

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 to 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	640-740	640-730	32	29	30

Rank 11% GPA 3.6

Favorite First-Year Courses

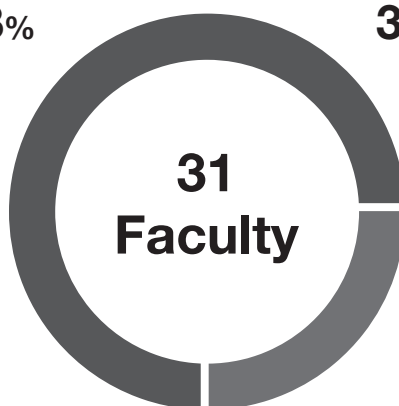
- ☐ Game Design for Artists, Mavericks, and Troublemakers
- ☐ Trans-Q Television
- ☐ Hybrid Instrument Building
- ☐ Environmental Sculpture
- ☐ Temporary Art in Public Space
- ☐ Social History of Animation
- ☐ The Figure, Anatomy, and Expression
- ☐ Museums and New Curatorial Production

The School of Art is not a medium specific program. The degree's structure allows students to specialize in one form of media or to combine media.

FACULTY

Full-Time
68%

Adjunct
32%



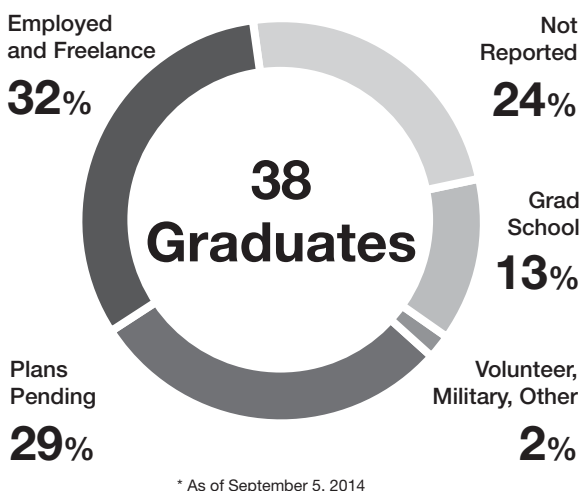
Notable Faculty

- ☐ Golan Levin, professor of art & electronic media, director of Carnegie Mellon's 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 in his practice and teaching. He received a 2013 **Creative Capital grant in Emerging Fields** for the creation of the Center for Urban Intervention Research (CUIR).
- ☐ 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. Her touring exhibition and publication "OUT OF RUBBLE" presents an anthology of artwork by contemporary artists addressing the aftermath of current and past wars.

Carnegie Mellon

admission.enrollment.cmu.edu/pages/fine-arts-admission

GRADUATE SUCCESS



Alumni Accomplishments

Max Hawkins (A'13) Google Data Arts Team
 Courtney Wittekind (BHA'13) Sociocultural Anthropology & Art; 2014 Rhodes Scholar, University of Oxford
 Sarah Ceurvost (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

Top Employers



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 PROJECTS



Wilkinsburg Community Engagement Gardens

Lazae Laspina (A'14) Three different permaculture gardens on two urban lots in Pittsburgh's Wilkinsburg 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.



The Crear y Comunicar Project

Marielle Saums (DC'13), Jessica Aguero (A'13) Jenny Soracco (A'14) BFA, BHA and global studies students worked with YMCA's family support center and a community school in Rosa Grande, Nicaragua, to host art, photography and Gigapan workshops to engage children in global story-sharing and dialogue.



Bubble

Max Hawkins (A'13), Robb Godshaw (A'14) A 33' tall, 32' wide inflatable plastic paraboloid "bubble" made from hundreds of feet of white polyethylene plastic sheeting was placed around Carnegie Mellon's campus to combat the distinct lack of community spaces. From dusk until dawn, the bubble allowed participants to decompress in a compressive space.

DID YOU KNOW?

1. Grants: CMU 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. Community Engagement: 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 CMU. 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. Hybrid 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

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