

Honours Bachelor of Craft and Design – Glass



Meet our students

Sheridan's Glass program is the oldest of its kind in Canada, founded in 1969. Our students are part of an innovative approach to design, craft, and contemporary art. In addition to glass-blowing courses, students are introduced to all the other ways to work with glass: flame-working, sand casting, kiln casting, cold working, and electroplating.

As part of the Craft and Design program, our students also gain experience in the four other disciplines offered at Sheridan (Ceramics, Furniture, Textiles, Industrial Design). This approach allows them to develop diverse skills and expertise.

Learn more about the classes these students take by visiting [the program webpage](#).

Core competencies and skills

- Using furnaces, engraving wheels, cold working, and flame working stations, kilns, electroplating equipment, and 3D printers.
- Incorporating contemporary and historical art and design theories, principles, and historical practices into studio work.
- Applying project management principles and workflow processes to plan, deliver and evaluate projects.
- Using software, photography, and other technologies for developing and documenting studio work.

Work term availability

- Summer work term (May – August), taken at the end of Year 3.

Work term capabilities

- Planning and executing the creation of objects following a creative process of research, ideation, visualization, analysis, production, and evaluation.
- Synthesizing material from other academic disciplines to enrich and inform studio practice.
- Integrating the principles of visual language and design in the development of studio work.
- Creating work for a variety of social and cultural contexts such as speculative work for galleries, client-driven commissions, trade shows, and varied levels of production.
- Creating a business plan to support the development of a professional practice.
- Using photography and digital image manipulation to document and promote studio work.
- Using two- and three-dimensional design software in the development of studio work.
- Participating effectively in the critique process, both in giving and receiving feedback.

Employer resources

- [Employer webpage](#)
- [Program information](#)
- [Program course schedule](#)

Post a job

To post a job, log in to our online platform [Sheridan Works](#).

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