

compost

The biannual Graphic Design program communication composition for students, alumni, friends, and supporters.

Bee Lady Redesign

Emilie Christ and Logan Merriam create a new face for a local business

Designing for the “Bee Ladies” was a unique first experience working with another designer, and with a real client. We met Lynne, the Bee Lady, on a trip to the Thursday market in Orange one afternoon. She has locally well known and well liked products, but her labels and “self branding” did not work in her favor in terms of expanding her business, so we had to plant the idea of a redesign.



We chose a somewhat competitive model of collaboration, not unlike the way some design firms work. We originally worked separately on our own concepts, and then presented them to the client to make her choice. Emilie’s design, which used natural, brown papers and hand drawn illustrations, won the client over, so all of our focus shifted toward refining and finishing that design. We ended up using hang tags tied by raffia as a way of displaying the information without overpowering the product itself; and new folded business cards that

had enough real estate to display all of the markets and times that Lynne’s business attends.

We would encourage students to look for design work outside of class as often as possible. Bee Ladies Local Honey taught us that there are many aspects of designing, like

talking to clients and the rush to find projects, which cannot be taught in school. We are lucky to have come across this opportunity and look forward to checking in with Lynne to see how our work has helped her business endeavors.

Story by Emilie Christ, '12 • Logan Merriam '12

INSIDE

- In March, the class of 2012 presented their highly anticipated **Junior Shows**. To see the fruits of their efforts, turn to page 4.
- Distinguished GD Alum Stefan Mumaw spoke about the essential qualities of a “**monster idea**.” Details of Stefan’s tickling talk are on page 7, and see the extended Alumni spread on page 10.
- Students participated in the Design Competition and **Portfolio Review**; students submitted their work and received feedback from working design professionals (p. 8).
- Meet the part-time professors and find out GD students’ **hidden talents**. (7, 9)



EXPLORING ITALY in winter



Taking an Art history class where we physically stood in front of the “David”, examining the chiseled marble that Michelangelo himself created, and gazed at the ceiling of the Sistine chapel was a life changing experience that I will never forget. Venturing six thousand miles away from home, with Professors Dr. Liliana Leopardi, Professor Eric Chimenti, and twenty-three other Chapman students that I had never met, was both nerve-racking and exciting

all at the same time. As a graphic design student who was yet to take any art history classes, I felt this trip would be the best way to learn and absorb the information. In the short amount of time, we visited Florence, Siena, Venice and Rome, making sure to test out the gelato in every city. With Florence being the first destination, it was also my favorite. Climbing four hundred and sixty three steps to the top of the Duomo was such an accomplishing feeling. Looking over the railing we

could see as far as the city stretched, all the way to the countryside. The food here was like nothing I had ever had, every ingredient tasted especially fresh with all the right spices, making meals more of an experience and a social gathering to talk about our day’s adventures. My roommates Hilary, Rebecca and I were like three coins in a fountain, taking on every city together. If it weren’t for them I don’t know if I would have made it through the whole trip.

Story by Emma Diener, '13



2011 Spring Junior Graphic Design Show I

On March 21 the Guggenheim Gallery held two Junior Graphic Design shows, the penultimate highlight of every student's undergraduate years in Chapman's Graphic Design program. The first of the shows was called "Insomnia: Design That Never Sleeps". The eight insomniacs displaying their designs were Noah Fell, Sabrina Davis, Eliot Spaulding, Roger Dumas, Ashley Oster, Katrina Chen, Breehn Sasaki, and Lisa Horn.

Working together as a group, the insomniacs planned the gallery opening, all displays, and the show's promotional materials. Each artist prepared, on average, 7-12 pieces to exhibit. Some designs were separate and some were part of a brand or campaign. These designs included everything from packaging, print, and logos to commercials, advertisements, and even an Anthropologie display environment created by Eliot Spaulding. **After weeks of sleepless nights, it was time**



Sabrina Davis - insomniac

to showcase their designs at the gallery opening for the community, family, and friends.

After the show opening, each student defended his or her work regarding aesthetics as well as conceptual choices made for each piece during a faculty panel critique. In the end, it was well worth the many hours of sleep lost, and the

showcase proved to be a rewarding and valuable learning experience. **Each insomniac learned about his or herself as a designer, how much he or she is capable of, and had the opportunity to share with others what the graphic design world is all about.**

by insomniac Sabrina Davis, '12



Breehn Sasaki - insomniac



Eliot Spaulding - insomniac



Roger Dumas - insomniac



(left to right): Noah Fell, Sabrina Davis, Eliot Spaulding, Katrina Chen, Ashley Oster, Breehn Sasaki, Lisa Horn, Roger Dumas



Lisa Horn - insomniac



Noah Fell - insomniac



Katrina Chen - insomniac



2011 Spring Junior Graphic Design Show II

Junior show. For a lot of us, this event in our college career was looming over us before we were even accepted to Chapman. In addition to being a critical portion of our education as smart, well-equipped designers, this show was a probable once in a lifetime chance to display our very own work in an organized gallery setting, and to show everyone just what it is that graphic designers can do. Unlike painting, or sculpture, or photography, design is not something quite so easily defined, and it is often difficult to explain to an "outsider"

what we do fiddling around on our Macs all day. Myself and the 13 other talented designers in this show wanted to make sure we would not only displayed as wide a variety of design as possible, but that we did so in a way that people would understand and be excited about.

Our "FLOAT" theme is an inside joke that cropped up during our freshman year, in Eric's rendering class. **He warned us all not to "float" through college, just getting by with OK grades and OK work. Well, we**

listened to that advice, but also decided to wear the name as a badge of honor, and we became the Floaters. Two years later, the Floaters were still going strong, and we knew from the moment we started planning what our show theme would be. A few balloons later, we were ready for takeoff.

Preparing for show was exciting, but far from easy. We managed to pull in some amazing support from family and friends. Problem was, once we had funds, we had to make sure we used that money in a way that we and our supporters would be pleased with. Because our opening is as much for the public and our supporters as it was for us, we put forth an effort to create an experience they would remember.

All the while, there was the part the really mattered: our work. **There were many late nights, lots of production woes, and a few near misses with catastrophe.** But when



(left to right): Kelsi Mathey, Anton Warkentin, Keely Misenhimer, Hannah Cates, Becca Shead, Breanna Rawding, Ali Labelle, Keri Kubota, Devin Valdivia, Rachael Morella, Michelle Billings, Jamie Nordella, Kristen Lee, Kailah Ogawa

it was all said and done, we had a real-life, jam-packed art show ready to go. Weeks later, I still cannot fully express how proud I am of all of us, and all of the work we put up on those walls. Anyone with a Mighty Mouse can make rad stuff, but we hung work that mattered to us. Work we cared about, and had literally poured blood sweat and tears over. Everything can always be improved, and there are always the

should've, would've, and could've. **But as we Floaters prepare to enter our fourth and final year** (and have to say goodbye to our graduating Floater, Jamie Nordella), **we will take this experience and this opportunity to learn and grow as artists**, so that when we leave Chapman to go make more rad stuff, we'll be sure to make rad stuff that matters.

by floater Devin Valdivia, '12



Breanna Rawding - floater



Hannah Cates - floater



Becca Shead - floater



Michelle Billings - floater



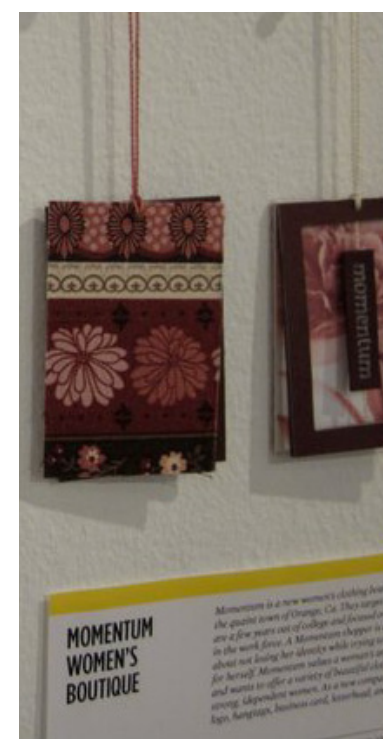
Ali LaBelle - floater



Keri Kubota - floater

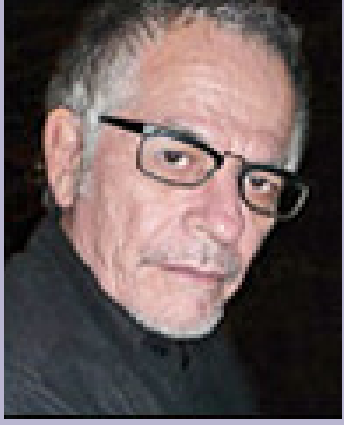


Rachael Morello - floater



Kristen Lee - floater

Get to know our Part Time Professor: Joseph Banuelos



ART 132
Perspective
& Rendering

ART 336
Illustration

ART 496
Internship & Portfolio

Q: What do you consider some of your greatest artistic accomplishments?

A: My career has spanned over 40 years so there are a few. Early on I was fortunate to be involved with several high profile design projects for Knott's, Tyco Toys, Mattel, Disneyland, and Carl's Jr. Recent projects include design for the Allergan Corporation, Obagi Medical, and Zeiss Optical.

Q: What advice would you give students for being a successful designer after college?

A: Continue to grow as a designer. Learn from those that have gone before you and don't settle. Treat every assignment, no matter what size, with care and craftsmanship.

Q: Are there any awards that you have won?

A: AIGA Fellow 2008, OC AdAwards-Silver/Merit, Print Magazine Design Annual, Communication Arts Design Annual-Merit, New York Art Directors Show-Merit, Society Of Illustrators, Los Angeles, Merit, Belding Awards- Merit, MMA Gold/Best in Show.

Q: Are there any interesting projects you are currently working on now?

A: I'm working on an Annual Report, the re-branding of a news organization, an ad campaign for a craft services company, illustrating a book for United Way, and recently designed 2 collections, with my wife Chela, for a home décor company.

Q: Why did you choose to teach at Chapman?

A: Actually, Chapman chose me. The Art Department, in particular, Eric Chimenti, was looking for an adjunct professor to teach Rapid Visualization, Perspective and Rendering. Another professor, whom I had just met, Richard Turner, suggested I call Eric. We met, he saw my work, and I had the job.

Q: What prepared you most for the design/art world?

A: First, my schooling. A university education gave me the basic tools that allowed me to get an entry level position with a Graphic Design firm. Next, mentoring by the professionals that I worked with early in my career gave me confidence, knowledge and an appreciation for the craft.

Igniting the Spark of Creativity Students Go to Y16 Conference in San Diego

by Ariel Roth, '13

On March 25 and 26, I left my hectic schedule to go to the Y16 conference, hoping to be inspired all over again by design. This year's theme, Spark, couldn't have been more fitting in igniting my creativity in the middle of a long semester. Ivana Wong and I decided last minute to buy tickets to this year's AIGA sponsored conference held at University of San Diego, and luckily were able to get a ride down there with our professor, Tony Pinto. A few minutes past 7am on Friday morning, Ivana and I were sitting in Tony's car talking to his wife, Adrienne, a freelance designer and one of the speakers, Luke Mysse, owner of CrossGrain Design, who were also going to Y16. Between sipping coffee and chatting about how to beat designer's block with three professional designers, I knew this weekend would be groundbreaking. We arrived at the beautiful USD campus and registered. Aaron Draplin, owner of Draplin Design Co. started the conference on a high note because of his charismatic personality and entertaining, spot-on talk. His sarcastic enthusiasm can be summed up in one line:

"Work hard and love this shit."

We continued to our first thinkshop, a two-hour special workshop unique to Y16, with Jen Bilik, of Knock Knock, a well-designed stationary and gifts company. After introducing how she markets the brand, she gave us useful tips on selling products from a retail point of view. Bilik's success lies in her ability to embrace constraints and keep coming up with great ideas again and again.

Halfway through the first day, we listened to Lab Partners, the illustration and design studio of

**"Work hard
and love
this s***."**

- Aaron Draplin

the husband-wife duo, Sara Labienec and Ryan Meis. Based out of San Francisco, they emphasize the importance of using your hands to draw in a computer saturated world. Drawing retains a certain freshness and life to it that can't be made up on the computer. The passion in their designs was apparent and proved that two minds can be better than one when working in tandem.



As successful partners, Sara and Ryan provided tips on collaborating, a valuable skill for any designer. Ivana and I were so inspired by their whimsical, retro style, that we bought their most recent letterpress print and asked them to sign it later when we introduced ourselves.

After the speakers had presented during the day, there was a chance to mix and mingle with other students and professionals. It was a relaxed networking experience because as young students, we could talk casually face to face about the topics brought up and discover others' design backgrounds. It was comforting to be around like-minded people, who

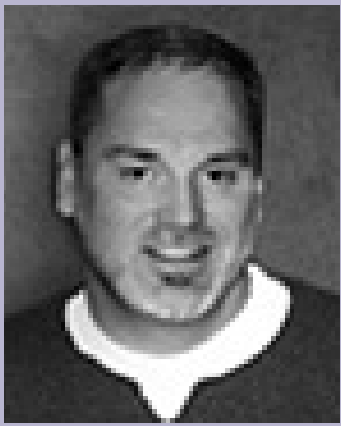
spend their days obsessing over the kerning between letters or choose the make of their car based on the logo. Without the pressure of being interviewed or evaluated, I was able to make many new contacts which is the key to securing jobs and internships in the future.

The conference continued with speakers talking about their work, influences, and opinions, but few tackled the topic of how to lead the demanding life of a designer, until Joy Cho and Meg Mateo Illasco's thinkshop. Both extremely successful in balancing multifarious careers as freelance designers, they learned to embrace this busy lifestyle because of their many

talents and self-discipline. As a student struggling to find time for everything between three-hour studio classes and project deadlines, their advice was very applicable.

Frank Chimero asked us the important question of why do we do this work? He said, "The further you depart from what you like to do, the more your spark goes out." Designers come to conferences for sympathy and for a sense of community that can't be gained elsewhere. As a writer and designer, Chimero effectively stated, the Y16 conference was "more about one candle lighting another one." I already can't wait for next year's conference, Y17, for a healthy dose of inspiration.

Get to know our Part Time Professor: Dave Matea



ART 338
Advanced Typography

ART 396
Junior Seminar:
Graphic Design

Q: Why did you choose to teach at Chapman?

A: I enjoy working with students who are eager to expand their creative thinking through graphic design. Chapman is a school that allows this to happen. Plus I was looking to expand my teaching experience and build my curriculum vitae.

Q: Who/what have you designed for?

A: I've been working professionally for nearly 20 years. It's hard to list all the major accounts that have crossed my path, but a few notables are, The Academy of Motion Picture Arts and Sciences, American Airlines, Bank of America, Coca Cola, UCLA, Sketchers, Scion, Toyota ...

Q: Is there a particular project that you're most proud of?

A: I like to think that I take pride in everything that I do.

Q: Are there any interesting projects you are currently working on now?

A: Currently wrapping up work for immersive branding campaigns for Acura, Scion, Jeep and Fiat. Acura and Fiat included iPad and iPod interface design.

Q: What prepared you the most for the design world?

A: Hard work, attention to detail, a good attitude, discipline, and the desire to always strive for design excellence and the best creative solution. The latter came from my BFA study under Archie Boston at CSULB.

Stefan Mumaw Shares His Book and Knowledge

The distinguished, and very tall, alum lists the Seven Traits of a "Monster" idea

by Valerie Rustad, '14

On April 14th, students and faculty came to hear CU graphic design alumni Stefan Mumaw ('96) share his gems of knowledge about the design world. Stefan's main theme for his engaging, interactive presentation was that designers are storytellers; he feels that designers too often see projects in terms of what they are rather than seeing them as potential stories. He also stated that creativity is not simply "being different" but solving a problem. Stefan then revealed his seven characteristics that a successful, powerful, "monster" idea must have:



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Is it novel?

When brainstorming, most designers try to think of something completely original every time. Stefan states that sometimes novelty is as simple as changing an existing idea slightly; for example, the "I'm a PC, I'm a Mac" commercials. He also states that curiosity is the most powerful ad campaign and that novelty is an attention tool, not an idea.

Is it authentic?

Stefan stresses the importance of brand/audience authenticity. He states that the audience only senses when a brand or company is trying to be something they aren't, such as when Wal-Mart, a store well known for its consistently cheap merchandise, trues to market supposedly high-end items. An audience will only notice inauthenticity because a brand that is authentic to itself and its audience feels natural.

Does it tell a story?

Stories are innate to our lives. Whether they are liner stories with clear beginnings, middle, and endings, or non-linear stories (such as the Dos Equis "most interesting man in the world" campaign) the audience remembers them. Too often designers think about just one aspect of a campaign or idea; Stefan urges designers to ask themselves how they can tell a story better.

Does it scare you?

In the words of Stefan, "a really good idea should scare everybody at the table just a little." He wrapped up his presentation by stating that if you're creating work that doesn't scare you, it's not good enough.

1 Does it evoke an emotional response?

Consumers choose products based on either rational or emotional purchase drivers. Rational purchase drivers include price, quality and value while emotional purchase drivers are the feelings and experiences that the consumer associates with that product. Stefan states that emotional purchase drivers are more powerful ones and that designers can utilize emotional purchase drivers to create powerful ideas. Designers can attach an authentic emotion to a brand or idea and then prove that emotion.

2 An environment isn't an experience.

Stefan uses the example of an Apple store to illustrate that an environment is not the same as an experience. Apple has created a widely recognizable brand character; most people identify Apple as being cool, modern, high-tech and fun. This is partly because of the experience that Apple stores provide combined with the sleek, modern a of the Apple store.

3 Is it entertaining?

Stefan reveals that people read what entertains them. People are constantly looking for entertainment, so an entertaining design can be highly successful if, and only if, it is relevant. Stefan also states that many people believe that humor and entertainment are synonymous; Stefan reveals that while something can be entertaining because it is humorous, the two do not have to go together.

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Illustration by Ian Hutchinson, BFA in GD '11

Portfolio Review 2011

Graphic Design Students "Tame the Beast!"

What beast are graphic design students "taming"? The "beastly-ness of their portfolio! The annual OC AIGA Portfolio Review invites design professionals from the Southern California area to come and review student work. The idea was to review student's work and face the beast of having to present work but also see if their portfolio contained "ugly monsters". In other words, did students have beast of a portfolio? Or was it filled with design duds.

Below are some of the winning designs of the Annual AIGA Design Competition. Winners were announced at the review.



6th Annual Design Contest

Chapman Design Students "Release The Beast!"

Congratulations to all of our Chapman design winners who won first and second place in the annual AIGA Student Design Competition. Professional judges from the Southern California area selected outstanding work produced by Chapman students. Prizes were given out for Best Typeface Design to Simon Blockley, Best in Book Design to Kelsey Lounsbury, Best in Magazine/Print to Kristen Entringer, Best in Packaging Design to Emily Astbury, Second Place in Logo/Identity Design to Kyle Pidot, Second Place in Magazine/Print to Kristen Entringer, Second Place in Poster Design to Kyle Pidot, and Second Place in Packaging Design to Danielle Atnip.



Best in Magazine/Print, Kristen Entringer '11



Best in Book Design, Kelsey Lounsbury '11



Best Typeface Design, Simon Blockley '11



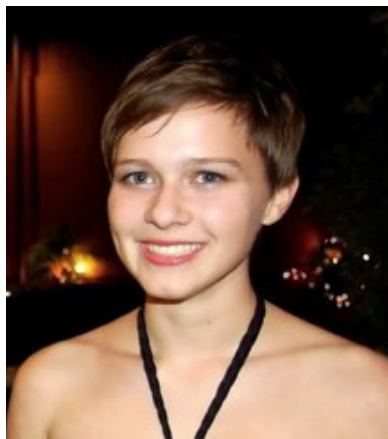
Second Place in Magazine/Print, Kristen Entringer '11



Graphic Designers Go Beyond The Computer Lab

They Take Their Talents to New Heights And Fill Our Community With Their Presence

Junior **Breanna Rawding** raises guide dogs. She and her mom started raising their first dog two years ago, and in the fall of 2010 Breanna got Leelo, the yellow lab puppy pictured on the right. As a puppy raiser Breanna trains her dogs in obedience and socialization. Once the puppies are four months old Breanna begins to take them on errands to acclimate them with the outside world. The goal of raising a puppy is that after 18-24 months of age the dog will be turned in to Guide Dogs of America, which means Breanna eventually parts with her dogs. Then comes a 4-6 mo. training and if successful the pup graduates as a guide dog. Breanna says that saying goodbye is difficult but after investing so much time and work into the dogs she wants them to graduate. (Breanna is pictured with Bandit, a Border Collie, and Crystal, a Black Lab. Bandit is a family pet; Crystal trained to be a guide dog but career changed after a strained ligament. She is now training to be a therapy dog)



Freshman GD major **Deena Edwards** has a unique talent: creating adorable cupcake art. She began in high school making cakes for all her friends on their birthdays. She creatively uses candy to create cupcakes that adhere to a thoughtfully-

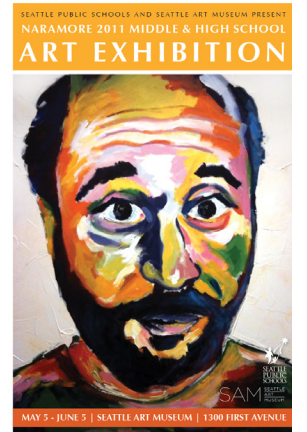
designed frosting-topping color schemes to cupcakes that appear to be wearing minute tuxedos. Facebook cupcakes, corn-on-the-cob cupcakes that according looked great but tasted horrible due to the fact that the corn was made up of yellow jelly beans, which are the gross flavors, like buttered popcorn and lemon. These cupcakes even won a prize at a bake off. On the last page of her application portfolio for Chapman, she made a photo composition with her cupcake creations. Most recently, snowman cupcakes (pictured) made an appearance at the Sweet Exchange, the annual GD Club white elephant gift exchange and dessert party.



Junior GD major **Devin Valdivia** has been playing guitar for nine years. After receiving his first guitar, Pancakes, at the tender age of twelve Devin, began playing in his youth group's band. Now, Devin plays at Chapman's Ignite Club. Eventually, Devin began singing, which sparked his interest in song writing as well; he records his original music and posts it on YouTube. Devin receives much of his inspiration and style from musicians like Damian Rice, John Foreman, David Crowder and John Mayer. Devin says, "I love making music, especially with other musicians. There's just something about it that allows me to feel and express things in ways I can't any other way, even design. It's something I can't fully put into words, which sounds totally cheesy, but it's true. And if song writing has taught me anything, it's that important things are usually hard to put into words."



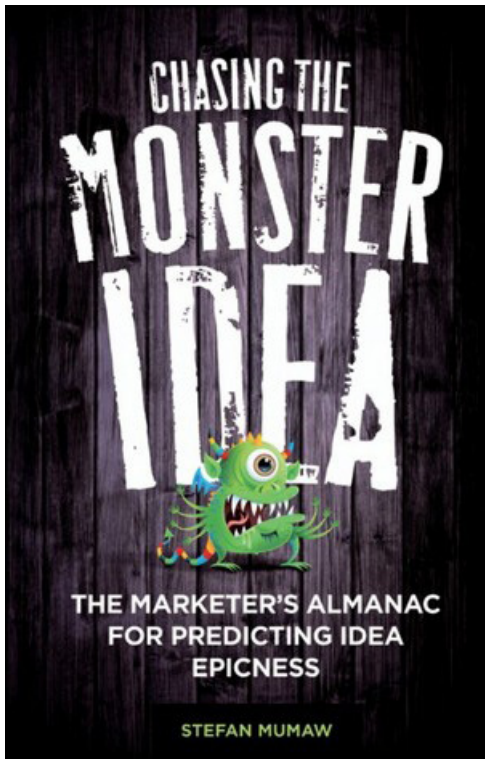
Even though she is a GD major, freshman **Diana Goldberg** is an accomplished fine artist. Diana took a formal art class for the first time her Junior year in high school which allowed her to build her portfolio. Rather than focusing on one medium to work with, Diana prefers to experiment with a wide variety of media, such as acrylics, oils, graphite, collage, wood and fabric. Born and bred in Seattle, Washington, Diana comes from an artistic family and because of this she was exposed to art at an early age and she has always seen herself as an artist. She hopes to incorporate her artwork into her future Graphic Design projects. Recently, one of Diana's painting was featured in Seattle Public Schools 2011 Middle & High School Naramore Art Exhibit. Diana also designed the elaborate and ginormous backdrop for Delta Gamma's skit (as part of Greek Skit Night) for which Delta Gamma won best set design.



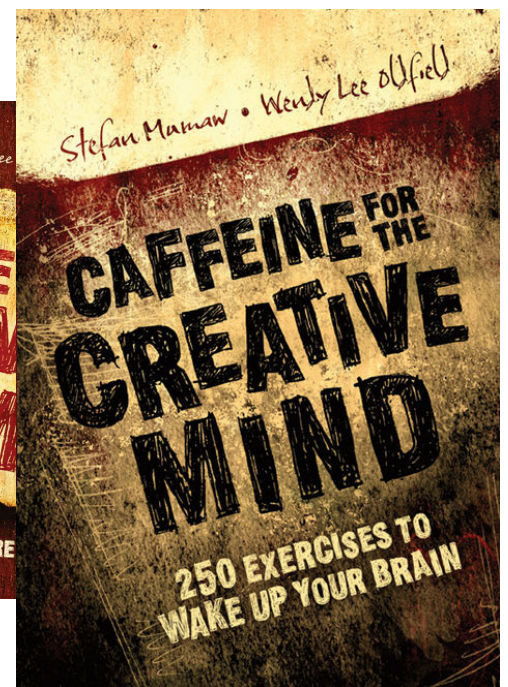
Freshman GD major **Valerie Rustad** decorates sneakers. She uses acrylic paint and permanent markers to customize sneakers for both herself and her friends. The pair of shoes pictured here were decorated for her friend Chris, who requested to have his Converse All-Stars decorated with characters from the book *Where the Wild Things Are*. He was so pleased with the result that he wore the shoes to prom. Valerie draws on her illustration and fine art background to create intricate designs. She states that Converse are the best shows to design because the canvas they are constructed from makes them a natural candidate for acrylic paint and markers. Valerie hopes shoe decorating will lead to opportunities to design shoes later on in her career.



CU Graphic Design Alumni: Where Are They Now?

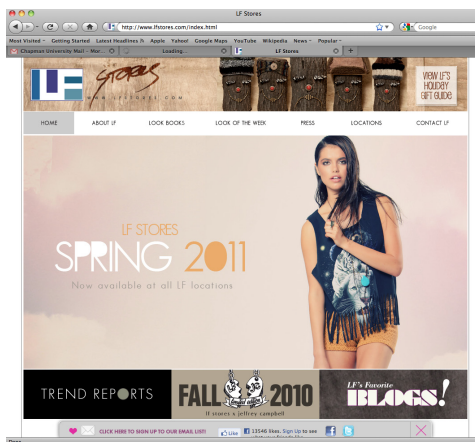


Stefan Mumaw ('96)
Stefan Mumaw is the Creative Director and Purveyor of All That Rocks for Reign, a Kansas City-based ad agency that has worked with clients such as Johnson & Johnson, Silpada, Coca-Cola and Sony. Before writing Chasing the Monster Idea, he co-authored *Caffeine for the Creative Team* and *Caffeine for the Creative Mind* with Wendy Lee Oldfield, and also penned *Redesigning Websites* and *Simple Websites*. Stefan has spoken at numerous creative industry gatherings over the years, written a smattering of articles for HOW Magazine, Step-by-Step Magazine and Dynamic Graphics, contributes to a number of creativity-focused blogs and been known to embarrass himself and those around him if given the opportunity.



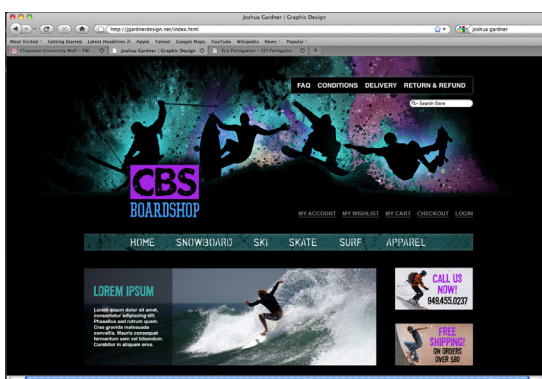
Kyle Floyd ('10)

Kyle landed a job at LF Sportswear, a girls' apparel company. Kyle will be working as the self-proclaimed "design guy," designing the website, promotional materials and packaging.



Joshua Gardner ('03)

Since February 2010 Joshua has worked as a designer for Modal Digital Agency in Irvine, California. Joshua is responsible for creating designs for clients such as Verizon, Auxilio, APA Agency, DAUM, Signal Snowboards and Meloza Tequila.



Jen B. Peters ('10)

Originally from Minneapolis, Jen now works for Mattson Creative in Irvine. Mattson specializes in creating the visual language for vibrant brands through illustration, identity and web design. Jen also maintains a blog updated daily with her owl illustrations.



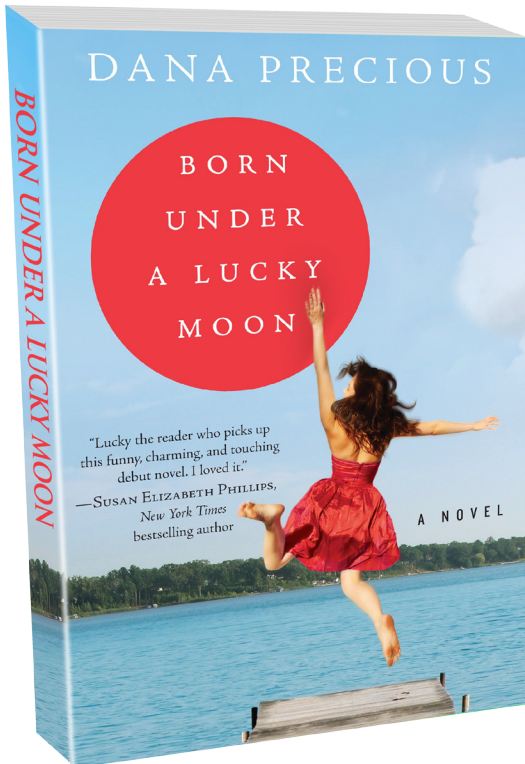
Look At Chapman Graduates Who Are Succeeded In The Field with a Design Degree

Kimmy Kirkwood ('10)

Kimmy was an intern at Tao Creative and at VOX + Associates. She is now the Marketing Director / Graphic Designer at Ricci Realty & North Hills Realty as well as the Graphic Designer at VOX + Associates.



VOX+ASSOCIATES

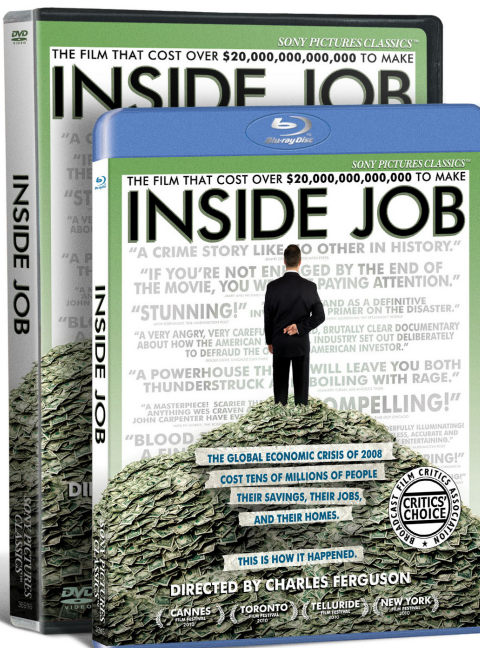


DANA PRECIOUS

BORN UNDER A LUCKY MOON

"Lucky the reader who picks up this funny, charming, and touching debut novel. I loved it."
—SUSAN ELIZABETH PHILLIPS, New York Times bestselling author

A NOVEL



THE FILM THAT COST OVER \$20,000,000,000 TO MAKE

INSIDE JOB

INSIDE JOB

THE FILM THAT COST OVER \$20,000,000,000 TO MAKE

INSIDE JOB

"A CRIME STORY LIKE NO OTHER IN HISTORY."
"IF YOU'RE NOT ENGAGED BY THE END OF THE MOVIE, YOU WERE PAYING ATTENTION."
"STUNNING!"
"A VERY ANGRY, VERY CAREFUL, BUT BRILLIANTLY CLEAR DOCUMENTARY ABOUT HOW THE AMERICAN INDUSTRY SET OUT DELIBERATELY TO DEBAUCH THE ECONOMY."
"A POWERHOUSE THAT WILL LEAVE YOU BOTH THUNDERSTRUCK AND BOILING WITH RAGE."
"A MASTERPIECE SCARIER THAN ANYTHING EVER SHOWN."
"BLOOD-CURDLING."
"THE GLOBAL ECONOMIC CRISIS OF 2008 COST TENS OF MILLIONS OF PEOPLE THEIR SAVINGS, THEIR JOBS, AND THEIR HOMES."
"THIS IS HOW IT HAPPENED."
DIRECTED BY CHARLES FERGUSON
CARNIES (TORONTO) • FELLURIDE (NEW YORK)



Sarah Donahue ('08)

After a year and a half of job searching and working at Starbucks Sarah landed a job at a wholesale body jewelry company in downtown Los Angeles. One part of Sarah's job is creating designs for plugs for gauged ears. Many of her designs will end up in Hot Topic, one of her company's biggest buyers.



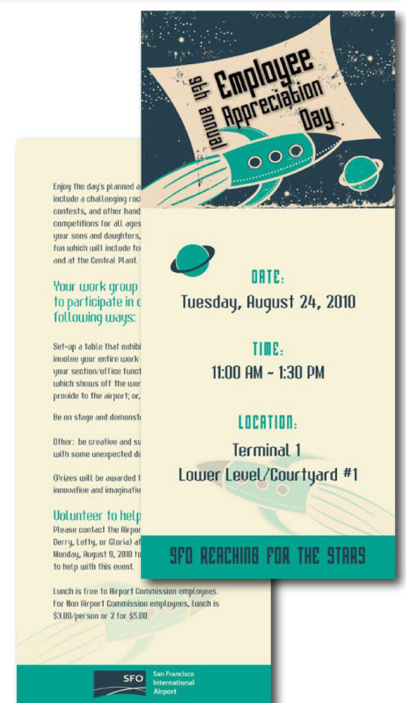
Margaret Minnis ('03)

After graduating Chapman Margaret went on to receive her M.A. in Psychology as well as her D.Ed in Organizational Leadership from Pepperdine University. Margaret worked at Portland Development Commission in Oregon brochures, newsletters, booklets, event invitations and signage. Afterwards she created logos and designed web pages, direct mailings and advertising programs for Western Golf Properties in Lake Forest, California. Most recently Margaret worked for Hoag Hospital in Newport Beach strengthening the brand through projects related to all aspects of marketing and communications endeavors.



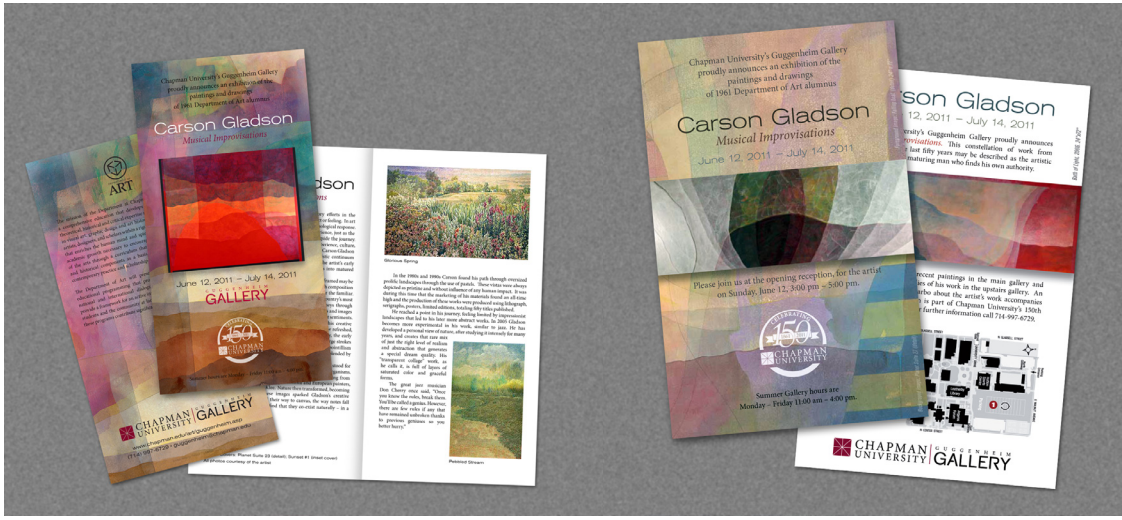
Erica Cline ('06)

Erica recently started working for San Francisco International Airport as the Airport Graphics Supervisor, a job she had been hoping to get for about two years. She is in charge of all the graphics in the airport as well as supervising other designers and leading a production team.



Full-Time Professor Update

Eric & Claudine teach and professionally practice



Professor Eric Chimenti worked with professor Robert Burenello on book cover designs for the book *Angelina's Lips* for Guernica Press (comprehensive designs shown). Prof. Chimenti also designed the evite and gallery brochure for the upcoming Carson Gladson show in the Guggenheim Gallery (final designs shown above). Eric continues to mentor and art



direct many design students on projects for the university including the latest brochure for the Escalette Permanent Collection of Art.

Look for a feature article in the next issue of *compost* showcasing the 2nd Annual Department of Art Annual Report - with charts, graphs, and pictures. He also will be traveling to London again designing the blog and book for that trip.

Professor Claudine Jaenichen's design practice and research embraces the role of responsibility, accessibility, legibility and usability for diverse communities. Her current projects focus on cross-cultural understanding and sensitivity towards inclusive design. This semester she was chosen by the International Institute of Information Design to

Chair the IIID International Award in Healthcare and Design. Announcement of winners will occur during the International Design Association (IDA) Congress and International Design Expo in Taipei, Taiwan this October.

In addition Professor Jaenichen has been completing her tenure file which is due summer 2011.

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