The Program
The Pre-College Art and Design program motivates, stimulates and prepares you as emerging artists and designers. Exploring traditional tools and new technologies in a variety of media leads you to develop conceptual and technical skills as well as your portfolio — all excellent preparation for applying to and succeeding in college-level art and design programs. Challenging courses, stimulating workshops, museum and gallery field trips, and energetic interaction with dedicated faculty and talented peers introduce you to the spirit and substance of an art and design school culture and environment.

The Schedule
Each student in session one will be assigned to one of four groups (A, B, C or D). In session two, students will be in one of two (A or B). Their schedule will differ slightly depending on their group assignment and Design Studio preference. Morning classes run 9 a.m. – noon, Monday – Thursday. Afternoon classes run 1 – 4 p.m., Monday – Thursday. Fridays are reserved for workshops, field trips and prep for exhibitions at the end of each session. Printed here is a sample schedule for sessions one and two.

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<tr>
<th>Sample Schedule: Session I</th>
<th>MONDAY</th>
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<td>Animation</td>
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<th>Sample Schedule: Session II</th>
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<td>Communication Design</td>
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Attendance and Participation
Students are expected to fulfill all the requirements of the program in which they are enrolled, including, without limitation: attending and participating in all classes; completing all assigned coursework, homework, projects, exams and any other program requirements. Students who fail to attend class and/or to meet program requirements without explicit approval from their program directors may be asked to leave the program at any time. This will be considered an expulsion, not a withdrawal, and such students will not receive refunds. If students have a legitimate circumstance, illness or emergency that affects their ability to attend class or fulfill the requirements of the program, they must give notice to the academic program directors as soon as reasonably possible.

Outside the Studio
An array of events and opportunities combine to enrich your studio work, including:
- Group visits to places like the Carnegie Museum of Art, Andy Warhol Museum and the Mattress Factory
- A range of Friday morning workshops introducing new or unusual types of artistic activity
- Exhibition of student works in the School of Art is a highlight of Parents’ Weekend
- A portfolio critique with faculty during the final week of your program
- The opportunity to arrange a personal interview with the Office of Admissions

Course Load
Students are encouraged to enroll in the full six-week program to allow a better overall developmental opportunity. A three-week option is only available during session one. Students taking Session I only, must choose between Communication Design and Industrial Design. Six-week stays who take Communication Design in Session I, must take Industrial Design in Session II, and vice versa.

During Session I all students are enrolled in the following courses: Drawing, Sculpture, Digital Animation and the Design Studio of their choosing.

During Session II all students are enrolled in the following courses: Painting, Photography, Printmaking and the Design Studio that wasn’t taken during Session I.

Fridays
On the Saturday of Orientation, students will select from an array of workshops to be taken on Friday mornings. Attendance at workshops is required. Workshops present introductions to a range of topics and skills. Examples of past offerings include: puppetry, soft sculpture, green screening, kinetics, creating an artist website, stretching your own canvas and using a laser cutter.

The first two Friday afternoons of each session are set aside for group field trips. Students will visit art museums, design studios and galleries. Attendance at these outings is required.

Art Studios

Drawing
Create and develop two-dimensional images through a variety of materials and techniques including charcoal, pencil, pen and ink, and non-traditional media. Work with subject matter that addresses the human figure, still life, portraiture, nature and architecture. Appropriate assignments are given to strengthen individual portfolios while sketchbooks are developed.

Sculpture
Explore the 3-D concepts, skills and processes of sculpture by learning a variety of hands-on techniques. Expand your technical vocabulary and confidence in fabrication and construction while working with a range of tools and materials — from the most traditional to the cutting-edge contemporary.

Digital Photography
Use the most up-to-date digital imaging techniques, while learning the fundamentals of photographic art. Learn about camera controls and techniques with respect to aesthetics and vision while using sophisticated computer software such as Photoshop to manipulate imagery. A digital camera (with the manual) is required.
Animation
Understand the tools and techniques necessary to create video art and 2-D animations. This course is a combination of screenings, discussions and hands-on projects. You will learn the basics of digital video editing, lighting, camera techniques, green screening, rigging and animation in Adobe After Affects and Adobe Premier. Students will explore both character-based narratives and non-narrative possibilities. Develop individual finished projects that use animation as a means of self-expression.

Painting
Work with the traditional tools, materials and techniques of painting to develop concepts and skills. Become involved in the creation and organization of shape, form, color and texture while experimenting with paint application and surface development.

Printmaking
Investigate a range of printmaking techniques and materials used to create reproducible images. From silk-screen and intaglio to “zines,” students will explore subject matter and develop new skills using this historically rich and contemporary medium. This course’s focus is on both the development of subject matter as well as technique.

Nudity
The pre-college curriculum is meant to very closely mirror the first-year undergraduate program of study in Carnegie Mellon’s School of Art. Our course work often requires that students work from nude models in courses such as drawing, painting and sculpture. We expect all students to be respectful of one another, their instructors and the models themselves in these instances. If students are unable to participate in class because of nudity, it is their responsibility to approach the instructor ahead of time and receive an alternative assignment.

School of Art Woodshop
As part of the pre-college sculpture course students will use certain tools and machines in the School of Art’s Woodshop. At the start of session one, our School Technician will provide students with a tutorial on how to responsibly and safely use these items. It is required that no students use these tools without appropriate supervision by either the instructor or teaching assistant.

Design Studios
Design is about answering human needs and desires with creative and responsible products and services. Classes in Communication Design and Industrial Design introduce you to new ways of seeing and thinking about the world in which you live — often challenging you in ways you never imagined. Throughout the design classes, you receive personal feedback on your work from your instructors, and learn how to both provide and accept feedback from your fellow students. Not only will the projects help you to develop a portfolio, but also the experience will help you discover whether design at the university level would be right for you.

Communication Design
Learn tools and techniques necessary to create clear and informative messages. Work with typography, color, shape and image to explore visual communication. During the three-week session, projects might include posters, diagrams, books or logos. Students will record their design process throughout the projects.

Industrial Design
Experience the thinking, processes and issues that face today’s product developers. Build the visualization, modeling and concept development skills that designers use to bring us the products and services of everyday life. During this three-week session, projects might include product concept development, visualization and model building. Students will record their design process throughout the projects.

Portfolio Reviews
Toward the end of each session, students wishing to participate may sign up for an individual portfolio review with School of Art faculty. These reviews are meant to be informative and casual. The purpose of the review is for students to get a sense of the review process at
the undergraduate level. Faculty will provide constructive criticism on the quality and content of your work as well as provide advice on how to develop and present an effective portfolio during the undergraduate admissions process.

**Equipment and Materials**

Listed below are items that are required or strongly recommended that you bring. If for any reason it is impossible for you to do so, please contact the program director before arrival to campus.

- 500 Gigabyte external hard-drive (required for all students for the storage of digital works such as animations and photo files).
- Quality digital camera with manual settings (required for all 6-week stays)
- Tackle box or other container for transporting art materials and tools
- Personal sketchbooks (works in progress and new)
- Large portfolio
- Documentation of previous artwork in the form of digital photo files on CD-R or Thumbdrive (for use during the portfolio review)
- Laptop Computer (not required, but recommended)

Material lists for each class are sent to the Carnegie Mellon University Art Store in advance. Everything you need for your individual classes will be available for purchase on the Saturday and Sunday of Orientation (or during family weekend for session two). We highly recommend that students buy their materials once on campus. The Pre-College faculty works with the art store staff to ensure that correct materials (brand, quality, quantity) are provided. That said, students might wish to bring items with them that they already have at home.

*These may include:*

- Pencils/sharpeners/pens/conte crayons/personal drawing materials
- Kneaded erasers and Staedler Mars plastic erasers
- Masking Tape
- Glue Sticks
- X-acto knife and fresh blades
- Scissors
- Measuring devices (36 inch metal T-square, measuring tape, steel ruler)
- Personal brushes
- Palette
- Palette knives
- Water containers

Any questions regarding materials and equipment should be directed to the Program Director PRIOR to the start of the Summer Program and before the student’s arrival to campus.