

COLLEGE OF FINE ARTS: SCHOOL OF ART

The College of Fine Arts is a community of nationally and internationally recognized artists and professionals organized into five schools: architecture, art, design, drama and music, and its associated centers and programs.

The College of Fine Arts enhances and integrates the excellence and distinction of its top-ranked schools with the strengths of the university to establish a position of international leadership in preparing students to engage successfully with local and international communities and in transforming the professions through critical inquiry and creative production.

Uniquely positioned within an internationally ranked tier-one research university, the College of Fine Arts and its students truly meet at the intersection of the arts and technology every day. We educate brilliant artists, designers, actors, singers, musicians, architects and urban designers who, upon graduation, bring innovative solutions to their fields.

PROGRAMS

School of Art

The BFA has four areas of concentration, which allow students to pursue a particular area of interest, or combine media:

Drawing, Painting, Printmaking and Photography

Sculpture, Installation and Site-Work

Electronic and Time Based Media

Contextual Practice

Intercollege Degrees

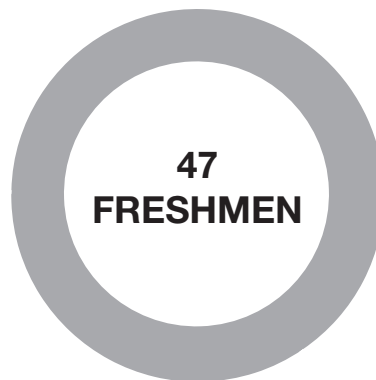
Bachelor of Humanities and Arts

Bachelor of Science and Arts

Bachelor of Computer Science and Arts

Bachelor of Engineering and Art

FIRST-YEAR STUDENTS



Art Admitted Student Statistics

SATCR	SATM	SATWR	ACTE	ACTM	ACTC
630-740	640-770	650-750	32	30	31

Rank 11% GPA 3.68

Favorite First-Year Courses

- Game Design for Artists, Mavericks, and Troublemakers
- Trans-Q Television
- Hybrid Instrument Building
- Environmental Sculpture
- Temporary Art in Public Space
- Social History of Animation
- The Figure, Anatomy, and Expression
- Museums and New Curatorial Production

The School of Art degree's structure allows students to specialize in one form of media or to combine media.

FACULTY



Adjunct
32%

Notable Faculty

- Golan Levin, professor of art & electronic media, director of the Frank-Ratchye STUDIO for Creative Inquiry, has been recognized as **one of Fast Company Design's 50 Top Innovators** and a leading name in the field of art and code.
- Ali Momeni, professor of sculpture & physical computation, merges robotics, sculpture, sound composition, and theatrical performance. He received a 2013 Creative Capital grant in Emerging Fields for the creation.
- As an artist and curator Susanne Slavick, professor of painting, former head of the School of Art, investigates global politics and image-making through 2-D media.

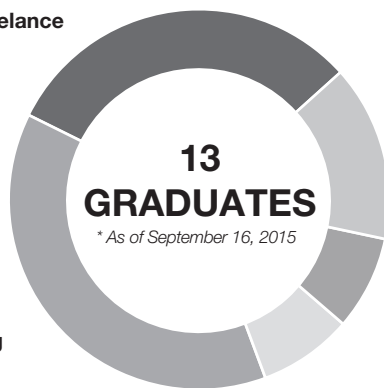
GRADUATE SUCCESS

Employed
and Freelance

31%

Plans
Pending

38%



Not
Reported

15%

Grad
School

8%

Volunteer,
Military,
Other

8%

Top Employers

Google

TechShop
BUILD YOUR DREAMS HERE

Disney Research

Carnegie
Mellon
University

Alumni Accomplishments

Max Hawkins (A'13) **Google Data Arts Team**

Courtney Wittekind (BHA'13) Sociocultural Anthropology & Art;
2014 Rhodes Scholar, University of Oxford

Sarah Ceurvorst (BHA'13) Artist and Research Fellow,
Fulbright Program, Thailand

Missy Dunaway (A'12) Artist and Research Fellow,
Fulbright Program, Turkey

Ryan Woodring (A'10) Animator and Visual Effects Specialist,
Laika Studios, Portland Oregon

Audrey Moyer (A'09) Founder/director **Favorite Goods
Gallery**, Los Angeles

Jonathan Minard (A'07) **co-director first Kinect-driven
documentary "Clouds,"** Eyebeam Fellow 2012

Student Startups

- **Satan's Pearl Horses (SPH)** is a multimedia creative collective founded by Nikolai Antonie (A'06), Jimmy Sakai (A'07) and Kohta Asakura (A'06) who design media for music videos, commercials, films and interactive platforms.

RESEARCH



Wilksburg Community Engagement Gardens

Lazae Laspina (A'14) Three different permaculture gardens on two urban lots in Pittsburgh's Wilksburg neighborhood welcomed residents into an Orchard Forest Garden with a Bioswale Rain Garden and Community Grazing Garden. The sites are now an ongoing research experiment in urban food production and will eventually include storm water management.



Filling Voids: Exploring the Functionality, Psychology and Implied Aesthetics of Storage Contraptions

Justin Lin (A'14) This project examined complex relationships we have with containers and the act of storing possessions examining: rigidity, integrity and permanence. The production process combined the use of computer aided manufacturing techniques, CAD/CAM design, with traditional crafts of woodworking and wheel- thrown ceramic vessel construction. A gallery exhibition of hypothetical, avant-garde containers presented speculative containers that move, morph, stretch, expand, break down, or even transform their contents.

DID YOU KNOW?

1. Carnegie Mellon University offers numerous grants to help undergraduate students complete substantial works of art.

The Frank-Ratchye STUDIO for Creative Inquiry offers \$500-\$10K material and project grants, the Undergraduate Research Office awards grants from \$500-\$2K, and the School of Art provides \$1K-\$4K grants for travel, research, interdisciplinary and art & architecture projects.

2. World-renowned artists are brought in for conferences and lectures like the 2014 Draw Symposium and 2015 Open Engagement Conference. Relationships with the Andy Warhol Museum, Pittsburgh Children's Museum and Google provide internship and residency experience for students beyond the classroom. We participate in Pittsburgh's evolving culture by exhibiting at galleries Space and Future Tenant, creating projects and performing at the VIA Music & New Media Festival, and teaching at maker/hacker spaces like Assemble and TechShop.

3. Interdisciplinary Study: Through the BXA Intercollege Degree Programs, students can pursue degrees like Bachelor of Science and Art, Bachelor of Humanities and

Art, Bachelor of Computer Science and Art, and soon Bachelor of Engineering and Art. Concentrations and minors like Game Design, Media Design and Entrepreneurship for Creative Industries are available through the new Integrative Design, Arts and Technology Network (IDeATe) at Carnegie Mellon. Within IDeATe, students and faculty from all disciplines are able to collaborate through courses, research and in facilities specially designed to encourage interdisciplinary exploration.

4. THybrid Facilities: The School of Art has facilities supporting the creation of work that integrate digital fabrication, robotics and printing. The Digital Arts Studio and ArtFab lab enable students with the tools to scan, laser cut, 3-D print, CNC rout, mold, solder, sew and more.

Carnegie Mellon University

OFFICE OF ADMISSION
CARNEGIE MELLON UNIVERSITY
5000 FORBES AVENUE
PITTSBURGH PA 15213-3890
T: 412.268.2082
F: 412.268.7838
E: undergraduate-admissions@andrew.cmu.edu

CarnegieMellonAdmission
 CM_Admission
 Carnegie Mellon Office of Admission

Choose your program
Change the world

cmu.edu/admission