MARYLAND INSTITUTE COLLEGE OF ART

Summer ’16

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On Campus

COMMENCEMENT 2016
ART MARKET 2016
CONSTITUTION DAY 2016

BUILD A BETTER 3D PRINTER

JOHN WATERS: THE KING OF FILTH

THE UPSTARTS

On Campus
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Artists and designers are some of the world’s most creative thinkers. What’s more, they are ambitious risk takers whose imaginations generate an abundance of ideas. It’s no surprise then that a large number of art school graduates—up to 75 percent—go on to become entrepreneurs who launch truly innovative businesses, and many members of the MICA community exemplify this entrepreneurial trend.

To help maximize and support these efforts, MICA recently hosted a “Shark Tank”-style venture initiative called the Up/Start Venture Competition—the College’s first pitch and startup contest for students, graduates, and alumni who are launching or growing businesses. Last spring, eight teams of MICA-related entrepreneurs competed in front of a live audience and a panel of judges made up of some of the city’s most successful business leaders and owners, with up to $100,000 in investment funding awarded to four teams. Audience members chose a $5,000 People’s Choice winner.

**THE UP/STARTS**

**MICA ART AND DESIGN ENTREPRENEURS COMPETE FOR $100,000 IN VENTURE FUNDING THROUGH UP/START INITIATIVE**

Founded by Jay Jackson ’16 (MPS in the Business of Art + Design), along with Micah Payne, Terrence Carpenter, and Jack Rous, TNP Studio received $30,000 in investment funding. TNP Studios, LLC is a media company focused on talk shows that focus primarily on film, gaming, and politics. It provides on-demand programming that aims to entertain as well as inform its audience through engaging and meaningful discussion.

**TNP STUDIOS**

Founded by Julie Buisson ’15 (MBA/MA in Design Leadership) and partner Mark Vendelita, MODERNature received $30,000 in investment funding. MODERNature is a company that specializes in the development of sustainable growing methods for use in cities. They use a mix of human-centered design and biomimicry to create technologically-driven agricultural solutions that are truly ecologically minded.

**MODERNATURE**

Founded by Sam Acuff ’15 (General Fine Arts BFA) and Brendan Choi ’16 (Interdisciplinary Sculpture BFA), Two Bolts Studios received $25,000 in investment funding. Two Bolts Studios is a small fabricating shop focusing on handmade furniture that incorporates reclaimed materials and industrial design. They want to make handcrafted furniture more accessible and bring work back to artisans and aspiring craftsmen.
Founded by Juan Sebastian Serrano ’16 (Painting BFA), Renz Balagtas ’14 (General Fine Arts BFA) and Sam Rietenbach ’16 (General Fine Arts BFA), Joint Youth Movement received $15,000 in investment funding. JYM’s mission is to positively impact cultural and creative exchange in Baltimore City by uniting and promoting emerging artists and creatives in a professional and fair (equal access) manner, and in a socially conscious way. Their vision is to establish themselves as the curator and retail location of choice for emerging artists and clients in Baltimore and the Mid-Atlantic region.

The Up/Start competition is part of an ongoing College-wide entrepreneurial initiative, which was launched earlier this year after MICA was awarded a three-year, $600,000 grant from the Philip E. and Carole R. Ratcliffe Foundation to capitalize on the unique talents of its students and recent graduates.

MAX MOORE ’13
(Environmental Design)

COMPANY
DAVID EDWARD FURNITURE

Behind the unassuming red brick walls of David Edward Furniture’s headquarters, located on a sleepy street near West Baltimore, is a hive of activity. Inside, a number of skilled craftspeople use old-world methods to handcraft high-end, high-quality furniture for clients around the world. Among those in the bustling facility is MICA alumnus Max Moore, one of the designers working in the company’s in-house design studio. “At any given moment, we’re working on a ton of projects,” Moore said. Current projects include work on custom reclining sleep chairs for a Cleveland, Ohio hospital, a slew of sofas for the National Gallery of Art in Washington, DC, and an original design that incorporates a system of repeating units to form a table.

EMILY RAGLE ’12
(Graphic Design)

COMPANY
PLATED

At Plated—a company that delivers chef-designed recipes and measured ingredients to subscribers nationwide—the term “product” can be applied to anything their users interact with, from a feature in a mobile app to a physical product such as a recipe card. Emily Ragle, principal product designer at Plated, conducts research and creates digital assets for the company. Recently, when Plated’s business model changed to a subscription service, Ragle was tasked with ensuring that customers who went to plated.com to choose which recipes would be delivered to them found the process as simple as possible. “It was a fun and interesting UX challenge, and I’m very proud of the outcome, as it made a major impact on our users and the business,” Ragle stated.

MARK PANCHARM ’13
(Illustration)

COMPANY
THE PETTING ZOO

Mark Pancham, toy designer at the Baltimore-based company The Petting Zoo, says that the fundamental skills he learned in concept illustration—including anatomy and perspective—are necessary for accurate results in his work. “You need a good understanding of drawing and design,” he noted. “For the most part, everything I design will be three-dimensional, similar to character designing for certain video games and movies.” Pancham works closely with The Petting Zoo’s leadership and sales team to provide new designs as well as custom products. One of his favorite projects was a new product line he developed independently that features playful, box-shaped sea life and wildlife plush animals; the new products recently launched in gift stores at Sea World and Busch Gardens.

Alumni from programs across MICA are using their skills to create thriving careers in the expanding field of object and product design. While some are designing traditional three-dimensional objects, others are delving into the expanding arena of digital product design. As society continues to merge technology with day-to-day living, their work can increasingly be seen everywhere—in hospitals, museums, gift stores, and online.
The artist as entrepreneur? It may not be intuitive for many connections but once you think about it, it makes perfect sense. Two MICA graduates, both of whom earned their BFFAs in interdisciplinary sculpture, have built a business around developing a better 3D printer. Harrison Tyler ‘14 (Interdisciplinary Sculpture BFA) and Evan Roche ‘14 (Interdisciplinary Sculpture BFA) became interested in digital fabrication while students at MICA and created the first prototype as part of their thesis project.

Today, Tyler and Roche are serving as MICA’s first Entrepreneurs-In-Residence. As part of their residency, they have created a two-day Buildclass and are teaching MICA community members how to build, program, and repair their own 3D printers. Participants tell Tyler and Roche what they want to print, and the sculptors-turned-engineering experts help customize the printers to create the desired end result.

The duo plans to offer workshops around Baltimore, eventually creating a core group of 3D makers.

Tyler and Roche’s company, Jimmi Research, also works with early stage researchers at institutions such as the Johns Hopkins University School of Medicine to produce customized 3D printers capable of printing objects using biomaterials.

“These are game-changing technologies,” says Tyler, “with the potential to change medicine, agriculture, and other critical industries. One goal, for example, is to 3D print an organ one day—using your own cells.”

Tyler, who spent his childhood years playing with Legos, Tinker Toys, and K’NEX, channeled his spatial abilities not into science but into sculpting. Making the leap from sculptor to 3D printing expert was simple.

“I don’t come from an engineering or science background,” says Tyler. “But there are so many crossovers between art and design and 3D printing, it felt like a natural transition. As an artist, you have to be thinking entrepreneurially if you want to sustain yourself and continue your practice.”
Baltimore’s growing technology startup-driven and entrepreneurship-driven economy, largely comprised of health services, IT, business, and finance sectors, presents an environment ideal for cross-sector partnerships in emerging design fields. In response to these opportunities and to new trends and technologies that have expanded opportunities worldwide, MICA is launching new BFA programs in Product Design and Game Design. Graduates of these programs are expected to be in high demand across a wide variety of industries.

The BFA in Product Design is being developed at a time when the power of object design is especially evident. Digital fabrication has revolutionized the possibilities to create and market products that weren’t even conceivable a few years ago. These same technologies are making designers integral decision leaders in large-scale manufacturing companies.

“If you have a smart phone or Fitbit, you understand that these new connections between things and systems are changing the way we live,” noted Alexander Helnner, associate dean of design and media at MICA. “Well-trained designers who are able to work in 3D environments are highly sought after nationally and around the world, and it’s vital that MICA trains students to be at the forefront of shifts in how and why things are made.”

The new program in product design will prepare graduates for this evolving future, with students gaining deep knowledge of materials, processes, and thinking essential to user-centered design. All students will learn the fundamentals of small-scale prototyping and production, commercial applications and business strategies, and the social and ethical imperatives that drive many of today’s design challenges.

The program will encourage students to tailor their advanced work to specific career goals, while interdisciplinary courses and projects will allow them to collaborate directly with students in other disciplines like graphic design, interactive arts, business, engineering, or experimental fashion, as appropriate.

The BFA in Game Design, which expands on the College’s successful concentration in game arts and is housed under the umbrella of the Department of Interactive Arts, will allow students to create and explore the use of games in new and expanding areas. As Jason Corace, director of the new program and creator of the concentration, said, “Game design today means much more than the simple concept behind a game. Games have moved from a means of entertainment into much wider applications—they can be used in a variety of educational settings, as tools in physical therapy and medicine, and even as instruments of social change.”

Students in the program will work in a team-based, open lab environment where they will make games from prototype to finished form. As they move through the program, students will be able to concentrate on areas of personal interest, such as art production, programming, narrative, animation, or sound, among other specializations.

Because the fundamental nature of game development is multidisciplinary, students will also work closely with other disciplines at MICA, with faculty drawn from the College’s programs in interactive arts, illustration, and animation. What’s more, Baltimore’s wealth of gaming studios, technology startups, medical centers, educational institutions, and nonprofits gives the program access to a number of external partners for collaborative curricular projects.

“Game design today means much more than the simple concept behind a game...they can be used in a variety of educational settings, as tools in physical therapy and medicine, and even as instruments of social change.”
provide peace of mind, and more.

digital applications that entertain, educate, industry players as they design and implement striking out on their own or working for major

landscape. A number of them are working in them to take advantage of a shifting career

advances in technology, they are finding that art careers. As new opportunities arise from

MICA’s alumni aren’t just excelling in traditional art careers. As new opportunities arise from advances in technology, they are finding that the expertise they gained at the College allows them to take advantage of a shifting career landscape. A number of them are working in the growing field of mobile app development, the expertise they gained at the College allows— and more.

“With an arts degree in a technology field, I become multidisciplinary.”

Shawn Cook ‘14 (Interactive Arts BFA) “My artistic background is actually what separates me from many other programmers that work within the game industry,” said Shawn Cook ‘14 (Interactive Arts BFA). “With an arts degree in a technology field, I become multidisciplinary.

Cook, a UX/UI designer at Kung Fu Factory in Los Angeles, is far from a novice. He’s worked on multiple teams at several different studios to develop games for both Android and iOS mobile devices. Two of those projects, Demotions and Card King Dragon Wars, were released in 2015 and featured on the App Store’s Editors’ Choice list. His role in both was that of a UX/UI designer and programmer—in other words, “a tech artist,” he said.

Cook also created a mobile game of his own when he was invited to

Rosenthal also had a slew of ideas, one of which eventually became Pakka Pets, a game app inspired by Tamagotchi—a handheld digital pet-on-a-keychain that was popular in the 1990s.

“The game I’d been working on at Kabam had been out for a while, and the company was putting funding into newer games,” Rosenthal explained. “I was ready for something new, and I had all these ideas for different games. When I was talking to a friend at work about my idea for Pakka Pets, he said, ‘We should make that.’ I thought we should make the game on the side, but after a few months, we’d both left Kabam to work on this new idea.”

The pair worked for two years creating Pakka Pets, a mobile app-based game that launched in the U.S. earlier this year and currently has 150,000 downloads. The game allows users to go on a digital pet adventure where they can “raise, evolve, and discover” different kinds

Rosenthal and his partner recently signed a publishing deal, which will allow them to put more money into marketing the app. “I’ll probably continue to work on Pakka Pets for the next four to six months and assess how the game is doing. I’ve been working on this for almost three years, so I admit, I want to start something new,” Rosenthal said.

“I have a big book with even more ideas. I’m looking forward to what comes next.”
When Nick Richardson ’12 (Environmental Design) was 10 years old, he broke the thumb on his right hand, making the simple act of writing legibly impossible. That incident, and the solution he crafted with the help of his father, would eventually guide his thesis work at MICA, and today it has the potential to impact people struggling with limb loss around the world.

“I couldn’t use my dominant hand, and I had to figure out a way to write so that I could do my homework,” Richardson explained. “I thought that if I could put a pencil on my index finger, I could try to write that way. My dad, who is an architect, helped me make a device with plastic battery packaging, a glue gun, and a pen. That was my first introduction to prosthetics and orthotics.”

Years later, Richardson attended a pre-thesis course in environmental design, where department chair and faculty member Timothy Aziz suggested that students in the class reflect on their childhood or longtime interests when working on thesis ideas. He said don’t try to solve a problem you’ve only recently thought of.

“His words brought me back to that broken thumb and how much fun I had making that orthotic,” Richardson said. “Then, later that summer, I heard an interview with Hugh Herr, head of Biomechatronics at MIT. He lost both legs in an ice climbing accident when he was 19 and went from being a professional athlete to going to community college, then to a state school, then Yale, and then MIT. I thought, ‘This is a sign. I’ve got to do something about this for my thesis.’”

In the months that followed, Richardson began a period of intense research into prosthetics—devices that replace a missing limb or body part—and orthotics—devices that assist existing limbs, such as a knee brace. He talked to professionals in the prosthetic/orthotic and medical industries and read studies done by researchers at MIT and independent research done by Prosthetists, doctors and engineers such as Illini Prosthetic team, Ervin Strait, LN-4 Prosthetics and more.

What Richardson discovered was harsh reality—80 percent of the people who need either prosthetics or orthotics live in developing countries with little access to healthcare. And those that do have access often cannot afford the help they need, because prosthetic and orthotic devices are prohibitively expensive.

“People who can get a prosthetic get a passive: non-moving, or active: body powered—such as, Hosmer-Dorrance hook—limb, because it’s the cheapest thing they can do, and it’s still $5,000 to $100,000 and above. It becomes more expensive because the fit of the socket, that part that attaches the prosthetic to the person, has to be adjusted every one to two years,” Richardson noted. “And the people that are losing limbs are doing so in Uganda because of war crimes. In Ethiopia, kids lose limbs because of landmines from the civil war. Many developing countries have coffee farms where workers are injured because they work with dangerous heavy machinery, as well as, disease and birth defects. I wanted to make it easier for people in these areas to get the help they need.”

Richardson came away from his research determined to create a prosthetic and orthotic system that was not only below market value, but also included an adjustable socket so that users didn’t have to pay additional money as their bodies changed over time.
The system is currently patent pending, and Richardson is facing what he calls a “fork in the road” as he works to grow Bam Bam Prosthetics into a company or nonprofit organization. He is also working with a small number of amputees to continue refining his prosthetic and orthotic devices. One such partner is a ceramic artist and educator who lost an arm due to diabetes complications. “I made a prosthetic for her to use in the art department, which can be pretty rough work in ceramics,” Richardson said. “She can beat up the prosthetic, and if it breaks or gets damaged, it only costs about $25 to replace.”

While Richardson hopes to see his prosthetic and orthotic devices spread across the globe as usable objects, his work will be seen worldwide as part of a design exhibition. Eight of his prosthetic devices, which were displayed in Cooper Hewitt, Smithsonian Design Museum from 2014 until late last year, are currently showing at the Museum of Design in Atlanta and will travel the world for the next three years.

"My dad, who is an architect, helped me make a device with plastic battery packaging, a glue gun, and a pen. That was my first introduction to prosthetics and orthotics."
COMMENCEMENT

EXHIBITION

Gloria Otley, Cuticle, 2016.
Cassia Malle. Pincot.

(left to right) Tatiana Ordonez, Susurros, 2016; Drew Shields, figures from Willygo, 2016.
This past spring, MICA GRAD SHOW 2016 featured the inventive creations of the College’s skilled artists, designers, educators, researchers, thinkers, and changemakers of the MFA, MA, and post-baccalaureate programs. The annual series launched with an impressive array of exhibitions, critiques, gallery talks, presentations, public programs, student-curated installations, and symposiums throughout the City of Baltimore by more than 150 MICA graduate students.

Graduate Studies enlisted the curatorial vision of Doreen Bolger, arts veteran and former director of the Baltimore Museum of Art for the show featuring Community Arts, LeRoy E. Hoffberger School of Painting, Mount Royal School of Art, Photographic and Electronic Media, and Rinehart School of Sculpture MFA programs. The exhibition was located in eight different galleries on and off campus, combining the MFA thesis work of 42 students.

Overall, each leg of the exhibition series showcased outstanding efforts of MICA community members as well as collaborations with the greater arts community.

The following pages include highlights from the various shows.
(clockwise from right) Linxuan Liu, Paper Funeral, 2016; Jiachen Liu, Tao Tie, oil on linen, 2016; Aschely Vaughan Cone, Arch Shield Series, 2016.

(From top to bottom) Abby Bennet, Seed to Table, 2016; Ambika Babu Thiagarajan, Crawl into a Fresh Capacity of Crime, acrylic on paper, 2016.
Baltimore legend John Waters—film director, screenwriter, author, actor, stand-up comedian, journalist, and visual artist—recently visited MICA to present his one-man show, “This Filthy World.” Touching on issues relating to diversity, inclusion, and current events, the show featured Waters’ life story and love for his hometown.

“Baltimore is the best place to live because it is cheap enough that you can be bohemian. Stay here, don’t leave,” he told the sold out crowd at the Brown Center’s Falvey Hall.

Afterwards, MICA President Samuel Hoi, who said it was Waters’ films that introduced him to American culture after his emigration from Hong Kong, led a lively question-and-answer session that included questions from the audience. The event was sponsored by the President’s Task Force on Diversity, Equity, Inclusion, and Globalization.
The Baltimore Office of Promotion & The Arts (BOPA) hosted its inaugural Light City Baltimore festival March 28 through April 4, 2016. According to BOPA, Light City is the first large-scale light festival in the United States. The seven-day festival featured more than 50 light installations and artistic performances along the 1.5-mile BGE Light Walk, spanning the Inner Harbor and into Canton.

Expanding beyond central Baltimore, Neighborhood Lights is a public artist-in-residency program that brings the magic of Light City to life on a community level. Artists-in-residence worked with residents in selected neighborhoods to create public installations, with the help of community groups, over a three-month period. Installations illuminated the night in five neighborhoods: Station North, Little Italy, Hampden, Greater Mondawmin, and Coldstream-Homestead-Montebello.

In addition to illuminating Charm City, BOPA also hosted Light City U, a series of innovation conferences, focused on topics such as social change, health, and sustainability. Guest speakers from many industries and organizations around the city, including MICA President Samuel Hoi, spoke during the four-day series.

MICAs presence in the festival did not go unnoticed. In addition to being one of the major sponsors, MICA students, faculty, and alumni contributed heavily to the planning and execution of Light City. Approximately one-third of the artists, collaborators, and performers were members of the MICA community.

Work from the MICA community appearing in Light City Baltimore 2016 included:

- Into the Zone (Anthology of Accounts and Findings): Rachel Guardiola ’15 (Mount Royal School of Art MFA)
- Pyrrha: Robby Rackleff ’09 (Mount Royal School of Art MFA)
- Diamonds Light Baltimore: Faculty member Mina Cheon ’99 (Hoffberger School of Painting MFA)
- 901 Arts Drumline: Sarah Tooley ’09 (Community Arts MA)
- Light City Festival Coordinator (BOPA Staff Member): Ashley Molese’14 (Curatorial Practice MFA)
- The Dark Lab: Ada Pinkston ’13 (Community Arts MFA) - participated in Neighborhood Lights in Station North Gateway Baltimore: Tic, Pratt, Go: Faculty member Quentin Moseley ’72 (Hoffberger School of Painting MFA)
2016 COMMENCEMENT

LOOKING BACK, MOVING FORWARD

Photos by Nancy Daly '11.
This past May, MICA’s 167th Commencement ceremonies were filled with charges to the artists, designers, educators, researchers, thinkers, and changemakers in the class of 2016. In keynote, administration, and student remarks, speakers addressed matters not just pertinent to the arts, but to society at large. With this gifted, accomplished graduating class, expectations were set high for MICA’s latest alumni.

The College’s ceremonies happened on the heels of an extraordinary display of graduating undergraduate and graduate student work in the Commencement Exhibition and MICA GRAD SHOW. The Commencement ceremonies continued this recognition of student achievement at the College and in the Greater Baltimore community.
JANET & WALTER SONDHEIM ARTSCAPE PRIZE FINALISTS AND WINNERS:
Darcie Book ’04 (Painting BFA), Finalist; FORCE: Upsetting Rape Culture; Hannah Brancato ’08 (Fiber BFA, Community Arts MFA) & Rebecca Nagle ’08 (Fiber BFA), winners.

The competition awards a $25,000 fellowship to assist in furthering the career of a visual artist or visual artist collaborators living and working in the Greater Baltimore region. The prize gives artists an opportunity to exhibit their work at The Baltimore Museum of Art (BMA). The Janet & Walter Sondheim Artscape Prize is held in conjunction with the annual Artscapes juried exhibition and produced by the Baltimore Office of Promotion & The Arts in partnership with the BMA and MICA, during an award ceremony and reception in July at the BMA.

BALTIMORE CITY PUBLIC SCHOOLS TEACHER OF THE YEAR:
Sia Kyriakakos ’91 (Interdisciplinary Sculpture BFA)

Sia Kyriakakos was named the 2016-17 Baltimore City Public Schools Teacher of the Year, during a surprise visit to her classroom in early April. Kyriakakos, an art teacher at Mergenthaler Vocational-Technical High School in northeast Baltimore, began her BPS teaching career in 2011, and has taught art at all levels from kindergarten to college. Kyriakakos received a cash prize, classroom supplies, and threw the first pitch at the City Schools Orioles Night. She is now entered into the Maryland State Teacher of the Year competition.

WINDGATE FELLOWSHIPS:
Jenna Macy ’16 (Ceramics BFA) and Kira Keck ’16 (Fiber BFA)

Jenna Macy and Kira Keck were each awarded $15,000 Windgate Fellowships from the Center for Craft, Creativity, and Design. The Windgate Fellowship continues to be one of the most prestigious and sought-after awards for emerging craft artists in America. Each year, more than 100 universities across the United States are invited to nominate two graduating seniors with exemplary skill to apply for a fellowship award to support a project that will further their careers and contribute to the advancement of the field. Ten fellowships are awarded each year.

Macy will investigate the power of the feminine voice in a number of different settings including the Elizabeth A. Sackler Center for Feminist Art in Brooklyn, New York, and in Aboriginal weaving circles and personal studios of female artists in Australia. Learning from different mentors and communities, she will be challenged to develop a more enriched artistic identity that is informed by diverse understandings of gender and cultural background.

Keck will use the fellowship to study the interactions of fiber artists with non-Western traditions through rug making. Tracing contemporary weaving practices to traditional ideals, she will explore weaving in cross-generational and cross-cultural contexts at the Haystack Mountain School of Craft, the Weavers Guild of Greater Baltimore, Harrisville Designs in New Hampshire, and through an apprenticeship at Denen Haliklik, a weaving cooperative in Bergama, Turkey.

2016 SOCIETY OF ILLUSTRATORS STUDENT SCHOLARSHIP COMPETITION:
Nan Cao ’16 (Illustration BFA), Joshua Fetzer ’16 (Illustration BFA), Aster (Daphne) Hung ’16 (Illustration BFA), Drew Shields ’16 (Animation BFA), Krystal Smith ’16 (Illustration BFA), and Wenjia Tang ’17 (Illustration BFA)

The Society of Illustrators has selected seven MICA students for its 2016 Student Scholarship Competition. Students from several colleges and universities across the United States competed to exhibit their work in the Museum of American Illustration at the Society of Illustrators in New York. The Society, as well as various other generous private and corporate donors, grant scholarships to the best students featured in the competition. The museum displayed the students’ work as well as a full-color catalog. Awards and certificates were given to the students during the opening reception in May.

USC FIRST LOOK FILM FESTIVAL GRAND JURY AWARD
Di Luo ’15 (Film and Video BFA)

Di Luo, from Taiwan, won the 2016 Grand Jury Award at the University of Southern California’s First Look Film Festival.

WEBBY AWARDS
Tarek Turkey ’15 (Film and Video BFA)

Tarek Turkey was nominated for a Webby Award for directing and filming a documentary series called Daughters of Paradise about Iraqi and Syrian women refugees for Refinery29.

AICAD PRESENTER TO US CONGRESS
Harrison Tyler ’12 (Interdisciplinary Sculpture BFA), along with Presidents of some of the nation’s most prestigious art, design and architecture schools, presented to the Congressional Maker Caucus in a briefing on science, technology, engineering, arts, and math (STEAM) at the United States Capitol on June 15. There were a number of select grads from the Association of Independent Colleges of Art and Design (AICAD) member schools who shared their success stories. Harrison told his story of studying sculpture and founding a 3D printer design firm.

Di Luo’s film, Swim in the Cold ‘15 (Film and Video BFA), won the 2016 Grand Jury Award at the University of Southern California’s First Look Film Festival.

Aster (Daphne) Hung ’16 (Illustration BFA), Joshua Fetzer ’16 (Illustration BFA), Di Luo ’15 (Film and Video BFA), Harrison Tyler ’12 (Interdisciplinary Sculpture BFA), Tarek Turkey ’15 (Film and Video BFA)
**CONSTITUTION DAY 2016**

**Thursday, September 15, 7–9 pm**

Brown Center: Falvey Hall, 1301 W. Mount Royal Ave.

MICA and the American Civil Liberties Union of Maryland (ACLU-MD) presents “Immigration, Racism, and the Changing Face of the Nation,” with Washington Post columnist and NPR commentator E.J. Dionne, sculptor Margarita Cabrera, and National Immigration Law Center Director Marielena Hincapie. **The free symposium will be moderated by WYPR’s “Maryland Morning” host Tom Hall.**

“We need to be clear about what’s going on here, why the ugliness, what fears people have, and what are the larger and contextual motivators of this divisive debate.”

In addition to free tickets distributed in advance to the MICA and ACLU communities, a limited number of free tickets will be available to the general public starting at 4 pm on the day of the event.

For more information, visit [mica.edu/ConstitutionDay](http://mica.edu/ConstitutionDay).

**NEYYA GRASSI: FOREIGN LANGUAGE**

**Friday, September 9-Sunday, October 2**

Brown Center: Rosenberg Gallery, 1301 W. Mount Royal Ave.

**Gallery talk and reception: Thursday, September 8, 5-7 pm**

Locks Gallery Director Doug Schaller, MICA Exhibitions Director Gerald Ross, and acclaimed painter Neysa Grassi collaborate to feature a select number of paintings and drawings of Grassi from the Locks Gallery in Philadelphia. A full color publication with an essay by MICA art history faculty member Jennie Hirsh, PhD, accompanies the exhibition.

Born in Philadelphia, Grassi is well known for the luminous, layered surfaces of her oil paintings and gouaches. Painted, burnished, sanded, and then reworked again and again, the results are both meditative and archeological-like: a lustrous and earnest record of time and action.

**LEROY E. HOFFBERGER SCHOOL OF PAINTING CRITIC-IN-RESIDENCE: ALEXI WORTH**

**Tuesday, August 30, 10 am**

Tuesday, September 27, 10 am

Tuesday, October 25, 10 am

Tuesday, November 29, 10 am

Alexi Worth is a representational painter who is also known for writing about art. His approach to painting is based entirely on freehand drawing, though it sometimes resembles cartooning or photography. In the early 2000s, Worth wrote widely for magazines such as the New Yorker, Artnet.com, and Art in America on subjects ranging from El Anatsui and Yayoi Kusama to Carroll Dunham and Jackie Saccoccio. Worth has taught at various MFA programs, including Yale University in Connecticut, the University of Pennsylvania in Philadelphia, and the Pratt Institute in New York.
EVENTS & EXHIBITIONS

STUDENT EXHIBITIONS

RUSTED EYES
Friday, October 21–Sunday, November 13
Bunting Center: Pinkard Gallery, 1401 West Mount Royal Ave

The exhibition of photographs by MICA part-time faculty member Dan Meyers is a group of images reflecting personal encounters with the unremarkable. Grounded in a film-based mentality, these photographs linger in their unmanipulated renderings of examination while searching for the omitted.

FACULTY EXHIBITION
Friday, September 23–Sunday, October 16
Fox Building: Decker and Meyerhoff galleries, 1301 W. Mount Royal Ave; Bunting Center: Pinkard Gallery, 1401 W. Mount Royal Ave; and The Gateway galleries, 1601 W. Mount Royal Ave.

Reception: Thursday, September 8, 5–7 pm

Timed to coincide with the arrival of this year’s freshmen, this highly regarded student exhibition features work produced by current sophomore students during their foundation year at MICA. This annual exhibition provides a first glimpse at the works of artists who are developing their skills and vision over the next few years in a variety of media.

SABBATICAL EXHIBITION
Friday, August 26–Sunday, September 18
Fox Building: Decker Gallery, 1303 W. Mount Royal Ave.

Reception: Thursday, September 8, 5–7 pm

Reception: Friday, September 23, 5-7 pm

The annual exhibition features works produced by a small group of faculty members on sabbaticals during the previous year. This year’s show includes painting faculty member Lauren Adams, general fine arts faculty member Pat Alexander, drawing and painting faculty member Dan Dudrow, humanistic studies faculty members Paul Jaskunas and Saul Myers, photography faculty member Nate Larson, and illustration faculty member Shadra Strickland.

September

JEAN OH ’16 (PAINTING BFA)
People
Friday, September 23–Monday, October 14
Reception: Friday, September 23, 5-7 pm
The Gateway: Gallery 1, 1601 W. Mount Royal Ave.

MONIQUE JOHNSON ’17 (PAINTING BFA)
Capturing the Renaissance
Friday, September 23–Monday, October 14
Reception: Friday, April 8, 5-7 pm
The Gateway: Gallery 2, 1601 W. Mount Royal Ave.

RICHARD MCDONOUGH ’17 (PAINTING BFA)
Spotlight
Reception: Friday, September 23–Monday, October 14
The Gateway: Gallery 1, 1601 W. Mount Royal Ave.

JAREK SPARACO ’17 (GENERAL FINE ARTS BFA)
A Gathering
Reception: Friday, September 23–Monday, October 14
The Gateway: Gallery 2, 1601 W. Mount Royal Ave.

FOUNDATION EXHIBITION
Friday, August 19–Sunday, September 18
Fox Building: Meyerhoff Gallery, 1301 W. Mount Royal Ave; Bunting Center: Pinkard Gallery, 1401 W. Mount Royal Ave; and The Gateway galleries, 1601 W. Mount Royal Ave.

Reception: Thursday, September 8, 5–7 pm

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October

CHRISTOPHER SHENTON ’17 (DRAWING BFA)
Interworld
Monday, October 17-Friday, November 11
Reception: Friday, October 21, 5-7 pm
The Gateway: Gallery 1, 1601 W. Mount Royal Ave.

CHARLOTTE DUNCAN ’17 (PHOTOGRAPHY BFA)
Permanence
Wednesday, October 12-Sunday, November 6
Reception: Friday, October 23, 5-7 pm

COURTNEY COOPER ’17 (GENERAL FINE ARTS BFA)
The Space Between
Monday, October 17-Friday, November 11
Reception: Friday, October 21, 5-7 pm
Bunting Center: Pinkard Student Space Gallery, 1401 W. Mount Royal Ave.

November

ERIC RIVERA ’17 (GENERAL FINE ARTS BFA)
Islands and Objects
Monday, November 14-Saturday, December 10
Reception: Friday, November 18, 5-7 pm
The Gateway: Gallery L, 1601 W. Mount Royal Ave.

LOUIS BLOCK ’17 (PAINTING BFA)
Slow Arcade
Monday, October 17-Friday, November 11
Reception: Friday, November 18, 5-7 pm
The Gateway: Gallery 2, 1601 W. Mount Royal Ave.

NILAM SARI ’18 (GRAPHIC DESIGN BFA, INTERDISCIPLINARY SCULPTURE BFA)
Wooden Kaleidoscope
Monday, November 14-Saturday, December 10
Reception: Friday, November 18, 5-7 pm

ILLUSTRATION COLLECTIVE
Dreaming in Narrative
Monday, November 14-Saturday, December 10
Reception: Friday, November 18, 5-7 pm
Bunting Center: Pinkard Student Space Gallery, 1401 W. Mount Royal Ave.