

SAGAMIHARA CAMPUS

Bachelor's Degree Program – Department of Fine Arts



Oil Painting and Printmaking

<http://mixed-color.com/>

Learning a wide range of expressions while pursuing original expression.

This concentration covers mixed media, video and installation art centered on oil painting and printmaking. Extending over four years, it cultivates various expressions ranging from traditional expression techniques to cutting-edge approaches. In addition to refining creative expression and related concepts, it takes students through a cross-sectional study of basic techniques for art as a whole, materials, and practice-centric art theory, and fosters a wide range of viewpoints and social skills. It offers a path to become an artist who is anyone but unidimensional, and aims to produce independent artists by occasionally including discussions with faculty and peers.



Japanese Painting

<http://www.joshibi.net/nihonga/>

Targets ability to freely produce new Japanese painting works based on traditional techniques.

Japanese painting has developed as an art form with a unique Japanese esthetic. Its appeal lies in its rich expression of nature and spirit using a Japanese interpretation, which is achieved through the use of many natural materials. This concentration enhances depiction ability (essential in Japanese painting) and composition ability, and covers the foundations of Japanese painting, which consist of learning to use traditional materials such as Japanese paper, pigments, brushes, picture frames, and foil. The goal is to bring individual students to a point where they can use traditional techniques to freely express modern Japanese painting that embodies rich artistic sensibilities.



Sculpture

<https://www.s-art-joshibi.info>

New forms of three dimensional art that uses a wide variety of diverse materials.

Going beyond the confines of traditional sculpting, this concentration aims to draw out the appeal of a wide and diverse variety of materials, and pursue free expression in new forms of three dimensional art. It covers typical sculpting materials such as clay, wood, rock, and metal, but also paper and fiber materials such as felt, and explores optimal approaches for students to express their ideas while emphasizing the sensibilities that accompany the interaction between the hands and the materials. Students are free to either focus on a single material or explore various materials. The concentration develops specialized techniques to freely manipulate materials and cultivates a high degree of expressivity.



Art Education

<http://www.joshibi.net/kyoiku/>

Becoming art teachers who can cultivate the joy of creation.

This concentration develops knowledge and skills in a wide range of fields including pictures, 3-D modeling, crafts, design, and video media, and thus produces teachers combined with comprehensive practical skills. At the same time, it cultivates knowledge in fields such as art theory, art education theory, and psychology, while supporting the acquisition of practical leadership skills through diverse practice-oriented education. It widens the perception of art through next-generation art education. It encourages artistic exploration, and develops future professionals who can convey the joy of creating or drawing.

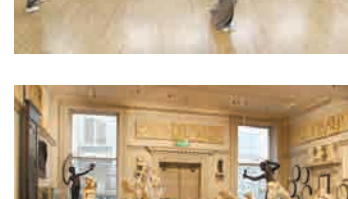
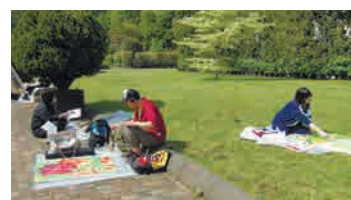


Art and Culture

<http://www.joshibi.net/cac/>

Becoming scholars that connect the world and art.

The driving force behind this concentration is the cultivation of the power to independently disseminate and recognize ideas related to art and culture across borders. The concentration entails broad-based learning of art from all ages and regions (including pop culture and subcultures) based on historical, theoretical and visual perspectives, encouraging the resetting of existing stereotypes related to art. In the course of repeating ideas and discussions, students will build their own art theory, while enhancing the sensibilities to support their knowledge and theory through practical exercises such as various practicums and overseas training.



Department of Fine Arts, Department of Design and Crafts, and Graduate School of Art and Design. Adjacent to parks, the spacious campus is filled with greenery.

Bachelor's Degree Program – Department of Design and Crafts



Visual Design

<http://www.joshibi.net/dc/visual/>

Exploring possibilities in visual communication.

The world is filled with things that are not visible. The wind, for example, cannot be seen, but its effects can be observed in the rustling of the leaves of a tree. The same applies to certain visual concepts that are present around us but cannot be seen. Bringing the unseen into the realm of the visible and conveying it to others contributes to the design of the future. There are no predetermined answers in this field. While this presents challenges, it also produces excitement and freedom. This concentration invites students to consider the possibilities of visual communication together.



Product Design

<http://www.joshibi.net/dc/product/>

Becoming designers/planners combined with technique and sensibilities, a combination needed in society.

The field of product design involves various types of design and planning that contributes to richer lifestyles. Examples include furniture, home appliances, light fixtures, interior goods, stationary, play equipment, and tableware. In this four-year concentration, students will enhance their conceptualization ability (thinking), technical skills (creation), and expressivity (communication), and acquire flexible design and planning/proposal skills. The goal is to ascertain the sensibilities and qualities of individual students, and produce designers/planners who are genuinely needed in society.



Environmental Design

<http://kankyo.joshibi.net>

Creating various environments ranging from furniture to cities.

In this concentration, students will learn about planning, design and coordination for various exterior and internal spaces that surround people, ranging from furniture and display design to store and housing design, interior and construction design of public facilities such as art museums, landscape design for public parks and townscape, and urban design. The curriculum is distinguished by a high degree of freedom, allowing students to choose subjects that fit their individual skills and aspirations. In addition to specialized knowledge and design skills, students can also acquire planning ability, practical skills, and presentation skills, all of which are required in society. In addition, students who obtain the necessary credits for graduation in this concentration will be qualified to sit for the first-class architect and other examinations.



Textiles, Ceramics and Glass

<http://www.joshibi-crafts.net/>

A compatibility of preserving tradition and creating modern works.

There are three major requirements in the work pursued in this concentration, the goal of which is to master the arts of either dyeing, weaving, embroidery, ceramics, or glass. These requirements are the acquisition of 1) technical skills and knowledge rooted in traditional practices, 2) creative imagination that is compatible with modern times, and 3) the ability to transform one's ideas into form. Another emphasis of this concentration is the cultivation of design skills, which is the driving force that allows traditional crafts to be turned into modern works. Tradition and innovation are equally important for those who engage in the creation of next-generation craftwork, and this concentration aims to develop people who can embody this mindset in their daily work.



SUGINAMI CAMPUS

Department of Cross-Disciplinary Art and Design,
Graduate School of Art and Design, and Joshibi
College of Art and Design. Located near Shinjuku,
the campus is in a quiet and relaxed residential area.

Bachelor's Degree Program – Department of Cross-Disciplinary Art and Design

<http://www.joshibi.net/ad/>



Media Art and Design

<http://www.joshibi.net/media/>

Produce works that touch the hearts of people by using technology.

This field aims to produce creators who can bring cutting-edge technologies to life through female sensibilities. It covers subjects such as animation, character design, games, advertising design, and video production. While learning various forms of expression, students will develop creativity and self-expression (both qualities that are demanded by society) and highly advanced skills through planning and research projects. The goal is to cultivate future professionals who can become leaders in next-generation media expression as media creators on the global stage.

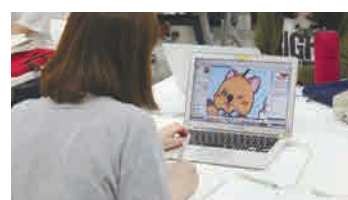


Art and Design for Healing

<http://joshibi-healing.net/>

Pursuing design and art in the context of healing.

This field looks at the subject of healing, which is needed in modern society, from the twin perspectives of art and design. In addition to engaging in product creation (characters, picture books, stuffed animals, toys, etc.), spatial design, workshops, and art activities, students will collaborate with various organizations such as medical institutions and welfare facilities. The goal is to produce designers/artists who, regardless of place, method and media, can utilize design and art in various forms to support healing and welfare.



Fashion and Textile

<http://joshibi-ft.com/>

A field where fashion and art intersect.

This field provides practical training that leverages art-related concepts (which enrich the human heart) in fashion design. In addition to the creation of textiles (spinning thread, weaving cloth, dyeing), it covers everything from clothing planning to design and actual production. Since its establishment in 1900, Joshibi has provided clothing-related education as an art college for women, and handed down proven techniques to the next generations. Students will learn about the history, and develop it into themselves while leveraging their own sensibilities.



Art Produce and Museum Studies

<http://www.j-ad-ap.com/>

Becoming creators of spaces that bring happiness to people.

Regardless of its genre (whether fine arts, music, theater or movie), art has the power to bring happiness to people. By extension, the production of spaces where art can be observed is also an activity that can bring much joy to the world. An important element here is to let one's imagination run freely and accordingly come up with new techniques that expand the boundaries of art. This field cultivates the ability to become art producers or curators who can realize comprehensive art events such as exhibitions.



Fine Arts Course

Developing future professionals acquainted with various forms of expression and possessing strong creative powers for success in society

Students in this art course will encounter various fields—including oil paintings, Japanese paintings, woodblock prints, and three-dimensional modeling—and gain a firm grasp of the basics and techniques of each. The course affords a high degree of freedom, as it allows students to explore one of those fields in depth or pursue a number of them simultaneously. During its two years, students will acquire a broad and comprehensive range of expressive powers in areas ranging from painting to installation, and from academic expression to contemporary art, and discover what they “truly like” along the way. The course cultivates future professionals capable of succeeding in a wide spectrum of activities, whether pursuing further education following graduation or working as an artist, cartoonist, educator, or game creator.



Design Course

Aiming to produce creators who can be active across various genres.

This course allows students to learn about design in their own way by choosing from four genres: (1) graphics: study of visual communication centered on print media, (2) media: study of diverse media expression forms including video and animation, (3) textiles: proposal of lifestyle, and (4) spaces: creation of enhanced living spaces covering everything from furniture to cities. Students will acquire techniques and expressive ability focused on specialized fields while emphasizing individuality and personal sensibilities, and thus develop into creators who can play an active role in society.



Doctor Emeritus

Shizu Shimada

Tomoko Naraoka

Giuliano Vangi

Satoshi Omura

Visiting Professor



Leiko Ikemura
Artist



Hideko Ise
Picture Book Artist



Iruka
Singer



Nobuyo Okada
Embroidery Artist /
Textile Conservator



Yukimasa Okumura
Art Director /
Graphic Designer



Towako Kuwajima
Art Director



Kazuko Sato
Designer / Journalist /
Specialist in Italian Design



Masayoshi Nakajo
Graphic Designer



Moto Hagio
Manga Artist



Mara Servetto
Product Designer /
Architect



Tsutomu Mizusawa
Director of the Modern Art,
Kamakura & Hayama /
Art Critic



Kaori Momoi
Actress



Naoko Yamazaki
Astronaut

Special Invited Professor / Associate Professor

Atsuo Okamoto

Shogo Kariyazaki

Kyoko Kuramori

Katsumi Komagata

Miwa Komatsu

Aki Kondo

Ryohei Kondo

Satoshi Shishikura

Masashi Shibuya

Tetsurou Shimizu

Mio Shirai

Masayo Sugaya

Asae Soya

Noritaka Tatehana

Yuji Tsukioka

Katsura Hattori

Hideki Bitou

Yuko Matsuoka

Tsukasa Mori

Toshio Yamashita

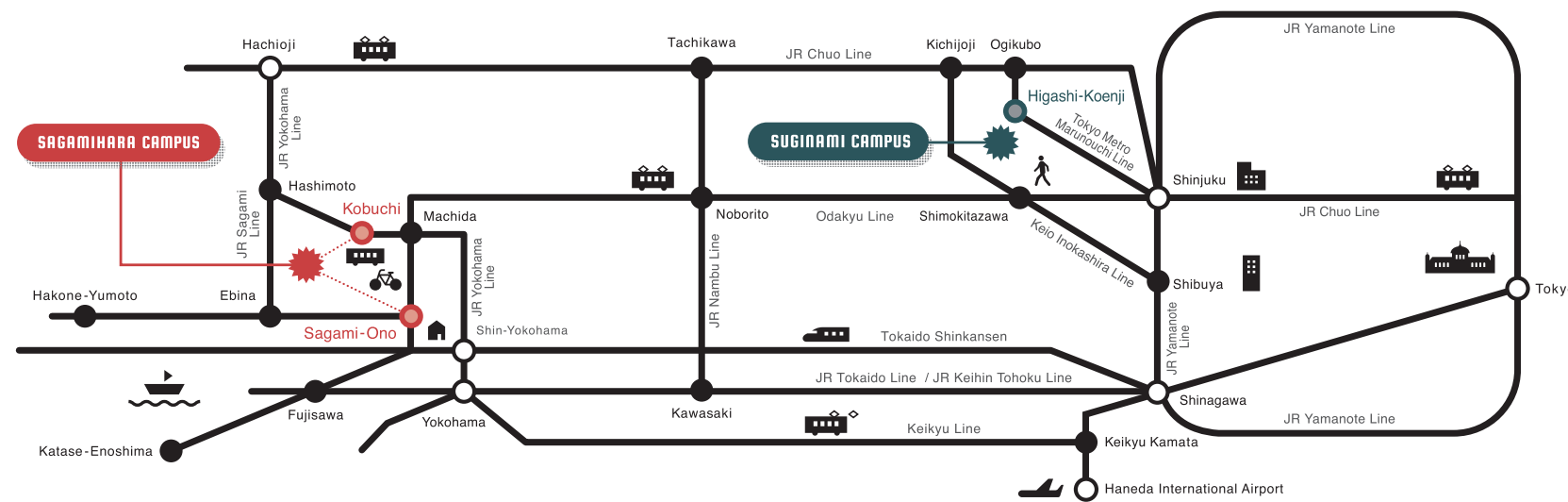
Wu Yi Ping

Zhan Ren Zuo

Kiyochika Sato

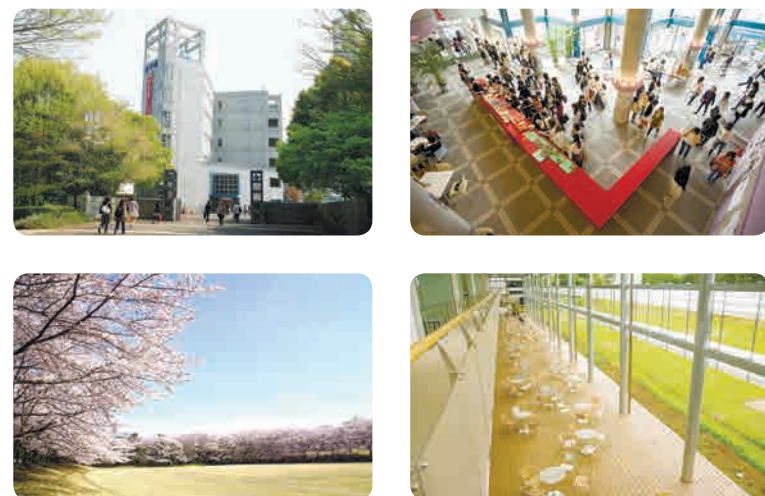
Junko Hata

Masamichi Momma



Sagamihara Campus (KANAGAWA)

1900 Asamizodai, Minami-ku, Sagami-hara, Kanagawa 252-8538
 Approx. 20 minutes from Odakyu Line Sagami-Ono Station by bus boarding at bus terminal 3 for "Joshi Bijutsu Daigaku" (Bus terminal 4 in front of the Green Hall Mon-Sat from 7:20-9:50 a.m.)
 Approx. 15 minutes from JR Yokohama Line Kobuchi Station by bus boarding at bus terminal 2 for "Joshi Bijutsu Daigaku".



Suginami Campus (TOKYO)

1-49-8 Wada, Suginami-ku Tokyo 166-8538
 8 minutes on foot from Tokyo Metro Marunouchi Line Higashi-Koenji Station.



<http://www.joshibi.ac.jp>

Housing

Sagami-Ono student dormitory (Sagamihara Campus)



Location

4-minute walk from Sagami-Ono Station on the Odakyu Line

Rooms

One-room style
 (One person per room for all rooms)

Tokyo Female students dormitory (Suginami Campus)



Location

6-minute walk from Nakano-fujimicho Station on the Tokyo Metro Marunouchi Line

Rooms

One-room style

Support from Center for International Relations

Orientation is held when new International students enroll. They are provided with information aimed at making their lives go smoothly. They can also be assisted for the application of resident status screening for scholarships, exemptions from tuition, and sponsorship for apartment rental. Trial exams that determine English-language proficiency are held at extracurricular sessions on campus. Students registered under the "student helper" system as volunteers provide assistance to overseas students for their daily lives and offer academic counseling. Students, regardless of their nationality, can take part in this system, if they have an interest in international exchange or study abroad.

JOSHIBI

JOSHIBI UNIVERSITY OF ART AND DESIGN

JOSHIBI COLLEGE OF ART AND DESIGN SCHOOL GUIDE

2020

