


The background is a vibrant, abstract composition of overlapping, semi-transparent geometric shapes in various colors including teal, magenta, orange, yellow, and purple. The shapes are layered, creating a sense of depth and movement. The overall aesthetic is modern and artistic.

# ESKENAZI SCHOOL

ART + ARCHITECTURE + DESIGN + MERCHANDISING


**JOIN A COMMUNITY  
WHERE YOU WILL SHAPE  
YOUR SKILLS AS AN  
ARTIST, DESIGNER, OR  
MERCHANTISER UNDER  
THE GUIDANCE OF EXPERT  
CREATIVES. THEN TURN  
WHAT YOU LOVE INTO A  
SUCCESSFUL, FULFILLING,  
CREATIVE CAREER.**

**CONNECT WITH US**

 [iuartanddesign](#)

 [IUSchoolofArtandDesign](#)

 [IU Eskenazi School](#)

 [IU Eskenazi School of Art,  
Architecture + Design](#)



# CONTENTS

- 2 **Who We Are**
- 4 **Majors**
- 4 **Minors**
- 5 **Creative Core**
- 6 **Comprehensive Design**
- 8 **Fashion Design**
- 10 **Interior Design**
- 12 **Merchandising**
- 14 **Studio Art**  
Ceramics, Digital Art, Fibers, Graphic Design, Metalsmithing +  
Jewelry Design, Painting, Photography, Printmaking, Sculpture
- 21 **Scholarships + Incoming Credits**
- 22 **Career Resources**
- 23 **Inclusion, Diversity, Equity + Access**
- 24 **Faculty**
- 25 **Visitors + Speakers**
- 26 **Global Perspective**
- 27 **Community of Resources**
- 28 **Apply + Visit**

# WHO WE ARE

6

undergraduate  
degrees

2

graduate  
degrees

6

minors

70%

of students receive  
direct admission

7,700

square feet of gallery space

5

academic  
buildings

\$368,000

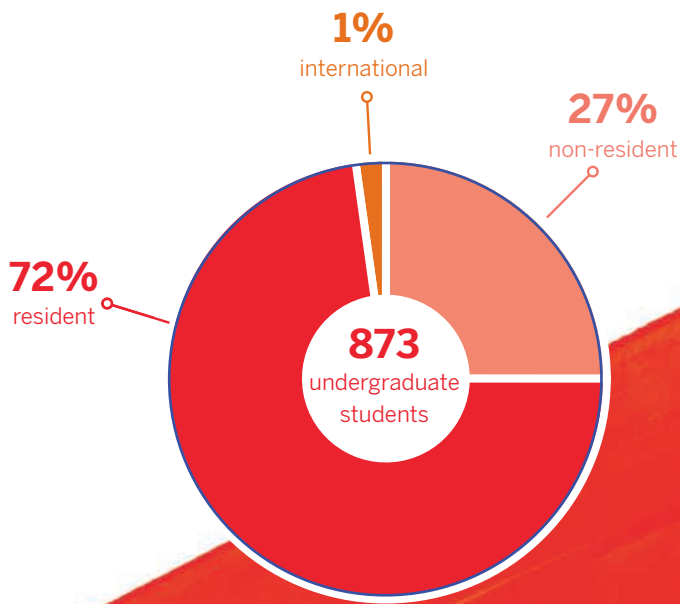
awarded to students in Fall 2022

NASAD  
+ CIDA

accredited

10%

of students transferred from  
another college or university



**2**

average number of internships completed by students\*

**12,000+**  
living alumni

**CA, FL, GA,  
IL, IN, MD, NY**

top states in which students are hired\*

**90%**

of graduates say their post-graduation career relates to their degree\*

**56%**

of students pursue a dual degree, double major, or minor

## **IU STATS:**

**#8 LGBTQ+-friendly college\***

\*College Magazine

**380+ study abroad programs**

**34,000+ undergraduate students**

**80+ languages taught, including ASL**

**1,933 campus acres**

\*These statistics are based on information voluntarily reported by students in the Class of 2022.

# MAJORS

14 areas in art, architecture, design + merchandising

## **COMPREHENSIVE DESIGN (B.S.)**

## **FASHION DESIGN (B.A.)**

## **INTERIOR DESIGN (B.S.)**

## **MERCHANDISING (B.S.)**

## **STUDIO ART (B.A., B.F.A.)**

Ceramics

Digital Art

Fibers

Graphic Design

Metalsmithing + Jewelry Design

Painting

Photography

Printmaking

Sculpture

## **GRADUATE DEGREES:**

## **ARCHITECTURE (M. ARCH)**

## **STUDIO ART (M.F.A.)**

## **MINORS:**

Creative Technologies  
in Art + Design

Fashion Design

Illustration

Interior Design Studies

Merchandising

Studio Art

# CREATIVE CORE

All undergraduate students engage in the Creative Core at the beginning of their academic journey. The Creative Core is a set of foundational courses that introduce students to ways of thinking and working that are central to the creative process no matter their major.

Depending on their major, students may be required to take more than one Creative Core course.

## Course examples:

Pathways: Intro to Art, Design, and Merchandising; Color; Drawing; 3D Design; Forum of Exchange; Cross-Disciplinary Workshops



# COMPREHENSIVE DESIGN B.S.

Comprehensive Design students learn how to create meaningful solutions to a wide scale of problems, while focusing on the process of design versus the final product. Students in Comprehensive Design enjoy hands-on learning and experimentation and are ready to take on real-world projects.

[go.iu.edu/comprehensivedesign](https://go.iu.edu/comprehensivedesign)



25%

completed research  
with faculty\*

•

3

faculty



**Nate Ramsey**

Class of 2023

Comprehensive Design, B.S.  
Minor in Urban Planning and  
Community Development

“The Comprehensive Design major itself provides a unique study of design across many different disciplines such as architecture, product design, and design research, all with a focus on people-centered design. This helps set students up for success in whatever their next step is, whether it be going directly into the workplace or graduate school.”



15

avg. class size

91%

employment/graduate school rate\*

139

total students

25%

study abroad\*



### Globally Engaged

Students have an option to spend a semester studying and living in Copenhagen, Denmark. They will be academically challenged with over 240 courses across multiple disciplines, including graphic design, architecture, art and visual culture, furniture design, sustainability, or urban studies.



### Making a Difference

Comprehensive Design students work on projects that make an impact, frequently creating solutions for real clients. Projects range from small-scale product or furniture designs to large-scale installations. Students also get experience working on industrial designs, architecture, and urban design.

### Career Options

Students studying Comprehensive Design will be well prepared to enter a professional degree program—such as a Master of Architecture (M. Arch) program or graduate study in product or industrial design—or to begin a career in a variety of design professions, including:

- Architecture
- Industrial Design
- Set + Exhibit Design
- Art Direction
- Multimedia Design
- UX/UI Design
- Furniture Design

### Course examples:

Design Practice; Design Research, Methods, and Process; Design in Context & Culture; Design of Systems; Design Capstone: Research and Development; Design Capstone: Studio Project

\*These statistics are based on information voluntarily reported by students in the Class of 2022.

# FASHION DESIGN B.A.

Fashion Design students learn essential industry skills while gaining expertise in a range of areas that make them better designers, such as how to be a thoughtful communicator and a multidisciplinary thinker and how to find inspiration for designs in unexpected fields like math and science.

[go.iu.edu/fashiondesign](https://go.iu.edu/fashiondesign)



**Claire Comfort**  
Class of 2023  
Fashion Design, B.A.  
Political Science, B.A.

“My courses in garment construction and illustration have offered me a hands-on education that is so valuable for a creative major like design.”



16

avg. class size

•

88%

employment/graduate school rate\*

83%

internship experience

65%

study abroad\*

93

total students

5

faculty members



### Fashion Show

In their final semester, Fashion Design B.A.s create a mini-collection to showcase in the annual capstone show. Using skills they've refined over the course of their program, students shepherd designs from ideation to fabrication and orchestrate every detail of the show, from models to music to marketing.



### Sage Collection

The Sage Collection has over 28,000 articles of clothing, accessories, and related items from the past 250 years to the present, including Glenn Close's costume collection. Sage serves as a learning resource for students, who have the opportunity to use part of the collection for hands-on learning.

#### Fashion Design grads find jobs as:

- Assistant Designer
- Bridal Stylist
- Collection Manager
- Costume Designer
- Fabric Specialist
- Product Developer
- Stylist
- Technical Illustrator

#### And work at companies such as:

- Art Institute of Chicago
- Cole Haan
- Free People
- Kate Spade
- Kohl's
- Nina Leonard
- Ralph Lauren
- Saks Fifth Avenue

#### Course examples:

Materials for Fashion Design; Draping; Research & Illustration; Ideation; Fashion History; Presentation & Analysis; Collection Management

**The most popular minors are business, journalism, merchandising, studio art, and sustainability.**

\*These statistics are based on information voluntarily reported by students in the Class of 2022.

# INTERIOR DESIGN B.S.

Interior Design students learn about relationships between aesthetic, behavioral, technological, social, and ecological systems in creating responsive and responsible interior environments. The curriculum is accredited by CIDA\* and the work is deeply collaborative. Our interior design program is built on the understanding that interior design is human-focused, culturally contextualized, and ecologically aware. We believe design links humanity.

\*Council for Interior Design Accreditation

[go.iu.edu/interiordesign](https://go.iu.edu/interiordesign)



**Juliette Castagna**

Class of 2024

Interior Design, B.S.

Minor in Marketing

“The program has provided me with the tools, mindset, and professional opportunities to be a successful designer. This program nurtures a passion for human-centered design and how we can use it to improve the built environment.”

24

avg. class size

92%

employment/graduate school rate\*



10

faculty members

56%

study abroad\*

165

total students

72%

internship experience\*



### International Interior Design Association at Indiana University Campus Center (IIDA)

This student organization focuses on building relationships and networking with other interior design interested students and industry professionals to increase student academic success and future career goals.



### Interior Design Faculty

The Interior Design faculty combines their decades of experience in professional practice (locally and globally) with their award-winning research, expertise, and community engagement. They know design is meaningful, life-changing, and essential for the people who live and work in interior spaces.

#### Interior Design grads work for companies such as:

- Carson Design Associates
- CID Design Group
- Four Point Design Partners
- HOK
- IDO Inc.
- Interface
- Maharam
- Office Interiors
- Perkins Eastman
- RATIO
- RH
- Stantec
- ZGF Architects

#### Course examples:

Digital Architectural Drawing; Design Methods; Materials & Components; Professional Practices & Documentation; Lighting; Building Systems; Design Studios, Design History

\*These statistics are based on information voluntarily reported by students in the Class of 2022.

# MERCHANDISING B.S.

Merchandising students prepare for the fast-changing global retail and service industry by learning how to think analytically, develop strategy, and solve problems creatively. Students have an appreciation for fine design and can identify trends. Merchandising students are required to complete a minor from an approved list. The most popular minors are marketing and fashion design.

[go.iu.edu/merchandising](http://go.iu.edu/merchandising)



**Lauren Schmahl**  
Class of 2023  
Merchandising, B.S.  
Minor in Marketing

“[Together with] retail math, planning, and analysis, I’ve acquired the soft skills of a liberal arts degree: open-mindedness, communication, curiosity, and creative problem-solving.”



21

avg. class size

•

96%

employment/graduate school rate\*

# 10

faculty members

# 53%

study abroad\*

# 248

total students

# 84%

internship experience\*



### Retail Studies Organization (RSO)

One of IU's largest student-led organizations, RSO provides industry-focused site visits and networking opportunities. The Fashion Within Sports panel led a student to design a look for one of the Indiana Pacers.



### Retail + Design Forum

Every year, RSO hosts industry executives at the Retail + Design Forum. Students get one-on-one time with leaders from such companies as Starbucks, Saks, and Louis Vuitton, many of whom are Eskenazi alumni.

### Merchandising grads find jobs as:

- Account Manager
- Allocation Analyst
- Brand Manager
- Business Development Manager
- Buyer
- Digital Merchandiser
- Global Marketing Associate
- Marketing Director
- Merchandise Analyst
- Merchandise Planner
- Product Developer
- Sourcing Coordinator

### And work at companies such as:

- Adidas
- American Eagle
- Crate and Barrel
- Christian Dior
- Elle Magazine
- Fabletics
- Free People
- Gap, Inc.
- Kate Spade
- Kohl's
- Louis Vuitton
- Macy's
- Ross
- Tory Burch
- Urban Outfitters

### Course examples:

Apparel Entrepreneurship; Apparel Industries; Manufacturing and Quality Analysis; Professional Techniques; Intl. Consumers + Retailers; Brand Management; Product Development

### Available concentrations:

Digital Merchandising  
Product Development

\*These statistics are based on information voluntarily reported by students in the Class of 2022.

# STUDIO ART

## B.A. + B.F.A.

Studio Art students begin their studies in the Creative Core taking foundational art courses. After one or two years of exploring our nine studio art areas, students have the opportunity to apply for the B.F.A. program for a more concentrated experience.



**CERAMICS, DIGITAL ART, FIBERS, GRAPHIC DESIGN,  
METALSMITHING + JEWELRY DESIGN, PAINTING,  
PHOTOGRAPHY, PRINTMAKING, SCULPTURE**



# B.A.



- Gain broad skills and understanding of art
- Flexibility to concentrate or study a wide range of disciplines
- No portfolio required for admission
- Less required studio time leaving room to pursue an interest outside of art
- Professional exhibition opportunities

137

total students

30%

pursue a minor



16

avg. class size



84%

employment/graduate school rate\*

[go.iu.edu/studio-ba](http://go.iu.edu/studio-ba)

# B.F.A.



- Intensive study of one studio art area
- Apply during 2nd year and begin during 3rd year
- Portfolio + interview required for admission
- Dedicated studio space
- Final thesis exhibition

57

total students

75%

internship experience\*



9

avg. class size



93%

employment/graduate school rate\*

[go.iu.edu/studio-bfa](http://go.iu.edu/studio-bfa)

## Studio Art grads find jobs as:

- App Developer
- Design Fellow
- Digital Artist
- Graphic Designer
- Museum Assistant
- Product Designer
- Resident Artist
- Studio Artist
- UX Visual Design Associate

## And work at companies such as:

- ban.do
- Chase Bank
- EW Scripps Company
- Interbrand
- Iowa Ceramics Company
- L Brands
- PwC
- Starbucks
- The Phillips Collection

The most popular minors include Art History, Arts Management, Fashion Design, Marketing, Media + Creative Advertising, Psychology, Sociology, Spanish

\*These statistics are based on information voluntarily reported by students in the Class of 2022.

# CERAMICS

Learn everything from the basics—throwing, molding, glazing, firing—to the more advanced skills—building a kiln and using specialized equipment.

[go.iu.edu/ceramics](http://go.iu.edu/ceramics)



# DIGITAL ART

Study the foundations of 3D-modeling, immersive environments, video art, interactive multimedia, and the post-digital world while experimenting with new media and multidisciplinary work.

[go.iu.edu/digitalart](http://go.iu.edu/digitalart)



# FIBERS

Challenge how fibers may be used in modern practice while learning about dyeing techniques, weaving, stitching, silkscreen, and more.

[go.iu.edu/fibers](http://go.iu.edu/fibers)



# GRAPHIC DESIGN

Reimagine the ways in which we communicate, from the history of letterpress printing to branding, web design, and packaging design.

[go.iu.edu/graphicdesign](http://go.iu.edu/graphicdesign)



# METALSMITHING + JEWELRY DESIGN

Develop traditional and experimental technical skills while also exploring personal and creative direction in formal design, craftsmanship, and creative concept.

[go.iu.edu/metals](http://go.iu.edu/metals)



# PAINTING

Cultivate your point of view by using painting as a means of expression, reflection, and communication.

[go.iu.edu/painting](http://go.iu.edu/painting)



# PHOTOGRAPHY

Make, present, and interpret photography in a course of study that balances creative research, insight, intuition, and verbal articulation with the latest printing equipment and darkrooms.

[go.iu.edu/photography](http://go.iu.edu/photography)



# PRINTMAKING

Expand your ideas with image-making explorations in printmaking through relief, screenprint, lithography, or intaglio and experimental methods such as digital and expanded media.

[go.iu.edu/printmaking](http://go.iu.edu/printmaking)

# SCULPTURE

Explore emerging practices while building a foundation in traditional ones. Enjoy access to a wood and metal shop, plaster and mold-making studios, and a digital fabrication lab.

[go.iu.edu/sculpture](https://go.iu.edu/sculpture)



## STUDIO ART STUDENT ORGANIZATIONS AND GUILDS

American Institute of Graphic Arts (AIGA) at IU  
Ceramics Guild  
Fibers Student Organization  
Metalsmithing + Jewelry Guild  
Painting Guild  
Print Workshop at IU  
Sculpture Guild  
Tangent Gallery

# SCHOLARSHIPS

Incoming students have the opportunity to be considered for multiple renewable scholarships, some requiring portfolio submission. Eligible students will be invited to apply after admission.

After students begin their program, they have the option to apply for additional Eskenazi School scholarships every year until graduation. Awards range from \$200 to \$5,000. This school-specific funding complements university funding that may also be available.

[go.iu.edu/eskenazischolarships](https://go.iu.edu/eskenazischolarships)

# INCOMING CREDITS

IU awards college credit for a variety of academic preparation opportunities, including:

**College Board Advanced Placement (AP) exams**

**International Baccalaureate (IB)**

**Indiana College Core (ICC)**

**SAT Subject Tests**

**College credit courses from another university/college**

To be considered for credit, have a copy of your score report sent to the IU Office of Admissions before your New Student Orientation.

# CAREER RESOURCES

We have the resources you need to translate your creative skill set into a successful, sustainable career.

## Walter Center for Career Achievement

Work with a career coach to perfect your resume and interview skills. Attend a workshop on how to live your art or learn how to create your artist, designer, or entrepreneurial statement. Get your professional portrait taken for free.

## Internship and Career Fairs

IU annually hosts over 20 internship and career fairs for you to attend from your first year on.

## Portfolio Review Day

Each fall, employers in the art + design industry are invited to campus to review student portfolios. Many of these meetings have led to internship and post-graduation position offers.

## Professional Development Courses

You will be required to take one professional development course as part of your program's required coursework. Students may opt for such courses as College to Career or ART-works to learn how to transform their degree into a career.

## Student Organizations and Guilds

Utilize these groups for networking with other students, alumni, and professionals in the industry.





# INCLUSION, DIVERSITY, EQUITY, AND ACCESS

The Eskenazi School actively upholds Inclusion, Diversity, Equity, and Access (IDEA) as critical principles of our research, teaching, and service. We validate the voice and potential of every member of our community, strive to create a culture where difference is valued, and celebrate multiple perspectives within and beyond the Eskenazi School. We believe that social and cultural consciousness can inspire meaningful dialogue and empower all to become influential and fulfilled citizens of the world. Initiatives of the school's IDEA office have included the following:

## **Justice is the IDEA Speaker Series**

A focused speaker series, highlighting BIPOC, LGBTQIA2S, (Dis)Able, Religiously Diverse, and other historical and systemically marginalized voices, dedicated to discussing the intersection of social justice and art, architecture, design, and merchandising.

## **Student Creative IDEA Activity Grants**

IDEA offers grants ranging from \$100-\$600 for student creative activities that promote inclusion, diversity, equity & access. Examples may include panel discussions, film screenings, student-led exhibitions, community service projects, or others.

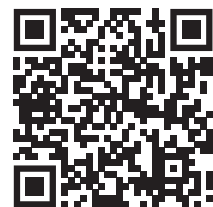
## **Interactive Inclusive Programs & Events**

Throughout the year, IDEA celebrates various heritage months and cultural celebrations and hosts intentional and inclusive programs and events for all students, faculty, and staff.

## **IDEA Bloomington Resource Guide**

New to Bloomington and need a salon that specializes in your hair? Maybe you need a special ingredient for a recipe or a place to attend Jum'ah? IDEA has you covered in our new resource guide.

Scan this QR code with your mobile phone to find out more online.



# FACULTY

Students work closely with 80+ nationally and internationally recognized faculty. No matter how varied their fields or luminous their reputations, they share the same passion: to instruct and inspire you. Here are just a few of the projects our faculty have led:

**Jon Racek**, senior lecturer in comprehensive design, helps make children’s dreams come true—with a lot of help from Eskenazi students. As the lead of the MyMachine USA team, Racek invites a local elementary school class to invent imaginary machines like a “Dog Distractor” or a “Toast Grabber.” Racek’s comp design students build those ideas into prototypes, which high school shop students then fabricate into working machines. The project lets students at every level experience the collaborative and iterative nature of a good design process.

**Malcolm Mobutu Smith**, associate professor in ceramics, has been collecting vintage comic books since he was a child in the 1970s. The Eskenazi School’s Grunwald Gallery of Art exhibited nearly 500 of his 20,000 Golden Age comic book covers featuring underwater imagery. Smith sometimes references the comic book idiom in the surface decoration of his ceramic vessels. “There’s something to learn from this collection both historically, from a sociological or cultural perspective,” Smith says, “but also artistically, to feed all of our areas within the studio arts.”

**Megan Young**, lecturer in digital art, led a workshop in which members of the Bloomington community created digital scans of objects related to their birth story or family lineage that held significance for them. Young then invited participants to share their digital artifacts with a growing repository of such items she is collecting from around the world. “Personal histories are significant cultural artifacts worthy of preservation and consideration,” Young says.



# VISITORS AND SPEAKERS



Students have the opportunity to engage with highly regarded artists, designers, scholars, and retail industry professionals through various speaker series.

## **Bill Blass Speaker Series**

Accomplished professionals in the fashion realm offer lectures.

## **Design Speaker Series**

Comprehensive Design and Interior Design programs bring renowned designers to campus for public lectures and studio visits.

## **McKinney Visiting Artist Series**

Prominent working artists from a range of studio practices and fields lead workshops, student critiques, lectures, and gallery talks.

## **Retail and Design Forum**

Top executives from the retail industry speak with our students and share their insights.

## **Past Speakers**

Olaniyi Rasheed Akindiya (Akirash), Immersive Experience Artist

Amy Brown Ryan, VP Women's Omni Merchandise, Athleta

Felix Del Toro, Chief Merchandise and Design Officer, Fabletics

Nicole Dotin, Typeface Designer and Partner at Process Type Foundry

Suzie Reecer, Associate Creative Director, Starbucks

Yuri Kobayashi, Furniture Maker and Sculptor

Joe Kucharski, Costume Designer and Project Manager, Walt Disney Imagineering

John Mulliken, VP Store Planning, Louis Vuitton

Jill Pable, Professor of Interior Architecture and Design, Florida State University

Brian Smith, Founder of Ugg

Nate Storrington, Co-executive Director of Project for Public Spaces



# GLOBAL PERSPECTIVE

Students have several study abroad programs to choose from within the Eskenazi School. These trips take place over the summer for course credit with our faculty. Trips range from 2–6 weeks and have included:

## Guatemala

Sustainable Products

## Italy

Drawing

Fashion + Merchandising

Painting

Printmaking

## Japan

Photography + Video

## Spain

Architecture

Furniture Design



# COMMUNITY OF RESOURCES

No matter your major, our school resources are at your disposal.

## Facilities

You may have classes and studios in the following spaces on campus:  
Fine Arts Building  
Kirkwood Hall  
Mies van der Rohe Building  
Studio Arts Annex



## Fabrication Labs

Our fabrication labs spread throughout campus house 3D printers, laser cutters and engravers, vinyl cutters and plotters, 3D laser scanners, CNC routers, and plasma cutters.



## Grunwald Gallery

A contemporary art space housed in our Fine Arts Building where students, faculty, and established artists showcase their work.



## Tangent Gallery

The school's newest exhibition space is operated and curated entirely by students. Located in the Fine Arts Building, Tangent accepts exhibition proposals from across the Eskenazi community and synchronizes openings to the Grunwald Gallery's schedule.



## Eskenazi Museum of Art

Whether you are looking for inspiration or a retreat between classes, be sure to take advantage of this modern teaching museum connected to our Fine Arts Building.



## Centers

- Center for Innovative Merchandising
- ServeDesign Center



## ArtShop

A convenient source for art supplies, unique gifts, artisanal jewelry, stationery, and student artwork for sale, along with snacks and coffee.

# MULTIPLE PATHS, ONE DESTINATION

There are many ways to become an Eskenazi School student. First, you'll apply to Indiana University Bloomington (IU) and choose one of our Eskenazi School majors. All incoming undergraduate students enter our school in one of two ways—beginning in University Division and certifying into our school, or being directly admitted based on high school performance.

## **Direct Admission**

If you meet the following criteria when you are admitted to IU, you will automatically be offered direct admission to the Eskenazi School.

We do not review test scores or portfolios for automatic direct admission.

- 3.5+ GPA (weighted accepted) listed on your official high school transcript that is submitted with your application

## **University Division**

Those who do not enter the Eskenazi School through direct admission will begin their studies in University Division, our academic home to new students, while they complete the certification requirements for their intended major. Most students complete the following within two to three semesters:

- 26 college credits (any incoming credits you have on your transcript count toward this total)
- 2.0+ GPA in college coursework
- English Composition (college writing) course
- Declare an Eskenazi School major

[go.iu.edu/eskenaziadmissions](https://go.iu.edu/eskenaziadmissions)

# NO PORTFOLIO REQUIRED

All admissions decisions to IU are made by the Office of Admissions. Portfolios are not accepted as application materials. A portfolio is only required for certain scholarship consideration and eligible students will be invited to apply.

## APPLY

Early Action Deadline: **Nov. 1**

Regular Admission Deadline: **Feb. 1**

[indiana.edu/admissions](https://indiana.edu/admissions)

## VISIT WITH US

The best way to know if the Eskenazi School is the place for you is to connect with us. We offer both on-campus and virtual visit options to meet your needs.

Options may be found at [go.iu.edu/visiteskenazi](https://go.iu.edu/visiteskenazi)

## LAPTOP REQUIREMENT

All incoming students are required to have a personal laptop. Comprehensive Design and Interior Design students are required to have laptops capable of running specific, industry-standard software.

The details of the laptop requirement are available at [go.iu.edu/laptop-requirement](https://go.iu.edu/laptop-requirement)



## ESKENAZI

SCHOOL OF ART, ARCHITECTURE + DESIGN  
Indiana University Bloomington

Mies van der Rohe Building  
321 N Eagleson Avenue  
Bloomington, IN 47405

soadadmt@iu.edu · eskenazi.indiana.edu · 812-856-SOAD

### FOLLOW US

 [iuartanddesign](#)    [IUSchoolofArtandDesign](#)  
 [IU Eskenazi School](#)    [IU Eskenazi School of Art, Architecture + Design](#)

Cover design by Lecturer Alexander Landerman and his S450/S550 letterpress students.  
Photos by: Anna Powell Denton, faculty, and staff. Student portraits courtesy of students.