



# Welcome to Art- landia !

Department of Art and Graphic Design

UNIVERSITY OF THE  
**PACIFIC**

College of the Pacific



**THE DEPARTMENT OF ART AND GRAPHIC DESIGN** is committed to excellence in undergraduate education for future graphic designers and studio artists. Our faculty inform and inspire; their teaching expertise is enriched by their professional experience as artists and designers. Students achieve intellectual and professional skill sets that enhance their ability to understand and contribute to the future through art and design. 97% of all recent graduates in graphic design and 82% in studio art are currently employed in art or design fields. (both above the national average)

*“After graduating I have had the fortune of working for clients such as Apple, Google, HP, Cisco, GE, Chevron, Adobe, and others. I treasure my way of thinking, my designs and the spark of creativity that started at Pacific.”*

— Anish Bhasin '03

BFA Graphic Design  
Graphic Designer & Manager,  
Creative Services at Facebook





#### WHAT DIFFERENTIATES OUR PROGRAMS?

- Low student to faculty ratio
- Individual mentoring and oversight of numerous internship opportunities
- Professionally active artists teaching undergraduate courses
- Cross-disciplinary, collaborative, real-life, student-driven projects
- Artistic creativity within a liberal arts education



The Department of Art and Graphic Design offers BFA degrees as well as minor degrees in Studio Art and Graphic Design. The goal of a Bachelor of Fine Arts Degree at Pacific is to develop a balance of creative, theoretical and practical skills enriched within the experience of a liberal arts environment. The BFA is designed for students who are willing to engage in a rigorous undergraduate program augmented with internships, independent studies, conference participation, visiting artist workshops and lectures, cross-disciplinary projects, gallery exhibitions and fieldtrips in addition to study in the classroom and studio in preparation for professional life as an artist or designer. Courses include theory, history, technique, technical media, capstone experience, special collaborative projects with faculty, gallery exhibitions, design for global markets, and socially relevant practices. As such, we strive to bring a wide variety of creative and educational experiences to our students; broadening their skills and perspectives. To complete a BFA degree in 4 years a student must complete 16 units each semester to accrue 126 units.

#### SELF-DESIGNED PROGRAM

Under faculty supervision, students can also complete majors that are not immediately apparent by combining courses from several disciplines. Past students have used this self-designed program to complete majors in Visual Studies with emphasis in Art History and/or Visual Studies with an emphasis in Arts Management.



### INTERNSHIPS

Art and Design internships, practicums, research projects and independent studies provide students with a variety of meaningful experience beyond the studio/classroom. These artistic endeavors produce a greater visual aesthetic understanding in addition to helping create a sense of community awareness and pride. Students have completed internships at locations all over the world and include experiences with galleries and museums, design and marketing firms, social media producers, animation and film houses, department and retail stores to name a few. Many students also complete graduate studies before entering the professional field.

### MEDIA X

Media X is an interdisciplinary BA major designed for students who are interested in pursuing creative combinations of coursework in graphic design and studio art with other subjects such as, English, Business, Theatre Arts, Film Studies, Communication, Computer Science, Engineering, or Music. Media X students structure their coursework along one of three pathways: maker, manager or analyst. The maker pathway focuses on production, performance and design. The manager pathway is for students interested in creative entrepreneurship, persuasive communication and social media management. The analyst pathway concentrates on research, interpretation and analytics. Many Art or Design students consider double majoring with MediaX.

### ART AND DESIGN CLUBS

Pacific boasts its own student chapter of AIGA (American Institute of Graphic Arts). AIGA is the national professional organization for the graphic arts. Pacific's student group is a part of the San Francisco chapter of this organization. The Art Club is an energetic and creative group that regularly organizes gallery exhibitions, department events and independent art critiques. As an active participant in either or both clubs, students have the opportunity to attend events, lectures, visit professional studios, meet artists and designers, participate in competitions, learn best business practices and develop networking contacts.



*"It's very helpful getting insight from people who have been in the industry for so many years and get in contact with them, share some business cards, get some contact info and perhaps collaborate in the future, post-graduation."*

— Jonathan Sosidka, BA MediaX, 2021



*"Whether your interests lie in photography, graphic design, fine arts or art history, you will not find better instructors than the art department professors at Pacific. They are passionate about their areas of expertise and they let you know that your education is a priority."*

— Kirsten Halterman Chanley '07

BFA Graphic Design, Art History Minor

Experience Architect, Vice President at US Bank



#### SOME RECENT STUDENT CREATIVE RESEARCH PROJECTS

- "Stockton Then and Now" student/faculty photographic book focusing on Stockton's history, published by Arcadia Publishing and now available in major bookstores.
- Pacific's literary and arts magazine, "Calliope" annually wins national recognition with an APEX Design Publication Award. It is designed, illustrated and written by students from the departments of Art and English and is the only student-led magazine to win this national award from Apex Publications. <https://pacificalliope.wordpress.com>
- Mark Radanovich, Graphic Design Junior, was one of seven finalists in the international movie poster competition sponsored by Talenthouse for the film "Animal Charm."
- Christine Strain, BFA Studio Art, was selected as a finalist in the National Strathmore Artist Papers "How Do You See Green" Illustration Competition.
- Six BFA Graphic Design majors won awards in Flux Design, a national design competition annually sponsored by AIGA in Frederick, MD. The competition included over 500 entries from universities and art schools across the country.
- "Bling Our Truck" competition for the mobile café from Bon Appetite was won by sophomore design student Aaron Davis.
- Six students have each had their wine label designs published for Markus Niggli at Bora Winery.
- Glynnis Koike won a bronze medal at the San Francisco International Competition for her wine label design for Cor Sanaré wine from McDonald Vineyards in Lodi.
- Four students won the prestigious Hoeffler Prize for their Wayfinding Project; "Pacific Lantern".
- Senior, Chris Durkey won the Hoefer Prize for his documentary Project; "Coral Reef Regeneration".
- "Shifting Gears; The Making of An ArtCar" involved six student artists transforming a 1982 BMW 320 into a work of art.
- The East Bay Municipal Utility District (EBMUD) book project documents the overland water system.
- Drawing and painting students annually participate in the AAUW (Association of University Women) regional exhibition.

- On campus, students present projects at PURCC, and nationally at the National Conference on Undergraduate Research.
- The Heinz North America Corporation mural project involved a team of students working on a cycle of four mural paintings for its newly constructed Stockton Research and Development Labs.
- "Singing Hands Agency" is an ongoing project preserving the unique unwritten cultural (Kam) heritage from a minority village in China. Students work with Kam artisans to design contemporary products based on indigenous aesthetics.
- The Graphic Design III class annually collaborates with Business and Engineering majors on entrepreneurial projects.
- Sculpture students recently completed the "furniture" for the Robb Garden on campus.
- Leila Valencia has completed several mural projects including ones at University of the Pacific and Weber Institute.
- "Oakwood School Rebrand" allowed students to create visual identity, murals and book for this Stockton grade school.
- "Aquatopia", was a collaboration with Biology and local organizations exploring the Delta water system in our area.
- "DeltaFusion", visual and performing arts tell the stories of our culturally diverse locality. Visual and Theater Arts students, members of the Pacific and Stockton communities create larger-than-life puppets and masks for this annual pageant.
- "Carl Beetz Catalog Raisonné" and Retrospective Exhibition student/faculty project documented the artwork of Carl Beetz.
- Promotional materials were produced by students and faculty for the "Dave Brubeck Festival".
- "Stockton Re-photographic Survey" project photographically documents specific locations within the Stockton community.
- Anastasya Uskova was a finalist in the "Bay Area Cut and Paste" competition.
- Kyle Sabbatino and Danielle Thomasson designed 3D models for the "Little Manila Recreated" Virtual Reality Museum.





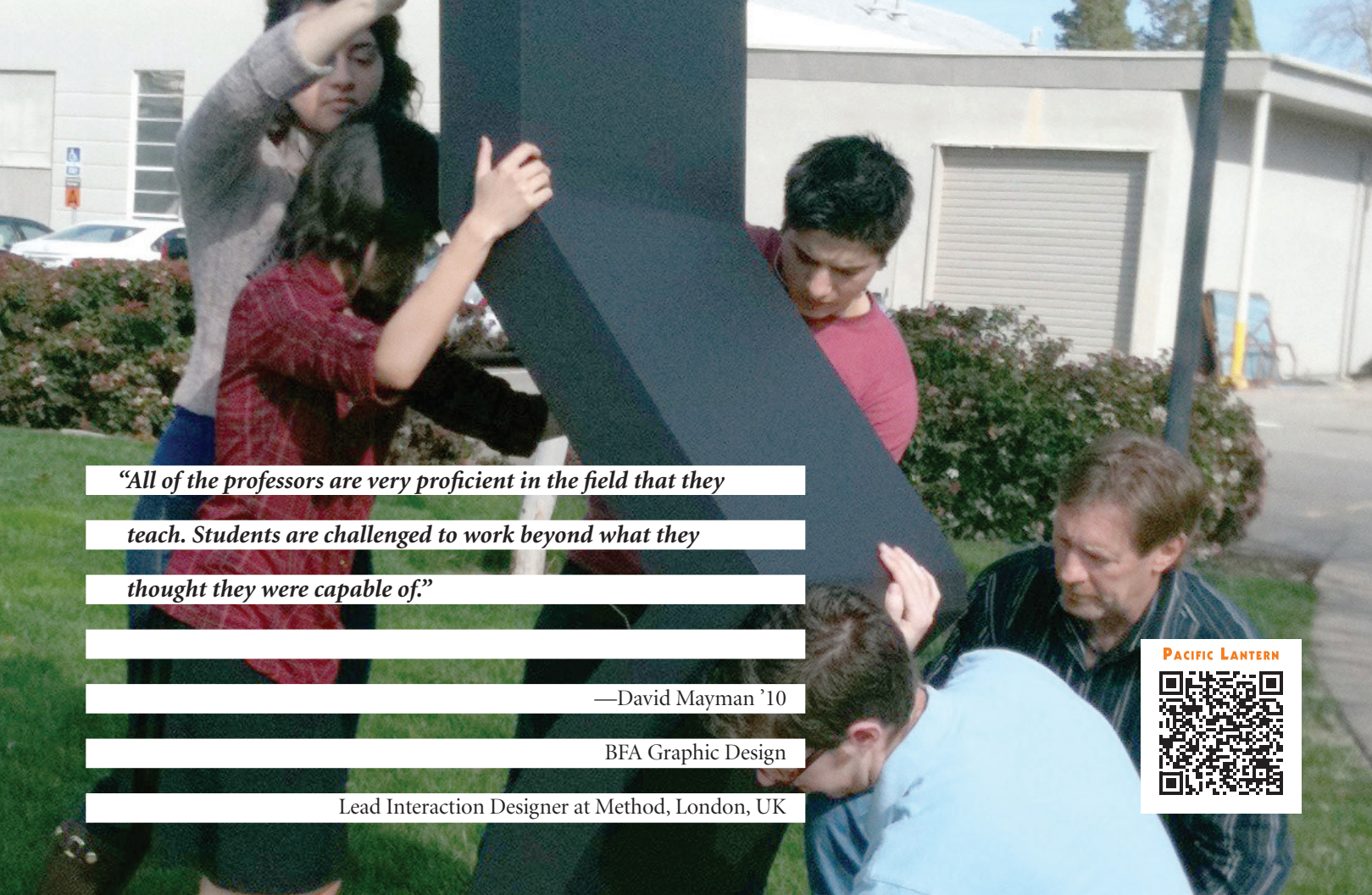
SPECIAL PROJECTS











*"All of the professors are very proficient in the field that they teach. Students are challenged to work beyond what they thought they were capable of."*

—David Mayman '10

BFA Graphic Design

Lead Interaction Designer at Method, London, UK

PACIFIC LANTERN



SINGING HANDS



#### HERE ARE JUST A FEW EXAMPLES OF WHAT SOME OF OUR GRADUATES ARE DOING NOW:

- Anish Bhasin is a Creative Director at Facebook.
- Julie Beeler created the international award-winning firm, 2nd Story Interactive Design Group.
- Jesse Bowen is an Art Director at Leo Burnett Worldwide in Chicago.
- David Mayman joined Gensler and Associates in SF and recently accepted a new position with Method in London.
- Brooke Cashion is a Ceramics Lab Instructional Assistant at Cabrillo College.
- Erin Hover is the Creative Director at Teen Vogue in NYC.
- Tricia Juanitas is the Art Director at Fleishman-Hillard in Sacramento.
- Wojcech Betlej is the Digital Media Producer at Stella & Dot, Academy of Art & Sytsma Group.
- Robin Lee works for the online journal, Paris Cherie.
- Eliana Cetto teaches at San Jose State University.
- Kelsey Bauer is the Events Coordinator at Fine Arts Museums of San Francisco.
- Micaela Todd is a graphic designer initially with Google in Seattle and currently at Propac Agency in Plano, Texas.
- Kellyn Loehr is an interface designer at Lyft, previously a UX/ UI designer with 3D Robotics and EERO in San Francisco.
- Hareem Cheema is a CX Visual Designer at Wells Fargo and Co-owner of Snapbots in San Francisco.
- Christina Chinn is a Senior Visual Designer at Jawbone Graphics in San Francisco.

- Amanda (Zobel) Clark is a Product Designer for Life 360 Design in San Francisco.
- Alexis Ortega is the Principal Art Instructor at Franklin High School in Stockton.
- Andrew Ciminelli works for Merritt Woodworking doing Furniture Design and Construction in Mentor, Ohio.
- Joe Soto teaches photography at Tracy High School.
- Tim Huynh is the Design Manager at Delta College.
- Brian Thivierge is a Senior Creative Designer at Facebook.
- Becca Wyant is the Creative Manager/photographer at FINIS, Inc. in Livermore.
- Mark Radanovich is the Lead UX/UI Designer at Vendus Product Labs in San Jose, CA.
- Shawna (Bayers) Holm is the Customer Service Rep at Pacific Southwest Container and principle for Holm Design.
- Roy Rezentes II is the owner of Roy Rezentes Design in Sacramento.
- Megan Walsh is the Education Coordinator at the Latin American Coalition in Charlotte, NC.
- Shali Nguyen is a Creative Director and Product Designer at Facebook, formerly Creative Director at Yahoo in Palo Alto.
- Ivan Rocha is the Senior Designer at Moxie Sozo in Denver, CO.
- Alex Wright is the Manager, Innovation and Communication at Sequoia Hospital Foundation, formerly with Primo Angeli.
- Michelle (Manson) White is President of Phase IV Marketing in Phoenix, AZ.
- Seng Moua is the Senior Exhibition Designer at Asian Art Museum in San Francisco.
- Chris Baum is the Principle Designer for Jason of Beverly Hills.

## FACULTY

### **Brett DeBoer; Associate Professor Graphic Design, Department Co-Chair**

MFA 1989—Rochester Institute of Technology, MS 1985—Parsons School of Design, BFA 1977—UNC  
bdeboer@pacific.edu

### **Daniel Kasser; Professor Photography/Sculpture, Department Co-Chair**

MFA 1991—University of New Mexico, MA 1984—University of New Mexico, BA 1980—Humboldt State University  
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### **Lucinda Kasser; Associate Professor Painting**

MA 1989—California State University, Sacramento, BA 1979—Humboldt State University  
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### **Marie A. Lee; Associate Professor Graphic Design**

MFA 2005—Colorado State University, BFA 2002—Colorado State University, BA 2000—Michigan State University  
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### **Jennifer Little; Associate Professor Photography**

MFA 2005—University of Texas, Austin, BFA 2001—Washington University, Saint Louis  
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### **Deanna Hunt; Adjunct Professor Foundations**

MFA 2001—Portland State University, 1989 BFA—University of the Pacific  
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### **Sand Kakuda; Adjunct Professor Art History**

MA—San Jose State University  
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### **Michael Leonard; Adjunct Professor, Illustration**

MA 1982—Medical & Biological Illustration, Johns Hopkins University School of Medicine, BA 1980—Towson University  
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### **Chhoti Rao; Adjunct Professor Art History**

MA 2014—Museum Studies USF, BA 1995—Hobart and William Smith College  
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### **Jill Vasileff; Adjunct Professor Foundations**

MFA 1992—Bard College, 1986 BFA—The New School Parsons School of Design  
vasileff@pacific.edu

FACULTY



## REYNOLDS GALLERY

Located in the Jeannette Powell Art Center, the Reynolds Gallery is a premier space dedicated to the exhibition of art. The gallery acts as a crossroads for students making connections between visual arts and other disciplines. It also serves to promote the application of visual literacy, professional development, and personal growth by the exchange of artistic and cultural ideas, encouraging students and the larger region to explore traditional and contemporary art and design. Its program supplies a practical means to develop perceptual skills and a visual arts language, knowledge of diverse media, and an understanding of the historical and cultural context of the visual arts.

Experiencing the work produced by nationally and regionally recognized artists in addition to that from class projects and individualized study, students have the opportunity to design and curate exhibitions focusing on a variety of topics. Past examples have included gender issues, environmental practices, history, culture, and lifestyle, among others.

Lisa Cooperman; University Curator

MFA 1996—Montana State University, BA 1983—Bowdoin College

[lcooperman@pacific.edu](mailto:lcooperman@pacific.edu)



REYNOLDS GALLERY





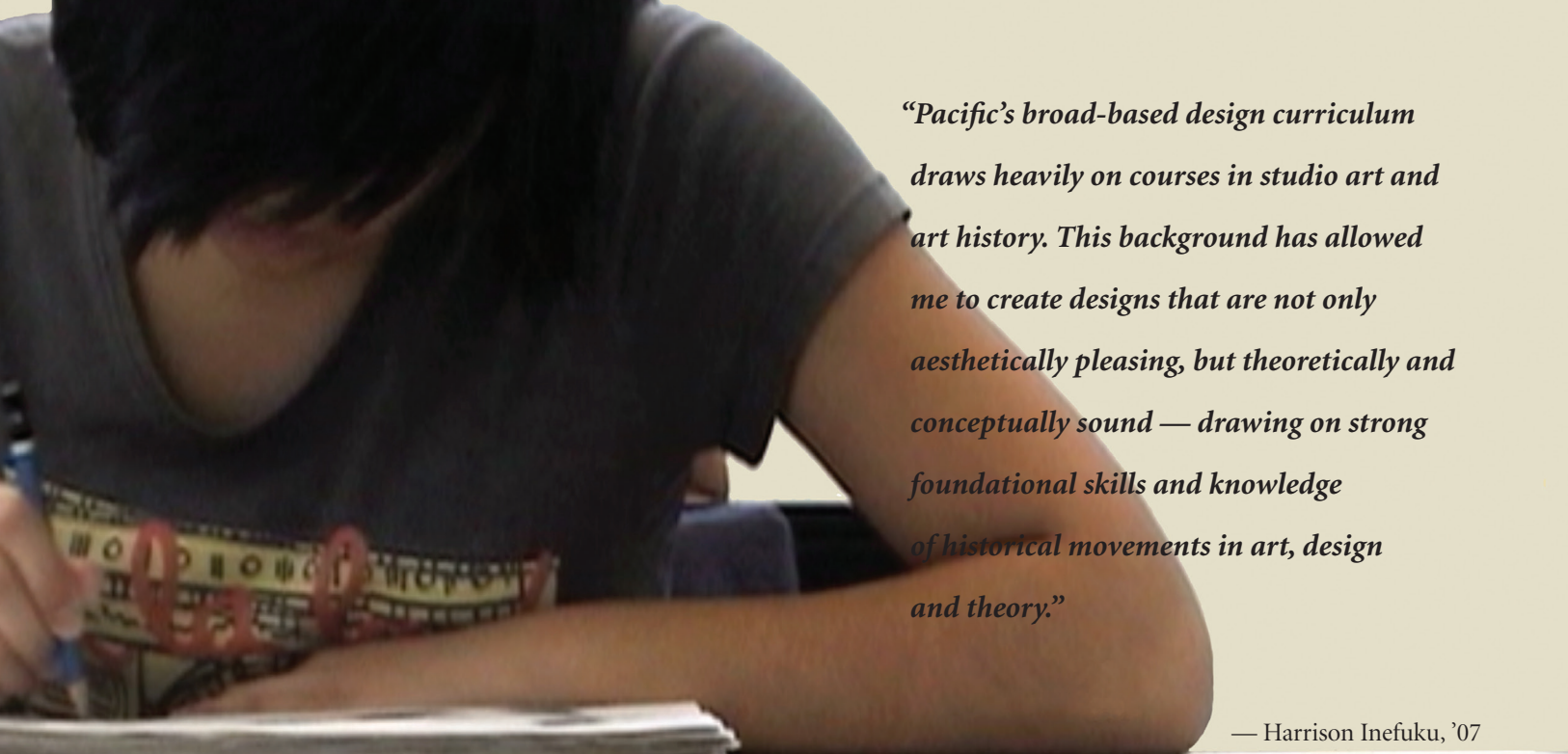
*“At the Art and Graphic Design department I was given a large amount of attention from professors. I felt that they really wanted to help me to succeed. The one-on-one attention and feedback from my professors helped me to improve and to feel comfortable receiving critical feedback on my work. I also enjoyed the fact that you really get to know your professors very well at Pacific. You never feel like you’re just a number. They really care about your success.”*

—Mark Radanovich '12

BFA Graphic Design

Lead UX/UI Designer at Vendus Product Labs

San Jose, CA



*“Pacific’s broad-based design curriculum draws heavily on courses in studio art and art history. This background has allowed me to create designs that are not only aesthetically pleasing, but theoretically and conceptually sound — drawing on strong foundational skills and knowledge of historical movements in art, design and theory.”*

— Harrison Inefuku, '07

BFA Graphic Design, BA Visual Culture.

Harrison is currently the Digital Repository Coordinator

at Iowa State University

## **COURSES**

**ART AND DESIGN COURSES MEET 6 HOURS A WEEK FOR 15 WEEKS. STUDENTS ALSO SPEND A MINIMUM OF 15 HOURS PER WEEK OUTSIDE-OF-CLASS ON THEIR WORK. ART HISTORY COURSES MEET FOUR HOURS A WEEK FOR 15 WEEKS. BOTH MAJORS REQUIRE FOUNDATIONS.**

## **FOUNDATIONS**

**ARTH 007. SURVEY OF WORLD ART TO 1400**

**ARTH 009. SURVEY OF WORLD ART AFTER 1400**

**ARTS 005. DRAWING**

**ARTS 007. PRINCIPLES OF 2-D DESIGN AND COLOR**

**ARTS 009. PRINCIPLES OF 3-D DESIGN**

**ARTS 073. FRESHMAN SEMINAR**

## **ART HISTORY**

**ARTH 101 DESIGN THINKING**

**ARTH 114. 20TH CENTURY ART AND FILM**

**ARTH 116. CONTEMPORARY WORLD ART 1945 TO PRESENT**

**ARTH 120 CHINESE ART HISTORY**

**ARTH 122 JAPANESE ART HISTORY**

**ARTH 087, 187. INTERNSHIP**

**ARTH 089, 189. PRACTICUM**

**ARTH 191. INDEPENDENT STUDY**

**GRAPHIC DESIGN**



**DEPARTMENT**



## STUDIO ART

**ARTH 114. 20TH CENTURY ART AND FILM**  
**ARTH 116. CONTEMPORARY WORLD ART 1945 TO PRESENT**  
**ARTS 021. LIFE DRAWING I**  
**ARTS 121. LIFE DRAWING II**  
**ARTS 023. PAINTING I**  
**ARTS 123. PAINTING II**  
**ARTS 057. WATERCOLOR PAINTING**  
**ARTS 037. SCULPTURE**  
**ARTS 011. DIGITAL PHOTOGRAPHY**  
**ARTS 141. PHOTOGRAPHY II**  
**ARTS 095. VIDEO I**  
**ARTS 107. VIDEO II**  
**ARTS 059. PRINTMAKING I**  
**ARTS 151. PRINTMAKING II**  
**ARTS 127. ILLUSTRATION**  
**ARTS 133. 3-D STUDIO I**  
**ARTS 135. 3-D STUDIO II**  
**ARTS 181A. INTERDISCIPLINARY STUDIO**  
**ARTS 181B. INTERDISCIPLINARY STUDIO**

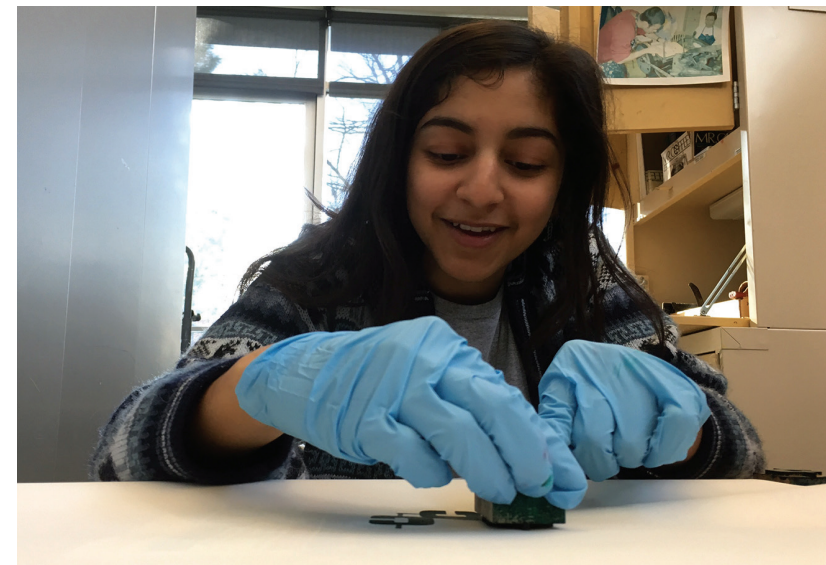
**ARTS 183 PROFESSIONAL PRACTICES IN VISUAL ART**  
**ARTS 185. STUDIO ART CAPSTONE**  
**ARTS 087—187. INTERNSHIP**  
**ARTS 089—189. PRACTICUM**  
**ARTS 191. INDEPENDENT STUDY**  
**ARTS 193. SPECIAL TOPICS**  
**ARTS 197. UNDERGRADUATE RESEARCH**



## GRAPHIC DESIGN

**ARTH 101 DESIGN THINKING**  
**ARTH 114. 20TH CENTURY ART AND FILM**  
**ARTH 116. CONTEMPORARY WORLD ART 1945 TO PRESENT**  
**ARTS 075. GRAPHIC DESIGN I**  
**ARTS 077. GRAPHIC DESIGN II**  
**ARTS 171. GRAPHIC DESIGN III**  
**ARTS 173. GRAPHIC DESIGN SEMINAR**  
**ARTS 175. SENIOR GRAPHIC DESIGN SEMINAR**  
**ARTS 079. TYPOGRAPHY I**  
**ARTS 081. TYPOGRAPHY II**  
**ARTS 127. ILLUSTRATION**  
**ARTS 011. DIGITAL PHOTOGRAPHY**  
**ARTS 059. PRINTMAKING I**  
**ARTS 091. PRINT MEDIA GRAPHICS**  
**ARTS 103. GRAPHIC PRODUCTION**  
**ARTS 095. VIDEO I**  
**ARTS 107. VIDEO II**  
**ARTS 105. WEB DESIGN**  
**ARTS 115. ANIMATION**

**ARTS 193A. 3D MODELING WITH MAYA**  
**ARTS 087—187. INTERNSHIP**  
**ARTS 089—189. PRACTICUM**  
**ARTS 191. INDEPENDENT STUDY**  
**ARTS 193. SPECIAL TOPICS**  
**ARTS 197. UNDERGRADUATE RESEARCH**



### FINANCIAL AID

We offer a variety of scholarships based on need, scholarship and potential for future growth. The process requires a portfolio of art/design work to be submitted to the Department of Art and Graphic Design as well as a completed financial aid application submitted to the Office of Financial Aid. Details for preparing your portfolio may be found [here](https://pacificgraphicdesign.wordpress.com/becoming-an-art-student/scholarships/);  
<https://pacificgraphicdesign.wordpress.com/becoming-an-art-student/scholarships/>

Several work study opportunities are also available within the department. Eligibility for workstudy is determined by the student's overall financial aid package. Application for workstudy is made through the Career Resource Center (CRC).

Students can also co-write grants with faculty to fund individual creative/research projects.

**ARE YOU ARE LOOKING FOR A COLLEGE WHERE YOU CAN PURSUE A LIBERAL ARTS EDUCATION WHILE STUDYING STUDIO ART OR GRAPHIC DESIGN? DO INTERNSHIPS INTEREST YOU OR PERHAPS PREPARING FOR GRADUATE STUDIES? DOES A MORE PERSONAL COLLEGE ATMOSPHERE AND THE OPPORTUNITY TO WORK CLOSELY WITH FACULTY AND STUDENTS APPEAL TO YOU? IF THE ANSWER TO THESE QUESTIONS IS YES, PACIFIC IS AN IDEAL PLACE FOR YOU. PLEASE CONTACT US!**

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ADMISSIONS OFFICE





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