ART14/15

SAM FOX SCHOOL OF DESIGN & VISUAL ARTS

COLLEGE OF ARCHITECTURE   GRADUATE SCHOOL OF ARCHITECTURE & URBAN DESIGN   COLLEGE OF ART   GRADUATE SCHOOL OF ART   MILDRED LANE KEMPER ART MUSEUM

CREATE
The Sam Fox School of Design & Visual Arts is an interdisciplinary and diverse community of architects, artists, and designers dedicated to excellence in learning, creative activity, research, and exhibition.

If you want to study art and design while pursuing other academic interests, you’ll find no better place than Washington University’s College of Art. It’s an ideal environment for intellectual, creative, and personal growth. We offer all the experiences and resources of an art school and all the academic and extracurricular opportunities of an independent research university with a national reputation and diverse student body.

"In Art they really stress the openness of the curriculum, and the ability to move in between programs—that was one of the main reasons I came to WashU," says Lucas Page, BFA ’14, a native of New York. "I was able to pursue work in both painting and design in a way that those practices informed each other and were encouraged to interact—that was a huge thing for me. I would paint on top of a design project, and then use text in a painting."

In preparation for the BFA Painting Exhibition, Lucas Page produced several new pieces, including Fisherman and Work, shown here.

The diversity of courses Lucas Page took within the College of Art is mirrored by his experiences outside of the studio. Last summer, he and Blake Rillette, BFA ’14, interned at the creative agency 1stAveMachine, working alongside creative director Aaron Duffy, BFA ’06, to concept, shoot, and edit video, design pitch decks, and produce mixed-media installation for clients such as Qualcomm, Activate Drinks, and Truvia. Some of his other experiences have included a summer residency, and internships at an art collective, a nonprofit, and a film production company. Regardless of where his path leads him, he knows the rich array of experiences he’s had will serve him well. "That was important to me—having that variety was one of the things I wanted to accomplish at WashU."

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TAKE COURSES ACROSS THE UNIVERSITY
Artists and designers collaborate with people in other fields. They are influenced by their expertise in science, history, mathematics, gender studies—and everything in between. Our curriculum provides all students with a strong liberal arts base, through required course work in Arts & Sciences and additional courses that are available through any of the University's undergraduate divisions, which also include Architecture, Business, and Engineering & Applied Science.

Popular offerings include marketing, computer science, art history and archaeology, and anthropology, as well as programs in philosophy-neuroscience-psychology, environmental studies, and international and area studies.

With proper planning, you can pursue minors and second majors in addition to your chosen area of study in the College of Art. Dual degrees are also possible and typically take five years to complete.

RESOURCES & FACILITIES
Our art and design studios are professionally equipped, giving you access to the latest technology and tools, from large-scale etching presses to laser cutters to book production facilities to wood and metal shops. The School also has gallery spaces both on and off campus for the exhibition of student work. You have access to WUSTL Libraries resources, including the Kenneth and Nancy Kranzberg Art & Architecture Library, whose collection includes more than 105,000 volumes in all formats.

EXPLORE YOUR INTERESTS
As a sophomore, you get to explore disciplines across art and design by selecting from a menu of introductory courses in Fashion Design, Painting, Photography, Printmaking, Sculpture, Typography, and Word and Image. You also begin instruction in digital technologies; for more information, visit samfoxschool.wustl.edu/undergraduate/computer.

FOCUS YOUR STUDY
Your major includes two years of intense study in your chosen area with instruction by faculty with diverse expertise. As a senior, you have a capstone experience, which provides a bridge to your future beyond college. You engage in research that culminates in a final project presented in a public exhibition.

Collaborate with Other Artists & Designers
Art and design undergraduates take two or three elective courses to experience new forms of visual making. Courses include:
- Urban Books
- Digital Filmmaking
- An Ecology of Art
- Furniture Design
- Commercial Modernism in America, 1865-1965
- Data Visualization

You can broaden your creative expertise by pursuing a minor in either art or design.

Build a Foundation
In your freshman year, you learn fundamental principles of art and design. Required courses include 2-D Design, 3-D Design, Drawing, Art/Architecture/Design History and Theory, and a weekly lecture course taught by the leaders of the School.

Explore Your Interests
Regardless of the path you choose, you develop conceptual, aesthetic, and technical skills while studying liberal arts.

Our undergraduate programs lead to the following degrees:
- Bachelor of Fine Arts in Art
- Bachelor of Fine Arts in Communication Design
- Bachelor of Fine Arts in Fashion Design

EUROPEAN STUDIES
Undergraduate students are encouraged to include a year abroad in any of the University's study abroad programs. The School is committed to collaborating with exchange programs in universities around the world in order to provide students with the chance to study in a diverse cultural context.

Our art and design programs are regionally accredited by the National Association of Schools of Art and Design (NASAD).

Explore the world with a degree from the College of Art and the School of the Arts, Architecture, Design & the Arts (SADAI), housed in the Samueli-Fox School of Visual & Performing Arts at Washington University in St. Louis. SADAI offers a wide range of interdisciplinary programs that provide students with the tools and skills they need to pursue their creative passions and make a difference in the world. Whether you're interested in art, design, architecture, or a related field, SADAI provides a supportive and diverse learning environment that encourages students to think critically, challenge themselves, and push the boundaries of what is possible.

BFA DEGREE PROGRAM REQUIREMENTS 128 TOTAL UNITS
Academic Requirements* 33 units
Writing I 3
Natural Sciences/Math 3
Humanities 3
Social or Behavioral Sciences 3
Academic Electives 21
Art History Classes 15 units
Art, Architecture, Design History I & II 6
Art, Architecture, Design History Electives 9
Foundation Courses 14 units
Drawing I & II 6
Practices I & II 2
2-D Design 3
3-D Design 3
Major Classes** 42 units
Sophomore Studio 9 – 12
Junior Studio 15 – 18
Senior Studio & Capstone 12 – 15
Sam Fox School Commons or Architecture/Art/Design Electives 9 units
Additional Elective Classes 15 units
*Must be taken in Arts & Sciences
**Units taken each year depend on area of study

FIND YOUR VISUAL VOICE
BRINGING IT ALL TOGETHER
Our series of team-taught courses cover themes, activities, and practices common to all artists. Working alongside your peers in our close-knit community of makers, you apply knowledge from previous art classes while developing a capacity for writing and speaking critically.

Taken your junior year, the Methods and Contexts courses guide you through the art-making process, from conceptualization to resolution. Supported by lectures, class discussions, and critiques, you contextualize your artistic interests within the contemporary art field.

As a senior, you develop creative concepts and commit to an artistic position—evidenced through studio production, presentation, and writing—in the advanced Capstone courses. Your work culminates in a spring exhibition, accompanied by intensive critical analysis of your ideas and methods.

ART PRACTICE
During your junior and senior years, you select from a menu of Art Practice courses. Through these courses, you become familiar with a wide array of technical and conceptual strategies, and acquire the skills and flexibility to develop independent creative work. For instance, for the fall-semester Public Practice course, you explore historical, theoretical, and practical considerations for creating public artwork and develop a proposal for the University City Public Sculpture Series. The winning proposals are constructed in the spring and temporarily installed in downtown University City.

Courses vary each semester; recent examples include:
- Collage: History and Practice in Contemporary Art (Drawing)
- Propaganda to Decoration (Printmaking)
- Matter in Hand (Sculpture)
- Body Image (Painting)
- Slow Image: Large Format Photography (Photography)
- Mediated Performance (Time-Based Media)

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AMBIKA SUBRAMANIAM, BFA ’14, Minor in Film and Media Studies, Metairie, Louisiana

“I consider myself a professor of practice—I teach what I do,” ASSOCIATE PROFESSOR MONIKA WEISS says. “Digital Filmmaking: City Stories is directly related to my experience as a practicing contemporary artist working at the intersection of memory, history, and public space.” The course asks students to explore St. Louis through the language of experimental film, bringing together techniques in experimental cinema and documentary journalism with history, urbanism, contemporary politics, and social engagement. All projects are self-driven, giving students the opportunity to explore issues of personal relevance, resulting in the production of short films.”

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The BFA in Communication Design is a collaborative, high-energy program that gives you the chance to work with faculty in graphic design, illustration, motion graphics, information design, interaction design, and advertising. You can choose to design interfaces for mobile devices and the web, make pictures for games and motion graphics, illustrate stories, create comics, and design printed posters and books.

Some projects allow you to apply design skills to social problems in the community in areas such as public health and urban education. Others provide the chance to study the history of printed images, comics, and advertising through our Modern Graphic History Library.

The curriculum features a combination of required fundamental experiences—such as Digital Design, Word and Image, Typography, and Interaction Design—and electives, which might include:
- Typography and Letterform
- Pictures for Communication
- Experimental Typography
- Voice
- Illustration Concepts and Media
- Interaction Design II
- Narrative Illustration

CAPSTONE EXPERIENCE
As a senior, you take a research methods course in the fall and then pursue a capstone project with an emphasis in design or illustration in the spring, culminating in a narrative or illustrated book, magazine, zine, screen-based presentation, graphic novel/mini-comic, or digital experience. You present this final project to peers and a panel of professionals, and display it in a public exhibition.

In addition, you take a Professional Practices course. Specific topics vary, recent offerings include:
- Interaction Design
- Advertising Processes
- Illustrating for Licensed Products

It you ask ASSISTANT PROFESSOR JOHN HENDRIX—whose work has appeared in publications such as Sports Illustrated, Entertainment Weekly, Rolling Stone, The New York Times, The New Yorker, and Esquire—the sketchbook is a vital tool for illustrators, providing a “personal playground” for conceptualizing ideas and honing drawing skills. For his course The Illustrator’s Sketchbook, students make images that explore visual narratives. The raw materials for these stories come from the pages of their sketchbooks, then manifest themselves in different forms, from the creation of 3-D characters made of clay to illustrated book jackets and short stories.

SANDY SPEICHER, BFA ’96, leads the Education practice at global design and innovation firm IDEO, drawing on human-centered methodologies and multidisciplinary teams to find innovative solutions to a wide variety of challenges, from the ways people are learning to the tools they use in the classroom to the ways systems are operating. Among other projects, she and her teams have helped to create a scalable, affordable school model in Peru, strategies to improve schools for the poor in India, digital learning platforms that meet the needs of today’s students, and approaches to increasing teaching effectiveness in the United States.

“CAPSTONE EXPERIENCE"
The BFA in Fashion Design offers a rigorous and multifaceted course of study focused on the intersection of clothing and culture. You gain practical experience designing one-of-a-kind fashions as well as those suitable for mass production. Courses provide you with a working knowledge of industry standards and procedures, informed by history and current trends.

During your sophomore year, you build a foundational understanding of textiles and design; required courses include:

- Introduction to Fashion Design
- Textile Design
- Visualizing Apparel
- Digital Fashion and Textile Design

As you advance in your studies, you undertake projects exploring a spectrum of garment design problems, fabrication strategies, research, and illustration through classes such as:

- 2-D Fashion Design
- 3-D Fashion Design
- Patternmaking and Production
- Fashion History and Research
- Fashion Strategy

Guided by faculty and mentors, you work through the full design process, from initial research and conceptual design to pattern and muslin stages to the final construction of each garment. The senior design studio is professionally equipped, allowing you to work in a design room setting.

As an alumna of the program, lecturer JENNIFER INGRAM, BFA ’04, knows firsthand the challenges of designing a collection for WUSTL’s Fashion Design Show. “Putting something out on the runway, you learn that it’s all about creating a complete look,” says Ingram, who helps coordinate the annual public showcase for all student fashion design majors. “It’s a balance of freedom and restriction. You can be creative and think outside the box, but you also have to make sure the garment works for a manufacturer and a clientele. But when you finally see your look, something that you’ve made, going down the runway? There is a tremendous sense of accomplishment.”

After working at Zac Posen, Peter Som, and Alice + Olivia early in her career, JORDANA WARMFLASH, BFA ’07, decided to strike out on her own, launching NOVIS in 2012. The clothing line, which “reflects the uptown refinement and downtown quirkiness of its designer,” has been a white-hot success. Among the crowning achievements: Warmflash received a $25,000 fashion award from the Ecco Domani Fashion Foundation to showcase her line at New York’s Fall 2014 Fashion Week.
The College of Art has a dedicated Career Services office. Our career advisers will guide you through specialized programs, help you structure your career search, and give you the tools you need to reach the best prospects for internships, residencies, fellowships, graduate schools, jobs, or other professional placements.

**PRO PRACTICES**
The Pro Practices program includes sessions on resume, cover letter, and portfolio development. It also includes skill-building sessions on networking, interviewing, and professional etiquette.

**ROAD SHOWS**
Road Shows offer a behind-the-scenes look inside top studios, agencies, and other organizations across the country. Recent Road Shows have focused on industries such as fashion, advertising, art direction, and communication design, and have been held in Chicago, Minneapolis, New York, and Silicon Valley. In addition to meeting with several organizations in each city, students network with alumni currently working in the field.

Students experience the advantages of the city, including an active gallery scene and numerous opportunities to meet with visiting artists and designers. You are also encouraged to become actively involved with professional organizations and to attend conferences. Along the way, the School facilitates connections with leaders in the field, including our extensive network of alumni working worldwide.

Our students establish careers in many different professional fields. In addition to the examples listed at right, our alumni are practicing artists and teach at colleges and universities across the country.

When Lady Gaga, Maggie Gyllenhaal, and Oprah Winfrey are among the stars wearing your designs, you know you’re doing something right. **JENNIFER BEHR, BFA ’96, is creative director and owner of her own self-named luxury accessory company, which focuses on distinctive, wearable hair accessories. Her designs have appeared everywhere from Diane von Furstenburg runway shows to the television show Gossip Girl to the pages of Allure, InStyle, and The New York Times.**

Though her company is based in Brooklyn, New York, Behr remains actively engaged with her alma mater. “Meeting with current students from WUSTL has been a fantastic way to stay connected to the College of Art community,” Behr says. “We have had interns in the past, and I have spoken to groups of visiting students about what I do as a designer and a business owner. It’s always interesting to talk to them about their journey and hopefully help them along their own paths by exposing them to my experiences.”

**INTERNSHIPS + JOBS**

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**FLORENCE SEMESTER PROGRAM**
We offer a semester-long program in Florence, Italy, that typically occurs your junior year. The program makes use of the rich artistic and cultural environment of Florence and the surrounding Tuscan countryside. The curriculum focuses on studio work in addition to Italian language, Renaissance art history, and Italian art and design culture.

**FLORENCE SUMMER PROGRAM**
Another option is to spend eight weeks of your summer in Florence, studying a variety of subjects, including drawing, painting, history, photography, and book arts. The program provides an interdisciplinary learning environment for exploring the relationships between historical and contemporary modes of representation, communication, and construction.

**SUMMER TRAVEL DRAWING PROGRAM**
Rising juniors and seniors in both Art and Architecture may participate in the Summer Travel Drawing Program. During this three-week course of study, you visit significant cities in either Latin America or Europe as part of a directed curriculum of urban and building analysis and appreciation. Offered biannually, the program emphasizes the development of hand drawing as a fundamental skill.

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**STUDY ABROAD**
"Studying abroad in Florence was amazing. It was nice to take an art history course in the birthplace of so many great pieces, and to be out in the city drawing all day. The experience really changed the way I thought about art and my process for working. The program also helped build the studio culture that existed for the next two years."  
**KYLE NEWTON, BFA ’13, Columbia, Illinois**

**FACULTY**
"The challenges that I have confronted in my studio practice shape the assignments I give. I bring issues into the classroom so students can wrestle with them in their own ways. Exposing students to possibilities is very exciting to me. I’m interested in training well-rounded artists and designers who are able to solve a variety of problems.”  
**ARNY NADLER, ASSOCIATE PROFESSOR OF ART**

**FACULTY PROFILES**

- **Fueled by her passion for developing and educating about textiles, associate professor Robin VerHage-Abrams challenges students to think critically about fibers and fabrics, the manner in which they are produced, and how best to employ and discard these materials.**

- **Professor Heather Corcoran collaborated with colleagues from WUSTL’s Brown School of Social Work on a grant from the National Cancer Institute. Her team—which included several undergraduate students as research assistants—explored how various cancer agencies present data, and then designed and tested specific visual approaches for communicating the information more effectively.**

- As the leader of the School’s Visual Culture Initiative, **professor Douglas Dowd seeks to engage students in the study of modern mass culture, drawing from WUSTL’s archive of resources, including periodicals from the Modern Graphic History Library.**

- **Associate professor Cheryl Wassenaar has taught courses that employ a variety of media, a parallel to her own work, which explores the function of text in a hybrid practice of painting, sculpture, and design. She works primarily with found commercial signage, repurposing the discarded wood into visual metaphors of communication.**
MILDRED LANE KEMPER ART MUSEUM

The Kemper Art Museum is located right across the plaza from student studio spaces and plays an integral role within the School. With over 5,000 objects, it is one of the finest university collections in the U.S. with strengths in 19th-, 20th-, and 21st-century European and American paintings, sculptures, prints, installations, and photographs.

The Museum offers free membership to all WUSTL students, giving you access to special exhibition previews and events. You can also play an active role in planning special student events through the Kemper Student Council. The student organization hosts an annual Vault Party—a one-night-only showcase of rarely seen works from the permanent collection—and Kemper Kabaret, a student-run variety show.

ART ON CAMPUS

Public art has a significant and growing presence at WUSTL, thanks to Art on Campus, which commissions art in connection with new construction and renovation projects on and around campus. These artworks become part of the Museum’s permanent collection. Initial commissions were produced by Spanish artist Jaume Plensa and Brooklyn-based artist Spencer Finch.

HENRY L. AND NATALIE E. FREUND VISITING ARTIST PROGRAM

The Freund Visiting Artist Program brings a practicing artist, architect, or designer to campus to work with students and faculty and produce an exhibition at the Museum.

PUBLIC LECTURE SERIES

Each semester, the School hosts weekly lectures by nationally and internationally recognized artists, architects, designers, historians, and critics. Invited speakers often interact with students during studio visits, workshops, and informal gatherings. For instance, Alfredo Jaar, one of Latin America’s foremost contemporary artists, discussed the power of art to raise awareness about issues of injustice during an exclusive workshop for Sam Fox School students.

You can also play an active role in planning special student events through the Kemper Student Council. The student organization hosts an annual Vault Party—a one-night-only showcase of rarely seen works from the permanent collection—and Kemper Kabaret, a student-run variety show.

As one of the Museum’s inaugural Greenberg Curatorial Fellows, ELIZABETH KORB, BFA ’14, helped organize Women (2014) Contemporary Chinese Art. “We wanted to explore sociopolitical themes that speak both to Chinese society and to our broader globalized culture,” says Korb, an art history and archaeology minor who curated the show with Danielle Wu and Samantha Allen, both BA ’14. “It was an incredibly rewarding experience that taught us to write, research, and present in a professional setting.”

BEYOND THE STUDIO

Participate in activities that shape the character of the College of Art, such as the Art Council, which represents students to the faculty and staff. Organize and participate in exhibitions of student artwork through Residential Area Real Art, join the material reuse and research initiative Material Monster, or write for the student style publication Armour.

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HENRY L. AND NATALIE E. FREUND VISITING ARTIST PROGRAM

The Freund Visiting Artist Program brings a practicing artist, architect, or designer to campus to work with students and faculty and produce an exhibition at the Museum.

PUBLIC LECTURE SERIES

Each semester, the School hosts weekly lectures by nationally and internationally recognized artists, architects, designers, historians, and critics. Invited speakers often interact with students during studio visits, workshops, and informal gatherings. For instance, Alfredo Jaar, one of Latin America’s foremost contemporary artists, discussed the power of art to raise awareness about issues of injustice during an exclusive workshop for Sam Fox School students.

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Academic scholarships offered by the University, regardless of financial circumstances, include:

Conway and Proetz Scholarships
Each year, up to one full-tuition scholarship and five partial scholarships are awarded to first-year students in the College of Art whose artistic and academic potential is judged outstanding by a faculty selection committee. The scholarships are supported by two endowed funds: The Fred Conway Scholarship, established in memory of a distinguished professor of painting, and the Arthur and Esther Proetz Scholarship, established to honor the Proetzes’ commitment to the arts. The scholarships are renewable for each year of undergraduate study, assuming the student maintains a satisfactory academic record.

Art applicants who wish to be considered for the Conway and Proetz Scholarships are required to submit portfolios by 5:00 p.m. Central Time on January 15. No special application form is needed; admission applications accompanied by digital portfolios will automatically be considered. You must select Art as your first-choice division on the Common Application Washington University supplemental questions.

Other Academic Scholarships
In addition, students may apply for the John B. Ervin Scholars Program and be considered for the Enterprise Holdings Scholars Program, as well as apply for the Annika Rodriguez Scholars Program—all of which enhance the overall quality and diversity of the student body.

Entrepreneurial Scholars Program
Art applicants with an entrepreneurial spirit and vision may apply for the Entrepreneurial Scholars Program, a renewable annual scholarship of $3,000.

Scholarships and Financial Assistance
1. No-loan assistance packages for families with low incomes
2. Financial assistance awards that range up to the full cost
3. Need-based scholarship programs
4. Need-based scholarships and other financial assistance
5. Free and easy financial assistance application
6. Individualized attention with your own financial assistance counselor
7. A commitment to helping you throughout your undergraduate years

Let’s start the conversation early—we want to help.

International Students
For financial assistance information, see Financial Assistance for International Students at admissions.wustl.edu or call 800.638.0700 (within the USA) or 314.935.6000.

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ASSOCIATE PROFESSOR LISA BULAWSKY’s work spans a range of activities including installation, works on paper, and temporary public art. Her innovative approach to teaching stems from her research interests and investment in the philosophical and political qualities inherent to printmaking. Her role as director of Island Press epitomizes this convergence of practice and education. Founded in 1978, the research-based printmaking workshop hosts professional artists for intensive studio residencies. “Typically we invite two artists per year, and their visits are incorporated into the curriculum, so it’s a very educational experience for the students, who get to do everything from conception of the project to printing,” Bulawsky says. “I don’t know of any other shop that has this kind of arrangement—it’s really special for both the students and the artists.”

MORE INFORMATION ON FINANCIAL ASSISTANCE AND SCHOLARSHIPS
High school seniors on our mailing list receive our Scholarships brochure, with full instructions and applications for Scholarships. More information on need-based financial assistance is also available at admissions.wustl.edu.

TO APPLY FOR TRANSFER ADMISSION
Transfer admission to Washington University is both selective and competitive. In any given year any academic division may have from zero to a small handful of slots available. With this small number of transfer spots open, we recommend the strongest candidates for admission present proof of a high school diploma or equivalent and proof of a high level of academic success at their current institution. Transfer applicants are required to submit transcripts reflecting all collegiate work undertaken. The applicant should submit the Common Application and Washington University’s brief supplemental questions at commonapp.org. Your application must be accompanied by a $75 nonrefundable application fee. Transfer students are required to submit a portfolio.

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It’s the best way to learn about Washington University. We’ll customize your visit to suit your personal interests. Tell us what you want to see, with whom you’d like to speak, and which classes you’d like to visit. Meet current Washington University students and faculty. Just go to visit.wustl.edu, e-mail visit@wustl.edu, or call 800.638.0700 or 314.935.6000—our visit coordinator will take care of everything.

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It’s awesome to have the visiting artist program through Island Press,” says Kelsey Brod, BFA ’13 with a second major in Environmental Studies. “During Nina Katchadourian’s residency, we split into groups to develop parts of the projects she assigned us, bringing in information that she incorporated into her final work. It was really cool working with her on a project.”

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Washington University encourages and gives full consideration to all applicants for admission, financial aid, and employment. The University does not discriminate in access to, or treatment or employment in, its programs and activities on the basis of race, color, age, religion, sex, sexual orientation, gender identity or expression, national origin, veteran status, disability, or genetic information. Inquiries about compliance should be addressed to the University’s Vice Chancellor for Human Resources, Washington University, Campus Box 1184, One Brookings Drive, St. Louis, MO 63130.