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.

FRESHMAN STUDENTS

52 FRESHMEN

Art Admitted Student Statistics

SATCR*	SATM*	SATWR*	ACTE	ACTM	ACTC
640-740	640-760	650-760	32	30	31

*Middle 50% range

Popular 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 allows students to specialize in one media or to combine media. More than 50% of art students pursue interdisciplinary study.

PROGRAMS

School of Art BFA Degree
Concentrations:
Drawing, Painting, Printmaking and Photography
Electronic and Time-Based Media
Sculpture, Installation and Site-Work
Contextual Practice

Intercollege BXA Degrees
Bachelor of Computer Science and Arts
Bachelor of Humanities and Arts
Bachelor of Science and Arts

BFA and BXA degrees are supported by interdisciplinary IDeaTe minors:
Game Design, Animation and Special Effects, Media Design, Learning Media, Sound Design, Entrepreneurship for Creative Industries, Intelligent Environments, and Physical Computing

Expanded Degree Options:
Second Major, University Student-Defined Major, 5th Year Scholar or 4+1 Accelerated Master of Arts Management

FACULTY

Notable Faculty

> Golan Levin, professor of art and 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 and physical computation, merges robotics, sculpture, sound composition, and theatrical performance. He received a **2013 Creative Capital grant in Emerging Fields**.

> 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**.

> Clayton Merrell, professor of art, recently completed the installation of a **69,000-square-foot terrazzo floor at the Pittsburgh International Airport**, transforming the airside terminal into a vast blue sky.
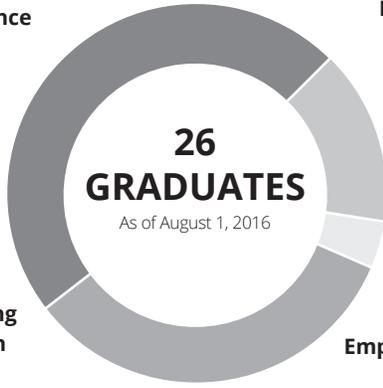
31 FACULTY*

* Pittsburgh undergraduate research and teaching track faculty

Carnegie Mellon University

GRADUATE SUCCESS

Employed or Freelance
62%

Not Reported
15%

26 GRADUATES
As of August 1, 2016

Continuing Education
19%

Seeking Employment
4%

Top Employers

Google

TechShop
BUILD YOUR DREAMS HERE

Disney Research

Carnegie Mellon University

Alumni Accomplishments

Veda Sun (A 2015) Fulbright Scholar in Huangzhou China.

Courtney Wittekind (A 2013) 2014 Rhodes Scholar, University of Oxford.

Dawn Weleski (A 2010) Co-founder and co-director of Conflict Kitchen — a public art project that is also a restaurant.

Jonathan Minard (A 2007) Co-director of the interactive documentary film *Clouds* and Eyebeam Fellow 2012.

Peter Burr (A 2003) Animation and installation artist whose work has been presented at Le Centre Pompidou, Paris; Reina Sofia National Museum, Madrid; and MoMA PS1, New York.

Renee Stout (A 1980) DC-based multi-media artist who has the distinction of being the first American artist to show at the National Museum of African Art.

Andy Warhol (A 1949) The leading figure of Pop Art, and arguably the most famous artist of the 21st century.

Student Startups

> **DeepLocal**, an award-winning creative agency specializing in interactive design for clients like Nike, Google and Netflix was founded by **Nathan Martin (A 1999)**

> **Humane Engineering**, a studio built to shape a more caring future by looking at real people's problems was founded by **Alex Rothera (A 2013)**

RESEARCH

Wilkinsburg Community Engagement Gardens

Lazae Laspina (A 2014): 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 2014): 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 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 and 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, the Children's Museum of Pittsburgh and Google provide internship and residency experience for students beyond the classroom. We participate in Pittsburgh's evolving culture by exhibiting at galleries like Space and Future Tenant, creating projects and performing at the VIA Music and 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, and Bachelor of Computer Science 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). 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 provide students with the tools to scan, laser cut, 3-D print, CNC rout, mold, solder, sew and more.

Choose your program
Change the world