATIONS**
- Worked with Diane von Furstenberg on pieces for runway shows and stores; designed many of the headbands worn on the television show Gossip Girl; Dinosaur headbands appeared on fall 2011 Fendi catwalk

Oprah Winfrey, among others

**PUBLICATIONS**
COMMUNICATION DESIGN is a collaborative, high-energy program that gives you the chance to work with faculty in graphic design, illustration, motion graphics, information design, interaction design, and advertising. You can choose to design interfaces for mobile devices and the web, make pictures for games and motion graphics, illustrate stories, create comics, and design printed posters and books. Some projects allow you to apply design skills to social problems in the community in areas such as public health and urban education. Others provide the chance to study the history of printed images, comics, and advertising through our Modern Graphic History Library.

Our program emphasizes design fundamentals such as typography, image development with a range of media, writing, content development linked to course work in other parts of the University (such as psychology, history, business, etc.), and technology skills in the Adobe Suite. You work on and off the computer to develop design literacy and work that is specific to your skills and interests and relevant to a variety of professional fields. The curriculum features a combination of required fundamental experiences and electives.

Most students in Communication Design complete one or two summer internships in the field, which can be supplemented with professional experiences during the school year. Our graduates are positioned to become leaders in the field—they have refined visual portfolios, strong conceptual and academic backgrounds, and deep methodologies.

“The Interaction Design workshops were some of the best courses I’ve taken at Washington University. I’ve always been interested in technology, and the opportunity to be on the cutting edge—to see what’s happening now and what’s next—while learning from leaders in the field was really enticing. The whole experience has made me more competitive in my professional focus.” **MAKEZIE KRESSIN**
FASHION DESIGN students focus on problem solving within the realm of various textile options, pattern-making, draping techniques, fashion illustration, and presentation. You gain practical experience designing one-of-a-kind fashions as well as those suitable for mass production. Courses cover topics such as industry standards and procedures, the history of fashion, and current trends.

By the end of your fourth semester you will be designing and presenting coordinated collections, and showing your designs in fashion shows. A broad-based academic exploration is encouraged, as fashion draws upon everything from history to geography to mathematics for inspiration and execution.

“The Fashion Design program has helped me close the gap between what I see in my head and what actually comes to fruition. I’ve come a long way in terms of being able to articulate my designs three-dimensionally. I find my process and my final product to be equally important. It was incredibly, incredibly rewarding to see my work and my friends’ work coming down the runway at the annual Fashion Design show.”

PROFILE BRIAN LEE
HOMETOWN Raleigh, North Carolina
MAJOR BFA 2013 Fashion Design
INTERNSHIPS/ACTIVITIES Interned at Estarise (New York); founder/creative director of The Motto, an entertainment promotion and production company; wood and metal shop monitor
HONORS/AWARDS Susan Sanders Block Silver Ripper Award in Fashion Design; Joseph A. Marino & Paula Varsalona Scholar
PAINTING is taught as a material and critical practice in the College of Art. You will develop technical and conceptual proficiency with a wide range of media while pursuing highly individualized bodies of work. Introductory courses focus on observational and technical skills, allowing you to experience and internalize the history and traditions of painting. Upper-level courses are increasingly self-directed and experimental, as you identify your own areas of interest and modes of production. This work is analyzed and critiqued through the lens of contemporary thought and practice.

You will receive intensive and individualized studio instruction punctuated by group critiques. Museum and gallery visits, visiting artists, and a broad menu of lectures will inform and expand upon the studio experience.

“I decided to study Painting after discovering a love for paints in an elective class during my sophomore year. I was immediately drawn to the relaxed—yet incredibly challenging—atmosphere. If I needed a break or new inspiration, I could wander into my neighbor’s studio.” RACHEL SARD

PROFILE RACHEL SARD
HOMETOWN New York, New York
MAJOR BFA 2012 Painting with a minor in Writing
CAREER School of Visual Arts Summer Residency Program; Brooklyn Art Space Recent Graduate Residency Program

INTERNSHIPS/ACTIVITIES Interned at Susan Marino Agency and Splashlight Studios; Pi Beta Phi women’s fraternity; studied abroad in Florence
HONORS/AWARDS Hazel H. Huntsinger Memorial Prize in Painting; Sigma Tau Delta – English Honor Society
As a **photography** student, you will experience the full range of current photographic practice through technique, history, and contemporary critical perspective. You will be exposed to documentary work in the field, large format studio photography, digital photography, and classic nonsilver techniques. You will enter an intensive studio experience in the junior year, followed by directed independent research that culminates in a capstone project.

“As Photography students, we were taught to bring a restless and relentless eye to our work, to constantly ask questions of it: Is it compositionally active? Is it conceptually active? Is it beautiful? Is that enough? This sense of struggle, of attempting to create work that is impeccable, whatever its intentions might be, whether created off-the-cuff or over many painstaking days, has stayed with us since that time.” **Nicholas Kahn & Richard Selesnick**

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**Profile Nicholas Kahn & Richard Selesnick**

**Hometown** Hudson Valley, New York  
**Major** BFA 1986 Photography  
**Career** Collaborative artist team working primarily in the fields of photography and installation art, specializing in fictitious histories. Participated in more than 100 exhibitions worldwide, with work in more than 20 collections, including the Brooklyn Museum; the Philadelphia Museum of Art; the Museum of Fine Arts, Houston; the Los Angeles County Museum of Art; and the Smithsonian Institution. Published three books with Aperture Press: Scotlandfuturebog, City of Salt, and The Apollo Prophecies.  
**Honors/Awards** Leopold Godowsky, Jr. Color Photography Award from the Photographic Resource Center
The PRINTMAKING program offers a dynamic intersection of traditional printmaking concepts and techniques with a contemporary approach to various exhibition and distribution platforms. You will be encouraged to expand upon technical processes such as etching, woodcut, silkscreen, and photolithography by exploring them alongside or as part of an installation, public projects, digital media, artist books, sculpture, and more. Our program is known for its history of innovative, large-scale work and a mixed-media approach to the printed and drawn mark. You may learn letterpress printing in the Nancy Kranzberg Studio for the Illustrated Book or learn to make paper in the Sculpture program. You may also draw from your study in fields such as environmental studies, women and gender studies, dance, and film when developing your studio work.

The extensive facilities in Printmaking include the main print shop (for intaglio, relief, monoprint, photolithography, and alternative processes), a silkscreen studio, a digital output room, a critique space, and studios for students. The main shop has a Takach etching press, a lithography press, and a large etching press that supports large-scale works up to 5 x 10 feet. We also offer digital capabilities to make billboard-size prints.

ISLAND PRESS
Founded in 1978, Island Press is a research-based printmaking workshop at Washington University that hosts professional artists for intensive studio residencies. Students have the opportunity to work alongside the artists, a master printer, and faculty as print assistants, helping push projects to new levels of complexity and originality while gaining access and insight into both the technical and conceptual challenges that make each artist’s project unique.

“It’s awesome to have the visiting artist program through Island Press. Nina Katchadourian came this year, and we split into groups to develop parts of the projects she assigned us, bringing in information that she incorporated into her final work. It was really cool working with her on a project.” KELSEY BROD

PROFILE KELSEY BROD
HOMETOWN Elk Grove Village, Illinois
MAJOR BFA 2013 Printmaking/Drawing with a second major in Environmental Studies
CAREER Curator for a small philanthropic society in Chicago

INTERNSHIPS/ACTIVITIES Interned at Harper College (Chicago) and David Krut Publishing (South Africa); co-founded Residential Area Real Art (RARA); WUSTL Senate; Art Council president; Art on Campus policy committee; studied abroad in India and South Africa

HONORS/AWARDS John T. Milliken Foreign Travel Award; Core Award–2nd Year; graduated cum laude; Selma Sigler and Sanford Buchsbaum Scholar
In **SCULPTURE**, you will be challenged to produce objects and actions of meaningful communicative power. You will explore a range of materials, from clay to metal to wood; lectures and historical readings provide opportunities to reevaluate the meanings these primal materials bring to contemporary practice. As you advance in your studies, you will investigate the sociopolitical issues of the body, the figure, and their potential in contemporary art practice through a variety of media and methods, with an emphasis on three-dimensional work and object-based performance. You may also explore numerous scenarios that create different levels of sculptural interactivity, constructing devices ranging from simple mechanisms to large-scale installations that foster physical, analogue, or digital interaction between the viewer and the sculptural environment.

Lectures and techniques contextualize an understanding of pre-formed and found material as a formal and conceptual component resulting in the final work of art. In a critical environment, you will formulate your own material language and learn to articulate your art practice and creative decisions.

**UNIVERSITY CITY SCULPTURE SERIES**
Your education is supported by visiting artists and events like the University City Sculpture Series. Now in its 27th year, this annual spring event allows you to propose works of public art for temporary installation in downtown University City.

**PROFILE MELISSA GOLLANCE**
**HOMETOWN** New York, New York  
**MAJOR** BFA 2013 Sculpture  
**INTERNSHIPS/ACTIVITIES** Peer advisor; computer lab monitor; director of Easylife Art Brigade; interned at Martos Gallery, James Adams’ studio, and White Flag Projects; University City Sculpture Series  
**HONORS/AWARDS** Core Award-2nd Year; Caroline Risque Janis Prize in Sculpture; Eliot Scholar

“The most gratifying part of my experience with the University City Sculpture Series was watching and hearing about public engagement with the sculpture. To affect strangers’ lives and provoke thoughts, connections, inspiration—that’s the goal.”

MELISSA GOLLANCE
ADMISSION

The primary considerations for undergraduate admission are your artistic and intellectual promise and your academic record. You must have graduated from high school, received an evaluation from your teachers or other responsible officials of the school, and taken an appropriate distribution of high school subjects.

TO APPLY FOR FRESHMAN ADMISSION
Submit the Common Application and Washington University’s brief supplemental questions at commonapp.org.

Your application must be accompanied by a $75 nonrefundable application fee. You must also submit your official secondary school transcript, a teacher evaluation, SAT or ACT scores, and essay. Application forms and full instructions are available online at admissions.wustl.edu. For more information call 800.638.0700 (within the USA) or 314.935.6000. You can e-mail us at: admissions@wustl.edu.

PORTFOLIO

A portfolio is required for admission to the College of Art. There are several ways you may submit your portfolio. Our representatives attend many National Portfolio Days held in major cities throughout the country, and we welcome the opportunity to review your portfolio at these events. In addition, you may set up a personal visit to Washington University and have your work reviewed in the College of Art. Finally, you may submit your digital portfolio along with your application. If you would like to be considered for an academic scholarship, you must submit a digital portfolio.

Submitting a Digital Portfolio
Submit images through the Slideroom function of the Common Application. Your digital portfolio must consist of 12-15 pieces of recent work, which may include drawings, two- and three-dimensional pieces, or photographs. Images can be up to 5MB, and you will be able to include information such as title of work, medium, dimensions, and date completed.

Portfolios may be submitted on a CD/DVD. For more information, contact admissions@wustl.edu.
Academic scholarships offered by the University, regardless of financial circumstances, include:

**Conway and Proetz Scholarships**
Each year, up to one full-tuition scholarship and five partial scholarships are awarded to first-year students in the College of Art whose artistic and academic potential is judged outstanding by a faculty selection committee. The scholarships are supported by two endowed funds: The Fred Conway Scholarship, established in memory of a distinguished professor of painting, and the Arthur and Esther Proetz Scholarship, established to honor the Proetzes’ commitment to the arts. The scholarships are renewable for each year of undergraduate study, assuming the student maintains a satisfactory academic record.

Art applicants who wish to be considered for the Conway and Proetz Scholarships are required to submit portfolios by January 15. No special application form is needed; admission applications accompanied by digital portfolios will automatically be considered. You must select Art as your first-choice division on the Common Application Washington University supplemental questions.

**Other Academic Scholarships**
In addition, students may apply for the John B. Ervin Scholars Program and be considered for the Enterprise Holdings Scholars Program, as well as apply for the Annika Rodriguez Scholars Program—all of which enhance the overall quality and diversity of the student body.

**Entrepreneurial Scholars Program**
Art applicants with an entrepreneurial spirit and vision may apply for the Entrepreneurial Scholars Program, a renewable annual scholarship of $3,000.

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**Scholarships and Financial Assistance**

1. **No-loan assistance packages** for families with low incomes
2. **Financial assistance awards** that range up to the full cost
3. **Merit-based scholarship programs**
4. **Need-based scholarships** and other financial assistance
5. **Free and easy one-page financial assistance application**
6. **Individualized attention** with your own financial assistance counselor
7. **A commitment to helping you** throughout your undergraduate years
8. **Let’s start the conversation early—we want to help**

**International Students**
For financial assistance information, see Financial Assistance for International Students at [admissions.wustl.edu](http://admissions.wustl.edu) or call 800.638.0700 (within the USA) or 314.935.6000.
MORE INFORMATION ON FINANCIAL ASSISTANCE AND SCHOLARSHIPS
High school seniors on our mailing list receive our Scholarships brochure, with full instructions and applications for Scholarships. More information on need-based financial assistance is also available at admissions.wustl.edu.

TO APPLY FOR TRANSFER ADMISSION
Transfer admission to Washington University is both selective and competitive. In any given year any academic division may have from zero to a small handful of slots available. With this small number of transfer spots open, we recommend the strongest candidates for admission present proof of a high school diploma or equivalent and proof of a high level of academic success at their current institution. Transfer applicants are required to submit transcripts reflecting all collegiate work undertaken. The applicant should submit the Common Application and Washington University’s brief supplemental questions at commonapp.org. Your application must be accompanied by a $75 nonrefundable application fee. Transfer students are required to submit a portfolio.

Get answers to specific questions regarding admissions, financial assistance and scholarships, or transfer admission by contacting the Office of Undergraduate Admissions:
TOLL-FREE WITHIN THE USA 800.638.0700
LOCAL 314.935.6000
E-MAIL admissions@wustl.edu
ONLINE admissions.wustl.edu

Washington University encourages and gives full consideration to all applicants for admission, financial aid, and employment. The University does not discriminate in access to, or treatment or employment in, its programs and activities on the basis of race, color, age, religion, sex, sexual orientation, gender identity or expression, national origin, veteran status, disability, or genetic information. Inquiries about compliance should be addressed to the University’s Vice Chancellor for Human Resources, Washington University, Campus Box 1184, One Brookings Drive, St. Louis, MO 63130.
For Cycles, a Sam Fox School Commons course taught by Lindsey Stouffer, students designed and built human-powered vehicles from discarded bicycles, working in collaboration with student mechanics from the nonprofit organization St. Louis Bicycle Works.
ART 13/14

SAM FOX SCHOOL OF DESIGN & VISUAL ARTS

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