



COLLEGE OF FINE ARTS: SCHOOL OF ART

Carnegie Mellon University's College of Fine Arts, a community of internationally recognized artists and professionals organized into five schools, has set its sights on being known as the definitive international hub of arts, architecture and design education, research and practice in the 21st century. We welcome visionaries and creative thinkers to study alongside our world-class faculty, staff and students to produce new culture, knowledge, techniques and technologies in architecture, art, design, drama and music.

— Break the Boundaries of Art

The School of Art within Carnegie Mellon seamlessly integrates contemporary art, technology and critical discourse. Here, you'll combine conceptual and theoretical study with hands-on studio courses in both traditional media — such as drawing, painting and sculpture — and new media including experimental game design, animation and creative coding.

In this progressive and intellectually challenging environment, you'll grow as an artist. You'll be challenged to harness your knowledge, passion and perspective to make art that both engages with and shapes the world.

Our program allows you to explore and pursue numerous learning opportunities, including adding concentrations to your course of study or creating your own hybrid path. Additionally, popular minors for art students include Human-Computer Interaction, Film and Media Studies, Design, Creative Writing and Gender Studies. Some students also choose to pursue an additional or secondary major.

FIRST-YEAR CLASS
—
FALL 2022 **51**

— Did you know?

STUDENTS MAY APPLY FOR NUMEROUS GRANTS TO HELP THEM COMPLETE SUBSTANTIAL WORKS OF ART — these opportunities include funding through the Frank-Ratchye STUDIO for Creative Inquiry, which offers material and project grants up to \$10,000.

SCHOOL OF ART STUDENTS have gone on to launch award-winning startups. These include

DeepLocal, a creative agency that specializes in interactive design for clients like Nike, Google and Netflix as well as Humane Engineering, a tech-for-good company focused on products that improve the lives of everyday people.

The School of Art **OCCUPIES OVER 50,000 SQUARE FEET** and gives students 24-hour access to studios and workshops with both traditional and

state-of-the-art tools. All juniors and seniors have dedicated private or shared studio space to support the development of art-making practices.

Students pursue **INTERNSHIPS AT ESTABLISHED PITTSBURGH INSTITUTIONS** such as the Carnegie Museum of Art, The Andy Warhol Museum and the Mattress Factory. Others have exhibited artwork at the city's more grassroots organizations.

Programs

School of Art BFA Degree

Concentrations

- Contextual Practice
- Drawing, Painting, Print Media & Photography
- Electronic & Time-Based Media
- Sculpture, Installation & Site-Work

Intercollege BXA Degrees

- Bachelor of Computer Science and Arts
- Bachelor of Engineering Studies and Arts
- Bachelor of Humanities and Arts
- Bachelor of Science and Arts

BFA and BXA degrees are supported by interdisciplinary IDEaTE minors

- Animation & Special Effects
- Design for Learning
- Game Design
- Innovation & Entrepreneurship
- Intelligent Environments
- Media Design
- Physical Computing
- Soft Technologies,
- Sonic Arts

Accelerated Master Program Option

- 4+1 Accelerated Master of Arts Management

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— Curriculum Overview

Our school's curriculum combines highly conceptual and theoretical study with media-based courses. Your first year will consist of Foundations courses, in which you'll dive into new materials and ideas and explore the boundaries of art-making. A First-Year Seminar will introduce you to the many resources available to you as a student, while a series of medium-specific courses will help you build the technical skills you'll need to develop your own unique artistic practice.

As a sophomore, you'll review your progress with three professors to chart your individual path forward with a concentration in Drawing, Painting, Print Media & Photography; Sculpture, Installation & Site-Work; Electronic & Time-Based Media; or Contextual Practice. You'll augment studio work with Critical Studies and Professional Development courses that teach you practical skills to be a successful working artist or help you break into highly competitive creative industries. You'll conclude your experience with a printed catalog and Capstone professional Senior Exhibition at the Miller Institute for Contemporary Art.

While art courses will make up the majority of your study, you'll also have the opportunity to take advantage of the breadth of classes offered across the university. Whether you're interested in gender theory, robotics, scientific research, sustainable design, business, creative writing or virtually anything else, you'll find classes at Carnegie Mellon that will inform and transform your art. Additional opportunities for growth include study abroad, research and extracurricular activities.

— Student Research

Activist Work Acquired by the Whitney
Steven Montinar's (CFA 2020) digital illustration "Koupe Tet, Boule Kay" gives the rallying cry of the Haitian Revolution new meaning in the context of the Black Lives Matter movement. The Whitney Museum of American Art acquired the work for their permanent collection during the summer of 2020.

Artwork to Inspire Young Voters Using her artistic skills, Sanna Legan (CFA 2021) focuses on driving youth participation in

politics. As creative director of Amplify Her, an organization dedicated to getting women elected in New York City, Legan creates engaging artwork for social media to help educate and motivate young voters.

Student Work Finds National Publisher
Printed Matter, the leading publisher and distributor of artist books, selected Shori Sims (CFA 2021) for their Artistamp series. For her contribution, Sims created a work that "conceptualizes an afro-futurist utopic world."

— Alumni Accomplishments

Our alumni, and their work, are making an impact in the art world:

J Houston's (BFA 2018) photographs were featured in *The Washington Post's* article about the pandemic's effects on LGBTQ+ communities.

Cy Gavin (BFA 2017) had a solo exhibition at the Aspen Art Museum and David Zwirner Gallery in London in 2021.

Swetha Kannan (BFA 2016) created an interactive game for *The Los Angeles Times* about climate change's effects in California. For her work, she was named a 2020 Pulitzer Prize finalist.

Kathy Lee (BFA 2015), better known as techno musician Yaeji, released two critically acclaimed EPs and sold out multiple tours in the United States, Europe and Asia.

McKenzie Bates (BFA 2015) is a multiplayer systems designer who has worked on games including "Call of Duty: WWII," "The Sims 4" and "Halo 5: Guardians."

Mary Maggic's (BFA 2013) work was included in the exhibition "Designs for Different Futures" at the Philadelphia Museum of Art and the Walker Art Center.

AVG STARTING SALARY

\$48,223

GRADUATE SUCCESS

— **66%** Employed or in grad school within six months of graduation

DATA AS OF JANUARY 2022
88% OF GRADUATES RESPONDING






RECENT EMPLOYERS

Autodesk	James Jeon Films
Cartoon Network	Mattress Factory
Chautauqua Institution	Art Museum
Flyspace Productions	NBCUniversal
Haiku Games	

*"THE STUDIO PROGRAM HERE ENCOURAGES INTERDISCIPLINARY RESEARCH PROCESSES, AND THE CLASSES HERE ARE ENGAGING AND FUN TO TAKE."
—JULIE, CLASS OF 2022+*

Carnegie Mellon University

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