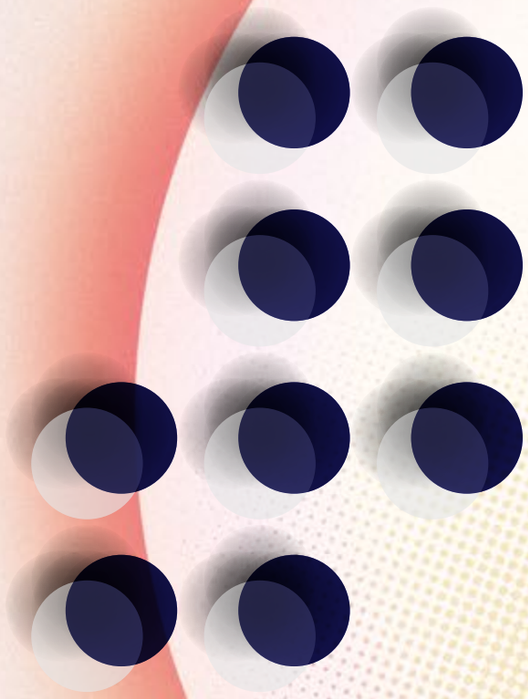
2018 BFA EXHIBITION



ILLINOIS

University of Illinois at Urbana-Champaign
College of Fine + Applied Arts
School of Art + Design

art.illinois.edu

SCHOOL OF ART + DESIGN

2018 BFA Catalog

University of Illinois at Urbana–Champaign
College of Fine + Applied Arts
School of Art + Design

408 East Peabody Drive
Champaign, IL 61820

Greetings from the Director

Welcome

This is a moment to celebrate the creative accomplishments of the class of 2018.

Our graduating seniors have successfully navigated their way through the various curriculums in our nine degree granting programs. The works in this exhibition display a broad range of practices by artists, designers, educators and historians, which illustrate new and established technologies in material and virtual realms. This exhibition demonstrates the School's commitment to excellence and innovation in the practice, study, and teaching of the arts and confirms the advantages of professional studio programs taught in conjunction with the interdisciplinary resources of a research one university. This exhibition confirms that the students and faculty in the School of Art + Design are committed to elevating and sustaining the arts as both a distinct and necessary approach to understanding, as well as a vibrant expression of diverse human experiences.

We celebrate our 2018 graduates and the development of their intellectual and artistic goals as they embark on their careers in the arts.

Alan T. Mette
Professor and Director
School of Art + Design

Designers' Statement

As graduation approaches and we prepare to depart from the College of Fine and Applied arts, the BFA exhibition serves as an opportune moment to observe and reflect on the works and memories we have created and the growth we have each individually experienced during our time here. Our respective programs at the University of Illinois at Urbana-Champaign have allowed us to explore various forms of artistry, refine skills and techniques we proudly hold today, but more importantly allowed us to work amongst the talented and creative minds that form the Class of 2018.

As we took on the role of designing the identity of the 2018 BFA Exhibition and Catalog we desired to represent the culmination of the hard work each student has put into finding their distinct identity as creators of art and design while attending the University of Illinois at Urbana-Champaign. Inspired by our community and student body we sought to highlight how being within the School of Art + Design has created an interdisciplinary environment in which we have been able to form our identities through not only our purposeful and self-driven work but also through the process of learning, iterating, and sharing of knowledge amongst peers as we collectively grew within this creative environment. Our goal was to visualize this moment of pause as we observe the culmination of our growth together and prepare to move forward in our own respective directions.

The work showcased in this catalog is a representation of the talent and skills we have been able to cultivate during our time spent here. We invite those who view this catalog to experience the process and culmination of skills that these students have aquired as we now gather collectively to represent the School of Art + Design at the University of Illinois at Urbana-Champaign.

Cate Hummel
Graphic Design + Photography

Melvin Melendez
Graphic Design

Class of Twenty-Eighteen

Art Education

Hannah Ayers
Jessica Barrera
Alethea Busch
Lucy Christianson
Vanessa Garcia
Emma Jebe
Asusena Martinez Balderas
Siegfried Oyales
Elizabeth Pettett
Anna Renken
Kayla Stanko

Art History

Tiffany Diep
“Mew” Lingjun Jiang
Anes Chung Ah Lee
Veronica Severini
Xiaofan Wu

Crafts

Haley Cox (Metal)
Siegfried Oyales (Ceramics)
Angela Yu (Metal)

Graphic Design

Alyssa Aiello
Kady Barnfield
Jessica Bautista
Vincent Chang
Yinuo Chen
Keenan Dailey
Leah Fessler
Xi Gong
Christine Ha
Brittany Heyen
Vivian Hong
Lydia Hoopingarner
Cate Hummel
Melanie Iverson
Jessica Kaplan
Audrey Kerpan
Sohyun Kim
Suge Lim
Emily Lynn
Karolina Malaczynski
Melvin Melendez Alvarado
Juliany Nakazato
Duong Nguyen
Rachel Pickus
Katherine Powell
Juliana Reinhofer
Danica Robinson
Ana Rodas Lopez
Klaritza Rojas
Maxwell Rowland
Camille Ruiz-Funes
Christine Ryan
Alexandra Schroeder
Alyssa Vogt
Charlee Walker
Haley Walker
Monica Wilner

Industrial Design

Kayla Arquines
Kristine Bilotas
Grace Buenrostro
Jingyue Cao
Yazmine Carbajal
Jenny Cen
Rachel Chen
Seong Gyu Choi
Marcia Chou
Sarang Chung
Clark Csiki
Anton Culjak
Sarah Dunford
Lisa Fernandez
Raymond Garcia
Lulu Guo
Mengran Gu
Richard Han
Samantha Heiberger
Brittany Holsman
Lucas Hsu
Deborah Huh
Melanie Iverson
Megan Jankovec
Eun Ji Jung
Karsen Kopmann
Nathanial Lee
Raf SangHo Lee
Min-Cheng Lee
Evelyn Li
Yiwei Li
Yunxuan Lin
Fang-Ying Lin
Ruozeng Liu
Tongqi Lu
Taylor Mack
Clark McCrery
Megan McDonnell
Samuel Morse
Dawn Nguyen
Edward O’Malley
Marlene Perez
Dylan Rigsby
Alaina Schneider
Thomas Schnell
Gloria Wang
Jared Webster
Madeline Wettstein
Jiyuan Xin
Yating Zhang
Tiffany Zhang
Qiuji Zhao
Yutong Zhu
Jian Zu

New Media

Cailin Curry
Brandon Gerber
Sara Pelaez
Madison Wallace

Painting

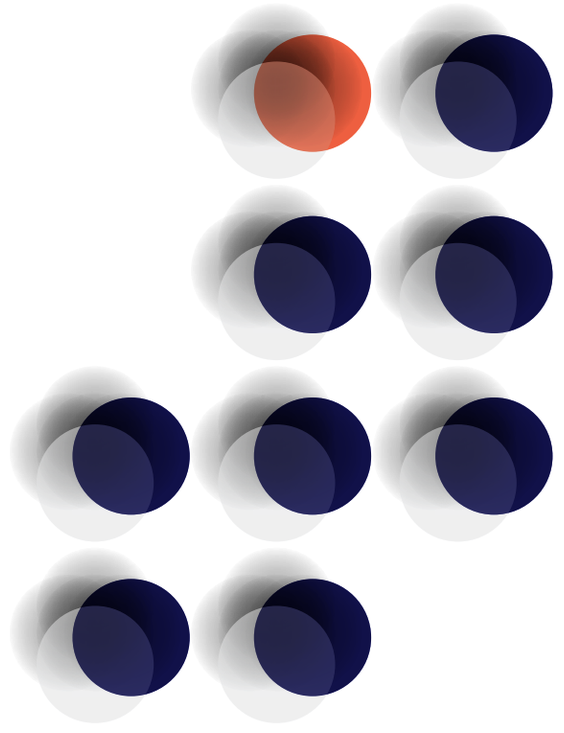
Claire Bradley
Veronica Clements
“Mew” Lingjun Jiang
A Na Kim
Jihee Lee
Elizabeth Pettett
Emmanuel Pratt-Clarke
Anna Renken
Kira Schnitzler
Congying Shi
Frank Vega

Photography

Chelsea Gerber
Carolina Gil-Pelayo
Cate Hummel
Byung Kyu Jeon

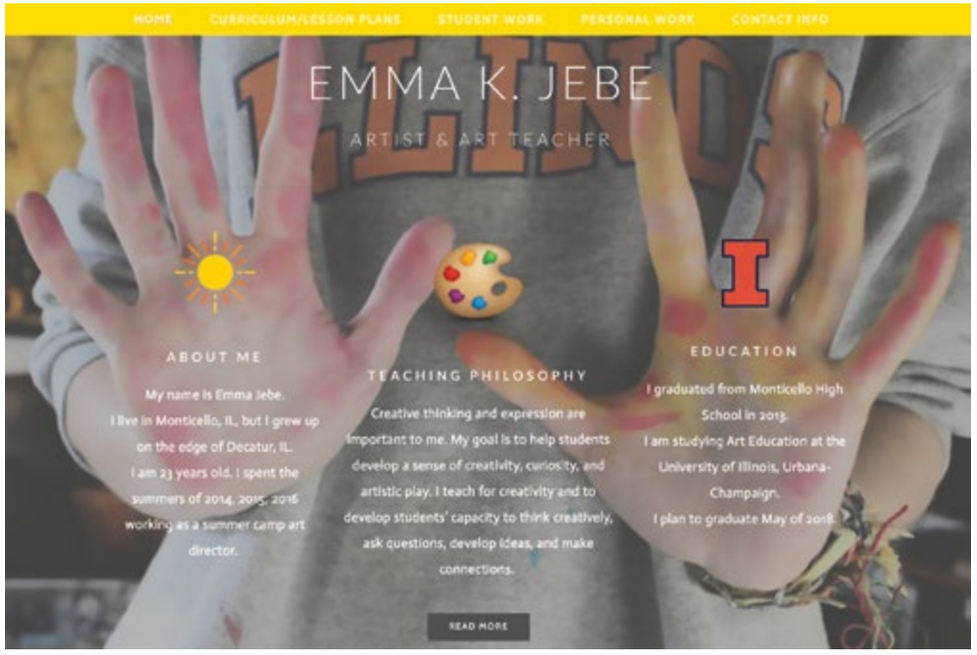
9 Art Education
13 Art History
20 Crafts
23 Graphic Design
37 Industrial Design
48 New Media
51 Painting / Sculpture
58 Photography

Art Education



Alethea Busch, *Panorama*, oil on canvas, 24 x 48 in

Siegfried Oyales, *Mancala (Modular Set)*, stoneware with shino and ash glaze, gas fired, 2 x 28.5 x 8 in



Emma Jebe, *www.emmakjebe.com*, website

Elizabeth Pettett, *Big Girls*, acrylic paint, watercolor, ink, masonite, 5 ft x 4 in

Anna Renken, *"Back Off" from Guise*, embroidery thread, wooden hoop, fabric, 4 x 4 in

Art History

Krannert Art Museum is an invaluable resource for students in the School of Art and Design at the University of Illinois, and particularly for those in art history. Majors in art history work extensively with the museum's collections and participate in its many events and activities. They sometimes serve as interns at the museum or consult with its curators and staff. Numerous graduates from the School of Art and Design have gone on to work professionally at museums. For this year's BFA catalogue, seniors in art history chose to write short essays about objects from the Krannert's collection as a tribute to the importance of the museum in their education.

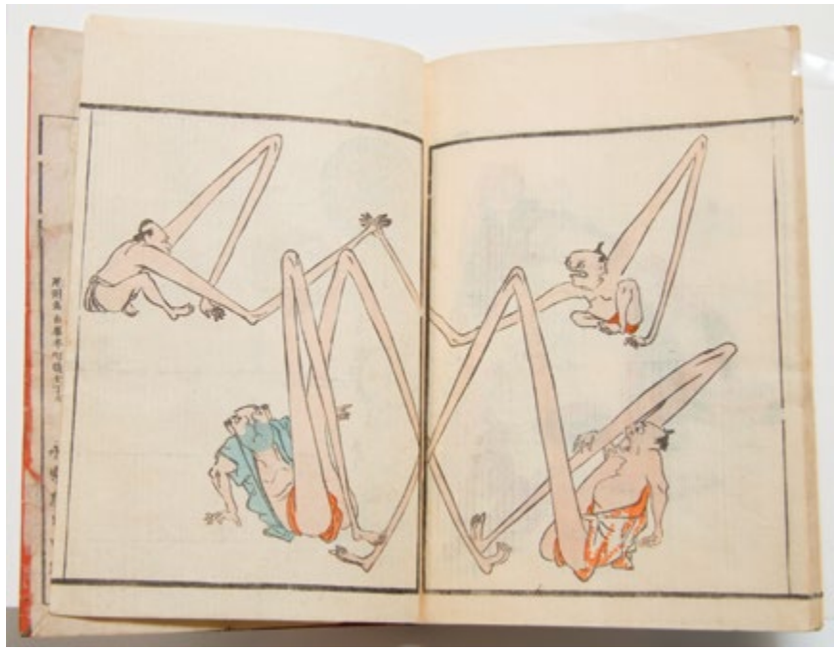
Lingjun Jiang

Kyōga-en (狂画苑), literally “garden of the crazy drawings,” was a typical title for books of humorous illustrations and caricatures in Edo-period Japan (1615-1868), especially in the latter half of the Edo period. There were many different types of illustrated books entitled *Kyōga-en*. They played a central role in popular culture and the burgeoning consumer society that developed in the Edo region (present-day Tokyo) over the course of the nineteenth century.

This illustrated book from the collection of Krannert Art Museum is by Maki Bokusen (牧,墨遷; also named Gekkōtei Bokusen 月光亭墨遷). It was first published around 1815, and was still reprinted and redistributed in the late Edo period, even after Bokusen passed away. It was in all likelihood a popular publication. This copy was published posthumously in the late 19th century, as is indicated by advertisements inside the book for other publications produced at the time.

Bokusen was a student of the famous artist Katsushika Hokusai (葛飾北). In addition to his Ukiyo-e colored woodblock prints, Hokusai was also known for his many entertaining caricatures. His illustrated book series *Hokusai Manga* 北斎漫画 was a longtime best-seller in the Edo period. Advertisements for *Hokusai Manga* and other works by Hokusai are included in this illustrated book.

Kyōga-en Shohen contains fifty pages of colored illustrations, a three-page preface by Bokusen, and a colophon indicating the printer and place of publication. Bokusen’s works are in the style of Hokusai, and his caricatures are indeed humorous, depicting people engaged in various activities. Some illustrations poke fun at aristocratic women and men, mythical creatures, and even the Seven Lucky Gods from Japanese folklore.



Maki Bokusen
Kyōga-en Shohen (Mad Sketches, Volume 1), Pages 50-51, ca. 1840-1870
Bound color woodcut, 9 x 6¼ inches
Board of Trustees of the University of Illinois on behalf of its Krannert Art Museum
Gift of Rachel Weller and Allen S. Weller, Dean of Fine & Applied Arts
1981-4-1

Veronica Severini

Anna Ruysch's *Still Life of Flowers in a Glass Vase* (1690) was acquired by the Krannert Art Museum in 2017. Ruysch was a formally trained painter who produced many floral still-life paintings. She came from an elite family in Amsterdam with artistic and scientific interests: her father was a renowned professor of anatomy and botany, and her mother came from a family of artists.

Still Life of Flowers in a Glass Vase depicts sixteen different species of plants and insects that are arranged to create the illusion of a flourishing bouquet. Many of the flowers were not in bloom during the same season or in the same region. Thus, Ruysch must have combined studies made at different moments from real specimens and the drawings of other artists into the final canvas. Her scientific accuracy was much appreciated by connoisseurs of both flowers and art.

Dutch still-life painting often featured natural specimens and luxury goods acquired from all over the globe, inviting contemplation on the beauty of nature and the power of man. Ruysch's painting includes four tulips, three of which are striped, a rare and highly valued attribute. Tulips were a prized commodity in northern Europe and were seen as representative of nature's artistry. Dutch still-life painters such as Ruysch showcased their artistic skills by creating seemingly factual descriptions, when in actuality they produced persuasive fictions that delighted and awed viewers.

Anna Ruysch
Still Life of Flowers in a Glass Vase on a Stone Table Ledge, ca. 1690s
Oil on canvas, 25 9/16 x 21 1/4 inches
Board of Trustees of the University of Illinois on behalf of its Krannert Art Museum
Museum Purchase through the John Needles Chester Fund and Richard M. and Rosann Gelvin Noel Krannert Art Museum Fund
2017-18-1

Xiaofan Wu

Abraham van Beyeren's *Still Life* is a *pronkstilleven* (luxury still life), a type of painting that was popular in the Dutch Republic during the second half of the seventeenth century. The painting represents a sumptuous display of food, flowers, and tableware. Van Beyeren's painting displays his virtuoso ability to render various surfaces and textures, such as those of the delicate petals, the wrinkled tablecloth, the shiny metal vessels, and the succulent fruits. In particular, the peeled lemon and sliced cantaloupe suggest van Beyeren's sophisticated treatment of both surface and volume. The silver ewer reveals his interest in *reflexy-const*, or the study of light and its reflection from different surfaces. In the reflection on the ewer Van Beyren has included an image of himself in front of an easel, suggesting that he is truthfully depicting everything he sees. The self-portrait can also be understood as a signature, declaring the artist's authorship.

In addition to its celebration of abundant material goods, the painting may also convey a moral lesson. As a leader in international trade, the Dutch Republic was a wealthy nation filled with foreign commodities, some of which are present in the painting. For example, the blue and white porcelain bowl would have been imported from China and regarded as an exotic rarity. However, as members of a Calvinist society that promoted simplicity and austerity, Dutch artists often warned viewers not to overindulge in luxury. Thus, van Beyeren includes *vanitas* symbols that warn of the dangers of a worldly life. In the foreground, an open watch next to the flower suggests the elapsing of time and imminence of death. The contrast between the blooming flower to the left and the withered spray to the right can also be interpreted as a sign of transience.

Abraham van Beyeren
Still Life, ca. 1670
Oil on canvas, 55 x 48 inches
Board of Trustees of the University of Illinois on behalf of its Krannert Art Museum
Museum Purchase through the Ellnora D. Krannert Fund
1972-2-2

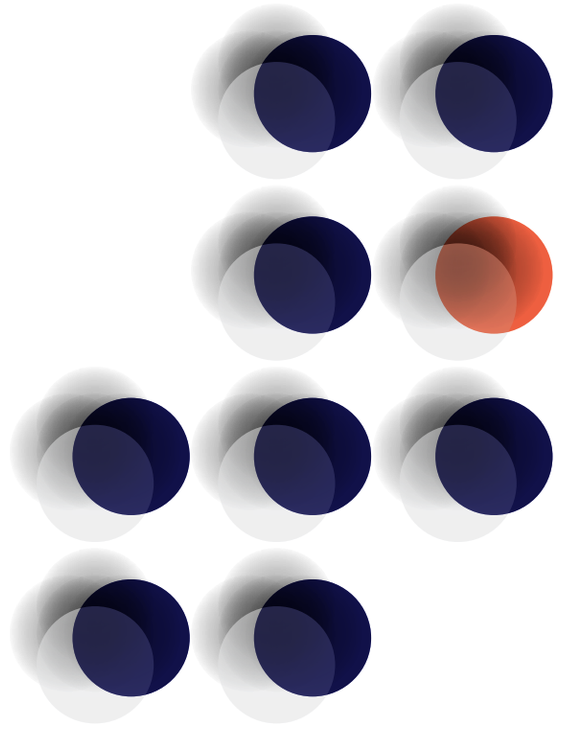
Crafts

Haley Cox, *Beauty is not skin deep*, wood, paper, trim, paint, 3 x 6 x 6 in (largest bracelet)

Siegfried Oyales, *Multicell Vessel no. 2*, stoneware with shino and ash glaze, gas fired, 18 x 12 x 8 in

Angela Yu, *Untitled*, copper, brass, enamel, decal, paint, 3 x 7.5 x 3 in

Graphic Design



Alyssa Aiello, *Mystic Poster*, print, 11 x 17 in

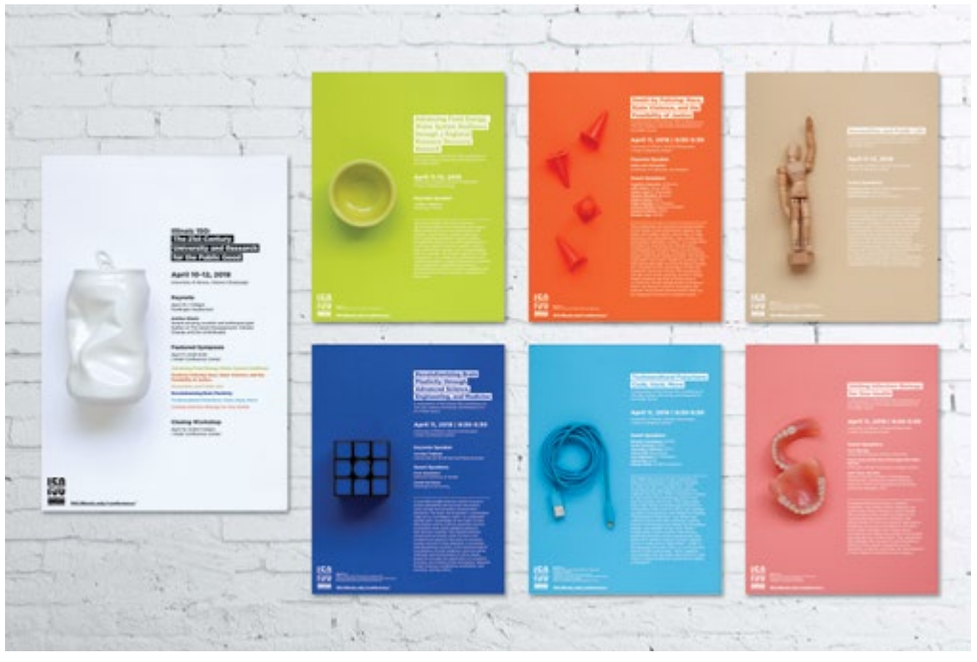
Keenan Dailey, *A Tale of Unrequited Burden*, digital illustration 2731 x 4096 px

Kady Barnfield, *Noir*, digital illustration, 11 x 17 in

Leah Fessler, *International Sisterhood of Radical Honesty*, screenprint, 11 x 14 in

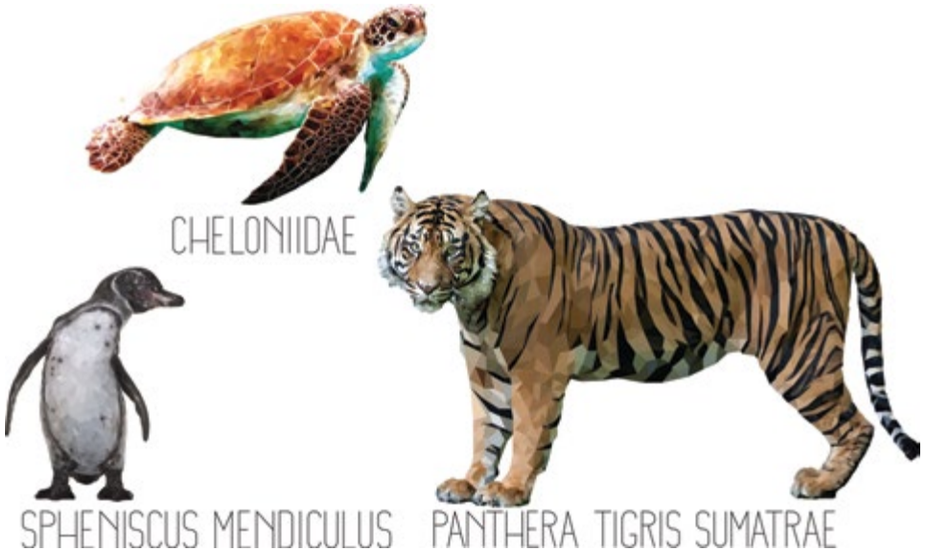
Xi (Ozzie) Gong, *Now or Never "N/N"*, beer branding and packaging, 5 x 5 in

Lydia Hoopingarner, *Local Bar Crawl*, screenprinted t-shirts and temporary tattoos, various dimensions



Brittany Heyen, *Illinois 150 Symposium Posters*, photography and print design, 9 x 13 in & 8.5 x 11 in

Cate Hummel, *Dead Poxxum Coffee*, screenprint & branding, various dimensions



Melanie Iverson, *WWF Endangered Species*, digital illustration, 11 x 17 in

Emily Lynn, *Plant Booklet*, ink and embedded seed paper, 5.5 x 7 in

Sohyun Kim, *Miss Last*, digital, 4500 x 3000 px

Karolina Malaczynski, *Solace App Design*, digital, 2400 x 1800 px

Melvin Melendez Alvarado, *Self Visualizer*, app design, 1600 x 1200 px

Duong (Jess) Nguyen, *West Soy*, packaging, 4167 × 3333 px

Juliany Nakazato, *A Spark of Nostalgia*, branding, 8 fl oz

Rachel Pickus, *Missed Connections*, print design, 5.8 x 8.3 in

Katherine Powell, *Plastic*, book, 8.5 x 5.5 in

Klaritza Rojas, *A Tapestry of the Immigrant Experience*, interactive exhibit, 9000 × 6000 px

Juliana Reinhofer, *Cooking Forward*, print: recipe cards, t-shirts, business cards, various dimensions

Maxwell Rowland, *Sisterhood*, wood block relief and screen print, 30.5 x 24 in

Camille Ruiz-Funes, *Copenhagen Culture Night*, Kulturnatten Event Identity, 10175 x 8971 px

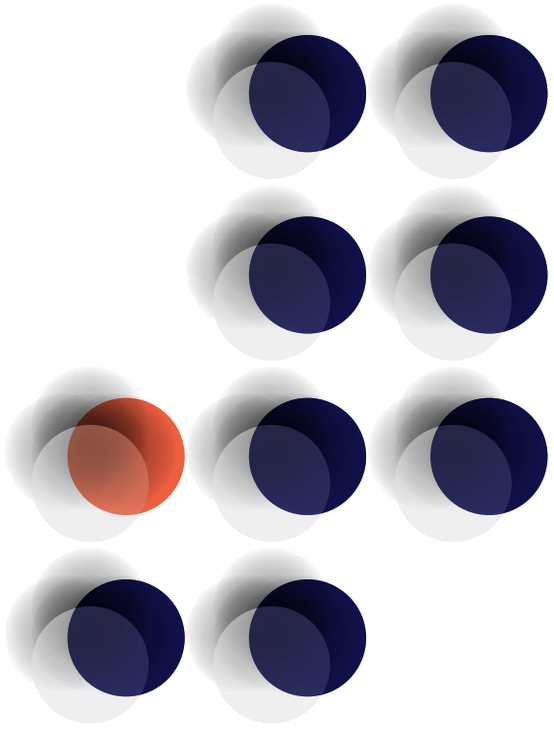
Alyssa Vogt, *Big Data Summit*, print and digital, various dimensions

Alexandra Schroeder, *Mouse Models in NF-1*, digital illustration, 6000 x 5429 px

Charlee Walker, *Designer's Eye*, digital game design, 3006 × 2006 px

Monica Wilner, *Alternative Layout (Die Antwoord)*, digital magazine mockup, 10 x 11.75 in

Industrial Design



Grace Buenrostro, *Snug*, tarp, cardboard, plastic, 20 x 36 in

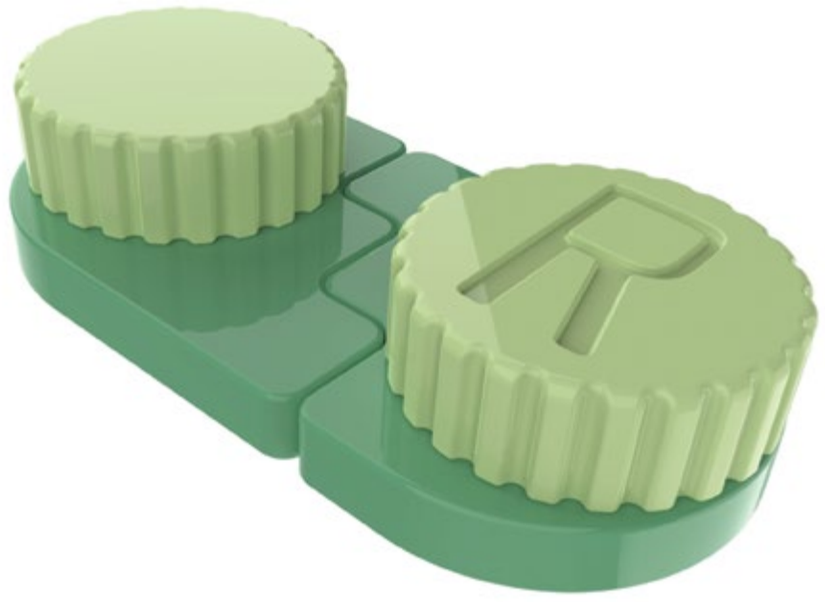
Sarang Chung, *Ridalong*, polypropylene, 30 cm (width)

Jingyue Cao, *Sharing*, product design - electronic kettle, 12 x 17 x 10 in

Sarah Dunford, *Grip Eaze*, 3D rendering, 8.5 x 11 in

Lulu Guo, *Dr. Down Toaster*, image, 2933 x 2429 px

Brittany Holsman, *StepSpot*, digital media, 11 x 8.5 in



Samantha Heiberger, *Connectlens Packet*, solidworks & keyshot, 3 x 0.65 in

Deborah Huh, *JH1*, rubber, EVA, polyurethane, leather, fabric, 9.5 x 4 x 4 in (women's size 7)

Megan Jankovec, *PBRecycle*, keyshot render, 2000 x 1335 px

Evelyn Li, *Insight Bins*, digital image, 7680 x 5900 px

Raf Sang, *Gear H (smart device for K9 dogs)*, rendering image, 3840 x 2376 px

Yunxuan Lin, *PainGone*, foam, 17 x 24 cm

Tongqi Lu, *Toyota FJ Cruiser*, sketchpro, 45.58 x 30 in

Alaina Schneider, *Shave Smart*, digital image, 3738 x 2263 px

Dawn Nguyen, *Purple Forest,* video, 1920 x 1080 px

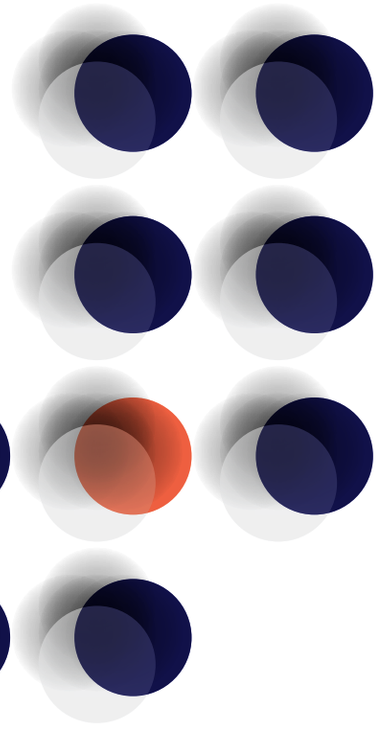
Jared Webster, *Relax: The Vibrating Fitness Ball*, TPE and plastic, 5 x 5 x 5 in

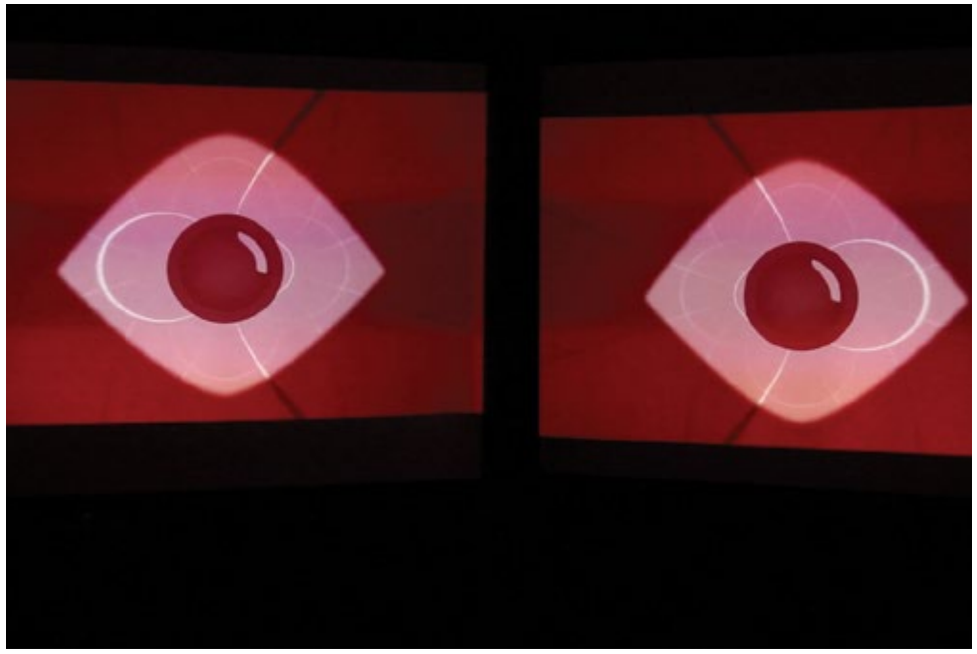
Yating Zhang, *Coconut Opener*, digital image, 30 x 50 cm

Jian Zu, *ZINN*, product design, 3840 x 2086 px

Tiffany Zhang, *Helix Mascara*, digital rendering, 20 x 14.4 in

New Media





Brandon Gerber, *The Eyes - Brandon Gerber*, video, 1920 x 1080 px

Sara Pelaez, *Pinball Love*, video projection installation, body performance, sand, candles, bedsheets, string lights, essential oils, incense, ~ 23 x 12 x 15 ft (l/w/h)

Madison Wallace, *Tall Tales*, paper and ink, 15 x 11 in

Painting / Sculpture

Claire Bradley, *Nest*, india ink on paper, 36 x 48 in

"Mew" Lingjun Jiang, *Paradise of the First Love*, acrylic on wood panel, triptych and exterior panels, 4 x 8 ft

Veronica Clements, *The Plug*, sharpie, crayon, colored pencil, marker, & glitter on canvas, 30 x 38 in

A Na Kim, *Walking with the Alligator*, oil paint, 56.5 x 40 in

Jihee Lee, *Memory Injection (detail shot)*, oil paint, embroidery, yarn, chocolate syrup, and nails on wood, 48 x 72 in

Emmanuel Pratt-Clarke, *"A Beach Google Cannot Find"*, mixed media on canvas. (spray paint, collage, tape), 16 x 20 in

Elizabeth Pettett, *Pussy Is a Place*, ink on bristol board, 13 x 9 in

Anna Renken, *"Portrait One" from Guise: Detail*, Colored Pencil, 74 x 50 in

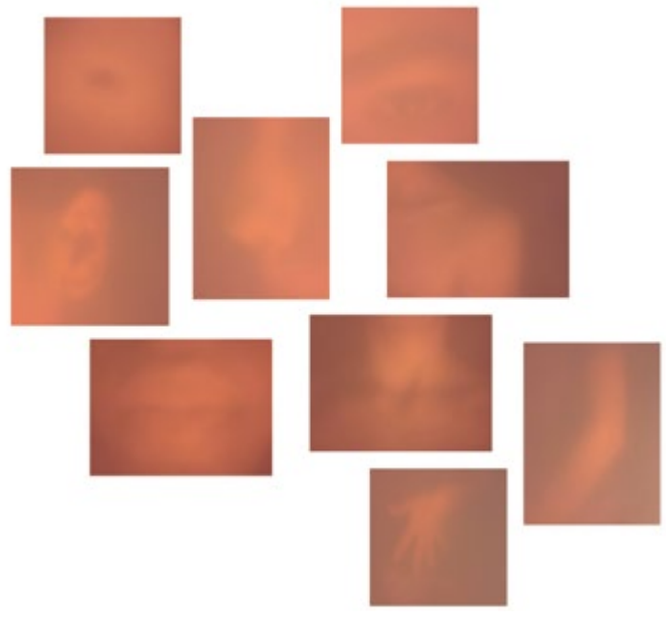
Kira Schnitzler, *Coronation*, oil on canvas, 54 x 42 in

Frank Vega, *Another Beginning*, oil and acrylic on panel, 11 x 12 in

Congying Shi, *The Universe*, oil painting, 9 x 12 in

Photography

Chelsea Gerber, *Holga Red*, Fujifilm Instax mini instant film, 3.2 x 2.1 in



Carolina Gil Pelayo, *Pieces Of Me*, photography, 40 x 40 in

Byung Kyu Jeon, *White Room*, photography, 64 x 40 in

Shania Wright, *Shhh...*, photograph, 38 x 30 in

Studying the Visual Arts

The School of Art + Design is committed to developing the next generation of leading artists, designers, scholars, and educators. Our graduates are specialists in creativity and visual communication, and our curricula develop entrepreneurial and problem-solving skills that are increasingly valued across multiple domains. An undergraduate degree from the School of Art + Design can be the pathway to becoming a practicing artist/designer, educator, and scholar. Or it could lead to further study towards an advanced degree.

Students in our school learn from and exchange ideas with accomplished practitioners on a daily basis. In most classes, students work closely with a faculty member to develop their aesthetic vision, build technical skills, and expand their critical thinking. Our faculty and staff offer a wide range of expertise, backgrounds and interests, and are eager to work with students to construct individualized cross-disciplinary experiences for them. The faculty are active professional artists, designers and scholars who routinely achieve national and international recognition. Our yearly Visitors Series gives students exposure to leading contemporary artists, designers, educators, and scholars.

The School of Art + Design is accredited by the National Association of Schools of Art and Design (NASAD) and is regarded as one of the outstanding public university art programs in the United States.

Finding Your Home

Majors

The School offers the BFA degree with majors in the following areas:

- **Art Education**
- **Art History** - *BA degree is also offered*
- **Crafts - Metal**
- **Graphic Design**
- **Industrial Design**
- **New Media**
- **Painting**
- **Photography**
- **Sculpture**

The School offers a variety of Minors to complement other degree programs:

Art + Design Minor
Integrate creative art and design practices with your other academic or research pursuits, and develop transferable skills.

Art History Minor
Complement your major area of study with an art-historical education that will enhance your understanding of the diverse visual cultures that inform today's world. A range of introductory courses form the basis for more advanced work in seminars and lecture classes.

Community-Based Art Education Minor
Work in the visual arts in a variety of locations including cultural centers, museums, hospitals, nursing homes, adult day care centers, schools, and recreation centers.

Art + Design Placement

Of our 2016-2017 graduates, 88% are employed in their chosen field or pursuing graduate study.

Annual Arts & Culture Career Fair, Chicago
February 9, 2018, Jane Addams Hull House, Department of Cultural Affairs and Special Events (DCASE), City of Chicago, Victory Gardens Theatre, The Art Institute of Chicago, City of Elgin, Swedish American Museum, American Writers Museum, Ravinia Festival, Ravinia Steans Music Institute, Gallery 400, National Hellenic Museum, Dream Big Education, Chicago Latino Theater Alliance, Chicago Children's Museum, Auditorium Theatre of Roosevelt University

Local Career Related Opportunities for Art + Design Students
Illinois Business Consulting Group, The Cozad New Venture Competition, The Murphy Participant Observer Program, Urbana Public Arts Grant Program, Boneyard Arts Festival, Daily Illini Media Company: Illustration, Photography, Video, Design, Social Media, Illinois Leadership Certificate Program, Research Park, Norden Design

Summer and Year-round Positions for Art + Design Students

Positions Related to Art History & Administration,
City of Urbana, Public Arts Intern, City of Chicago, Public Affairs Intern, State of Illinois: Art-in Architecture Program Intern, Krannert Art Museum: Family Programs Intern, The Art Institute of Chicago curatorial internships in Photography, Photography Conservation, Architecture and Design, Prints and Drawings, Public Relations & Marketing, Museum of Contemporary Art, Chicago: Exhibition Technicians, Visitor Services, Box Office Associates

Summer Positions Related to Studio and Art Instruction
The Bradford Group: Product Development (Art/Illustration) internship, Interlochen: Instructor of Visual Arts, Visual Art Gallery and Presentations Coordinator, Kiln Technician, Visual Arts Studio Assistant, Studio Technician Visual Arts, Institute Faculty Visual Arts, Scenic Artist, Hallmark: Internships include book designer, lettering artist, and sculptor, Krannert Art Museum: KAM-WAM educational interns, Marwen: Internships in development, finance, marketing, special events, studio, technology, registration, Blue Lake Fine Arts Camp: Art Camp Counselors Laumeier Sculpture Park, Art Camp Counselors & Art Studio Class Instructors, Windgate Museum Internships & Fellowship Awards

Positions Related to Photo, Video, Multimedia
Interlochen: Photography & Video Internship (paid), Bates Dance Festival: Videography/Media 2 positions, Jacob's Pillow Dance Festival: 1 photo, 2 video positions, summer stipend, travel allowance, National Repertory Orchestra: Photo/video, (summer in Breckenridge, unpaid), Wolftrap: Photo/video (summer, February 1 deadline), Illini Union: Photographer/videographer (paid), State Farm at Research Park: Videographer, Multimedia Intern, Spurlock Museum: Photographer, University Facilities and Services: Photographer, Uline: Photographer

Positions Related to Animation, Video, Costume, Puppetry, Set Design
Game Design Instructor, IDtech Camp, Digital Media/Digital Art & Video Game Design Counselors, Emagination Camps, Scientific Animations Without Borders - SawboSM, Interlochen: Motion Picture Arts Staff Assistant- Animation, Documentary, Production (paid), Students can apply for: Paid internships at Disney, Nickelodeon, Warner Bros., Turner, and jobs at Laika

Local Design Positions
These local employers regularly hire students throughout the school year and over the summer to design web sites, interactive interfaces, print and environmental graphics, and to create photography, videography, and animation. UIUC & Research Park: AbbVie, AITS, Campus Recreation, Career Center, Carle Foundation Hospital, Creative Services, Enrollment Management, EnterpriseWorks at Research Park, College of ACES, College of Education, College of Engineering, Cambridge Educational Services, Department of Latina/o Studies, Facilities and Services, Dow Innovation Center, Illini Union, Illio Yearbook, John Deere, Spurlock Museum, State Farm, University Housing

National Summer Positions

Product/Industrial Design
3M, Acco, Adidas (footwear design, apparel design, 3d design), Agati Furniture, Apple, The Bradford Group, Derse Exhibits, fredsparks, GE, Hallmark, Klim Technical Riding Gear, Liberty Hardware, Litania Sports Group, Norden, Simon/Myers, Kaleidoscope, Mechtronics, Juno Lighting, Teams, RTC Nestle, Newell Rubbermaid, Pactiv, Radio Flyer, TricorBraun, Whirlpool

Graphic Design
3M, DigitasLbi, PGAV Destinations, College of Veterinary Medicine, EP Technology, Facebook, Hallmark, Kaleidoscope, Landor, Litania Sports Group, Motorola, Morton Arboretum, Ogilvy & Mather, Morningstar, Webb deVlam, Sapient Nitro, Simon/Myers, Toca, VSA Partners, Weber Shandwick

Web or Interaction Design
AKA Media, DigitasLbi, Epic, Campus Information Technologies, Country Financial, Division of Intercollegiate Athletics, eText, CITL, Hallmark, ntelliwheels, Flinja, John Deere, National Center for Supercomputing, Applications, Solstice Mobile, State Farm, Right Hat, Volition, Sapient Nitro, Yelp, Yahoo!

Frequent Employers (Full-time Positions)
3M, Abelson Taylor, Agati Furniture, AMD Industries, Apple, Beverly Arts Center, Big Monster Toys, Bish Creative Display, Caterpillar, CDW, Chicago Public Schools, Crate & Barrel, Design Ideas, Simon/Myers, DigitasLBi, Tanagram Partners, Fellowes, Inc., Google, Goose Island Beer Company, Grillo Group, Groupon, Gyro:, Hebru Brand, Herman Miller, Kaleidoscope, IDEO, John Deere, Krannert Art Museum, Leo Burnett, Lillstreet Arts Center, Newell Rubbermaid, Metropolitan Museum of Art, Microsoft, Morningstar Niven, Ogilvy + Mather, Radio Flyer, Scientific Animations Without Borders, Sears Holding, Shedd Aquarium, Solstice Mobile, Someoddpilot, Steelcase, Straight North, SUNY Buffalo, TOKY, TEAMS, TricorBraun, VSA Partners, Webb deVlam, Whirlpool, Wolfram, Wright Auction House

Multiple majors have been employed at the Champaign-Urbana Community FabLab

While many of our graduates go on to successful careers in the arts, others use their four years in The School of Art + Design to develop research, writing, and critical thinking skills at this renowned liberal arts/R1 institution. In addition to practicing artists, designers, and faculty, we count among our alumni architects, attorneys, judges, curators, librarians, urban and regional planners, software engineers, directors, CEOs, pastors, counselors, and healthcare professionals.

Sample Titles

2D Graphic Artist, Art Conservator, Art Director, Art Teacher, Artist, Assistant Designer/Fabricator, Assistant Manager, Associate Designer, Brand Consultant and Designer, Color Consultant, Communications Associate and Social Media Manager, Conservation Tech, Curatorial Assistant, Designer, Educator, Freelance Designer, Front End Engineer, Graphic Designer, Industrial Designer, Interactive Media Designer, Market + Communication Specialist, Marketing Communications Specialist, Marketing Designer, Material Designer, Page Designer, Pattern Maker, Photographer, Product Designer, Product Merchandise Lead, Sewing Assistant, Sound Engineer, Tattoo Apprentice, UX Designer, Versioning Editor, Videographer, Visual Designer, Visual Merchandiser

Facilities

The School of Art + Design provides a work environment conducive to developing your own creative direction. Students work in dedicated studio spaces and have access to our extensive laboratory, workshop, and exhibition resources. The equipment housed in our labs ranges from cutting edge 2D and 3D design and fabrication software and hardware to traditional woodworking and film photography tools.

Our computer labs offer students a wide range of hardware, including over 100 Mac and Windows computers, and multiple printing options, including a solvent-based inkjet printer and cutter, and state of the art large format photo-quality inkjet printers. Software available includes industry standard applications for video, sound design, page layout, photo manipulation, 3D modeling and rendering, and animation. Our digital output lab is equipped with multiple 3D printing technologies, 3D scanners, a laser cutter, and computer controlled embroidery.

The school also maintains laboratories equipped with a comprehensive selection of hand and power tools for manipulation of traditional three-dimensional materials, in addition to computer controlled routers. The ink lab houses an entire floor of traditional printmaking equipment, and our darkrooms provide access to silver-based photographic

processes. In addition, we maintain extensive work areas for the ceramics and metals disciplines. Our shooting studios provide a professional photography and video recording environment. Of special note is our checkout window, which provides Art + Design students the opportunity to take advantage of our wide selection of portable equipment. Items available to students at the window include: point-and-shoot and professional digital SLR cameras; digital video cameras; audio recording equipment; film and print processing tools; digital projection and presentation equipment; computers and peripherals; medium and large format film cameras; and continuous and strobe lighting equipment.

Community

The School of Art + Design has approximately 540 undergraduates and 70 graduate students. The School is situated within the College of Fine and Applied Arts and benefits from proximity to six academic neighbors within the College: the School of Architecture, School of Music, Departments of Dance, Theatre, Landscape Architecture, and Urban and Regional Planning.

The University of Illinois provides an atmosphere well suited for developing a professional career in the arts. As a major research university, Illinois provides a full range of progressive cultural and intellectual opportunities and encourages interdisciplinary work among its faculty and students.

Institutional resources contributing to this conducive environment include the Krannert Art Museum, the Krannert Center for Performing Arts, Japan House, the University of Illinois Library (the largest public university collection in the nation), the Beckman Institute for Advanced Science, and Technology, Siebel Center for Computer Science and the National Center for Supercomputing Applications (site of some of the most sophisticated technological research in the world).

Visitors

The School of Art + Design Visitors Series is designed to give students access to a network of artists designers and scholars of regional, national and international reputation.

Recent Visitors (2015-2018)

Basel Abbas + Ruanne Abou-Rahme
Alberto Aguilar
Mike Andrews
Antena
Borderland Collective
Amanda Browder
Kennedy Brown
Maria Buszek
Colby Caldwell
Dan Cameron
Holland Cotter
Designers & Forests
(Megan Urban & Jason Dilworth)
Allan DeSouza
Keetra Dean Dixon
Crista Donner
Lisa Erf
Coco Fusco
Maria Gaspar
Rico Gatson
Ken Gonzales-Day
Andrea Geyer
Paul Hatch
Tempestt Hazel
Jessica Helfand
Scot Herbst
Walter Herbst
Stacey Jessiman de Nanteuil
Paddy Johnson
Kelly Kaczynski
Tom Kalin
Lauren Kalman
Brett Kashmere
Laura Letinsky
Chris Kraus
Machiko Kusahara
Jose Lerma
Laura Letinsky
Barry Lopez
Jaleh Mansoor
Miwa Matreyek
Michael Jay McClure
Steven Melamed
Jason Middlebrook
Myra Mimlitsch-Gray
Madsen Minax
Dylan AT Miner
Cheryl Pope
John Preus
Raqs Media Collective
Sara Raza
Jennifer Reeder
Vanessa Renwick
Jen Delos Reyes
Jon Rubin
Bryce Rutter
Zina Saro-Wiwa
Abigail Solomon Godeau
Matthew Steinke
Shannon Stratton
Astria Suparak
Tony Tasset
Hank Willis Thomas
Fereshteh Toosi
Surya Vanka
Gregory Volk
Lynne Warren
William Wegman

Acknowledgments

The 2018 BFA Exhibition is sponsored in part by
John and Alice Pfeffer

Special thanks to **Jon Seydl**, Director of the Krannert Art Museum and Kinkead Pavilion, and the **staff of the Krannert Art Museum**, especially **Walter Wilson**, for their generosity and assistance with the 2018 BFA Exhibition.

Special thanks to **Patrick Hammie** and **Cliff Shin** for serving as co-chairs of the 2018 BFA exhibition and to **Cate Hummel** and **Melvin Melendez** for the design and production of this catalog and accompanying website under the guidance of **Nekita Thomas**.

bfa.art.illinois.edu/2018

School of Art + Design 2018 BFA Graduate Exhibition Committee
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Ryan Griffis
Ben Grosser
Laura Hetrick
Steve Hudson
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Joyce Thomas
Nekita Thomas

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Peter Mortensen, Acting Dean

School of Art + Design
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