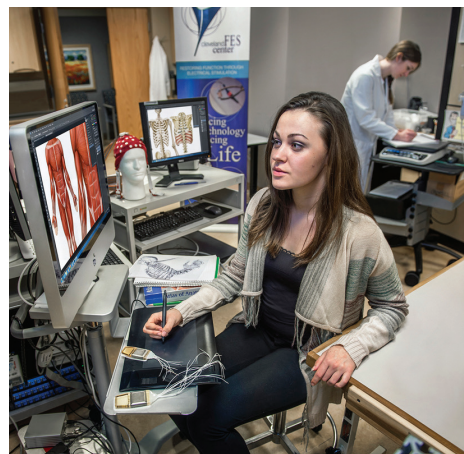
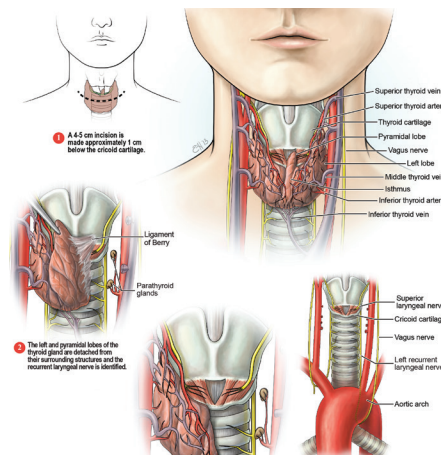


Cleveland Institute of Art
Creativity Matters

Life Sciences Illustration

CIA



Life Sciences Illustration

As one of the few undergraduate programs of its kind in the country, CIA's Life Sciences Illustration program combines science and art to create visual education solutions for the public and researchers, and prepares students for graduate education and beyond.

Students in the Life Sciences Illustration program work on topics in biological, zoological, botanical and health sciences (among others) while becoming proficient in illustration, animation and information design. Students learn how to blend their artistic talent with a researcher's intellect, displaying strong visual communication skills.

You'll learn from accomplished faculty whose training and access to real-world experiences are unmatched. Each of CIA's Life Sciences Illustration faculty members is certified as a medical

illustrator (CMI) through the Board of Certification of Medical Illustrators. Faculty have taken advantage of our extraordinary location at the heart of the region's leading medical, scientific, and cultural communities to build professional partnerships with the area's major medical and educational institutions.

As a student in the Life Sciences Illustration program you will benefit from these partnerships through many real-world experiences that include projects in scientific illustration, sketching surgeries, and exhibition

opportunities. The program offers you access to motion capture technology, 3D modeling tools, a medical sculpture lab, and a suite of other labs with access to the newest software and tools.

Our graduates work in museums and natural history institutions, publishing houses, science and research institutions, imaging companies and illustration and animation studios. They're helping to share the secrets of the natural world. They're creating animations about how our bodies work and designing museum installations about the cosmos.

Successful Alumni

Amanda Mendelsohn is a biomedical illustrator at the Cleveland Clinic, where she works with doctors and researchers to assist them in articulating their science.

Bert Oppenheim is vice president for creative services at Visible Body, where he oversees all aspects of medical visualization projects including customization of Visible Body for the pharmaceutical and medical device markets along with all medical illustration and 3D animation production.

Jeremy Miller is an art director at Ghost Productions Medical Animation, where they work with medical equipment and pharmaceutical companies creating complex illustrations and animations.

Engaged practices in art and design

Through courses, extracurricular projects, and internships, students connect to real-world experiences. These opportunities are where the rubber meets the road—where you will put your classroom knowledge and skills to work in a professional environment. CIA believes these skills are so critical to your success that we ensure every student earns Engaged Practice credits by the time they graduate. To learn more, visit cia.edu/ep.

Careers and Opportunities

Our graduates are well-positioned for graduate school in medical illustration, or for entering professional practice, producing medical and scientific illustrations, animations and educational materials for:

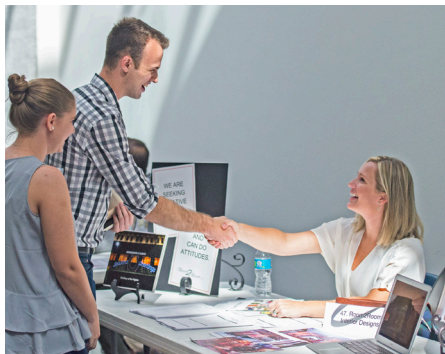
Pharmaceutical companies
Medical advertising agencies
Biotechnology/device design firms
Hospitals
Universities
Entertainment (TV and film)
Educational game design companies
Veterinary medicine companies
Scientific publishers
Medical, scientific journals
Medical-legal firms
Forensic/crime reconstruction specialists
Museums



The Industry

Life Sciences Illustration majors and graduates have interned and worked for well-established organizations such as:

National Geographic
NASA
California Academy of Sciences
Cleveland Clinic
Case Western Reserve University
School of Medicine
University Hospitals
Cleveland Functional Electrical Stimulation Center
Dittrick Medical History Center
Cleveland Museum of Natural History
Cleveland Botanical Garden
Great Lakes Science Center
Symbionix Inc.
Athersys Inc.
Lachina Inc.
CardioInsight Inc.
Pixologic Inc.
Evidence Store Inc.



World-Class Faculty

Associate Professor **Thomas Nowacki** is department chair and a certified medical illustrator (CMI) with extensive experience as an illustrator and 2D animator. His work has appeared in such scientific publications as The Scientist as well as various medical journals for practicing physicians. He is the founder/principal illustrator of Novie Studio. He holds a Master of Fine Arts degree in Medical Illustration from the Rochester Institute of Technology.

Learn more

Read more about our faculty, view student work, and watch a video about this major all at cia.edu/lifesciencesillustration.



Why CIA?

Exceptional Faculty

Learn from the people who make a living as artists and designers

Your Career

Achieve your goals for a creative career and join our successful alumni

10:1 Student-Faculty Ratio

Minimize your class sizes and maximize individual time with faculty

Real World Experience

All our students earn credit through internships or courses that connect them with projects outside the classroom

55% of 2018–19 first-year students
received a CIA merit scholarship of

\$15,000 or more

BFA

degree

655

students

10:1

student to
faculty ratio

Best
colleges for your
money, 2017–18

— Money
Magazine

Direct Costs

\$43,305

\$11,330

\$54,635

2019–20 Tuition + Fees

Room+Board

Total

Animation
Ceramics
Drawing
Game Design
Glass
Graphic Design
Illustration
Industrial Design
Interior Architecture
Jewelry + Metals
Life Sciences Illustration
Painting
Photography
Printmaking
Sculpture + Expanded Media
Transportation Design*
Video + Digital Cinema*

*Tracks within Industrial Design and
Photography Departments

FAFSA

CIA's school
code is 003928

\$40,709

average financial aid package for
CIA's 2018 incoming class

99%

2018-19 first-year
students received
financial aid

#cleinstituteofart

It is the policy of the Cleveland Institute of Art not to discriminate on the basis of race, color, creed, national or ethnic origin, gender, sexual orientation or gender identification, age, or disabilities, in employment practices, administration of educational policies, admission, scholarship and loan programs, and other college-administered programs and activities.



Cleveland Institute of Art

11610 Euclid Avenue
Cleveland, OH 44106
216.421.7418
cia.edu

Life Sciences Illustration (LSI)**

Major Requirements*

		Credits
LSI114	Principles of Biology	3
LSI115	Principles of Biology II	3
LSI250	Anatomy for the Artist	3
LSI253	Natural Science & Zoological Illus. (EP)	3
LSI254	Intro to Digital Biomedical Illus. (EP)	3
LSI260	Line: Information Visualization	3
LSI264	Digital Color: Style & Representation in Science	3
LSI345	Intro to 3D Modeling	3
LSI346	Intro to 3D Animation	3
LSI352	Surgical Illustration & Media (EP)	3
LSI353	LSI: Advanced Media Concepts	3
LSI354	LSI: Advanced Problems, Concepts + Media	3
LSI359	LSI: Interactive Narratives	3
LSI405	LSI BFA Thesis Research	3
LSI470	Cellular & Molecular Illustration	3
GDS200	Graphic Design for Non-Majors	3
IME402	BFA Statement & Exhibition	3

Additional Major Requirements for Human Gross Anatomy Track

		Credits
LSI116	Anatomy & Physiology I (CWRU) or science elective upon Dept. Chair approval)	3
LSI411	Human Gross Anatomy**	6
PPEL398A/B/C	Professional Practices	3
6 (six)	Open Studio Elective	18
Three of which may be fulfilled with LSI356 Forensic Modeling, and/or any two other LSI Special Topics Courses		

Additional Major Requirements for Anatomy + Physiology Track

		Credits
LSI116	Anatomy & Physiology I (CWRU)	3
LSI117	Anatomy & Physiology II (CWRU)**	3
<i>**Human Gross Anatomy may replace Anatomy & Physiology II in the junior spring semester. It is recommended that students take only 12 studio credits if they plan on taking Human Gross Anatomy foregoing a studio elective until senior year.</i>		
1 (one)	Upper-Level Science Elective Approved by Dept. Chair	3
PPEL398A/B/C	Professional Practices	3
6 (six)	Open Studio Elective	18
Three of which may be fulfilled with LSI356 Forensic Modeling, LSI407 Micro Narratives, and/or LSI Special Topics Course		

Foundation Requirements

		Credits
ACD103	Art History I: Ancient-18th C	3
FND103D	Digital Color	1.5
FND103M	Material Color	1.5
FND104	Digital Synthesis	3
FND107	Design I	3
FND107L	Design Woodshop Lab	0
FND108	Design II	3
FND117	Drawing I	3
FND118	Drawing II	3
FND130	Environmental Studio Elective	3
FND140A	Charette: Collaboration & Community	1.5
FND140B	Charette: Self & Other Voices	1.5
LLC101	Writing & Inquiry I: Basic Comp & Contemp Ideas	3
LLC102	Writing & Inquiry II: Research & Intellect Traditions	3

Liberal Arts Distributive Elective Requirements

		Credits
These courses need to be completed during your sophomore, junior, or senior year:		
ACD104	Art History II: 18th C-1945 (ACD)	3
ACD203	Art History III: 1945-Present (ACD)	3
LLC203	Writing & Inquiry III: Narrative Forms or LLC Advanced Writing-Intensive (LLC)	3
LLC213W	Writing for the Sciences (SNS)	3
1 (one)	Post-1960s Art & Design History (from selected list)	3

Notes:

A minimum of 3 credits designated Engaged Practice (EP) is required for graduation, through courses, internships, or independent pathways. EP courses are noted with an (EP) following the title.

Optional 0-credit Audit summer internship to be taken either during the summer between Sophomore and Junior year or between Junior and Senior year.

*These courses require a "C" or higher grade.

**As of July 1, 2019; formerly known as Biomedical Art (BMA)