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.

**ADMITTED CLASS – FALL 2017**

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

**Art Admitted Student Averages**

<table>
<thead>
<tr>
<th>SAT-ERW*</th>
<th>SAT-M*</th>
<th>ACTE</th>
<th>ACTM</th>
<th>ACTC</th>
</tr>
</thead>
<tbody>
<tr>
<td>660-730</td>
<td>670-770</td>
<td>33</td>
<td>31</td>
<td>32</td>
</tr>
</tbody>
</table>

*Middle 50% range

**Popular Courses**

- Experimental Game Design
- Trans-Q Television
- Art and the Anthropocene
- Environmental Sculpture
- Temporary Art in Public Space
- Social History of Animation
- The Figure, Anatomy and Expression
- Modding and Remixing – Interventions in Technology and Entertainment

**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.
- **Allison Smith**, professor of sculpture, critically reenacts history through projects and exhibitions at the Whitney Museum of American Art, the San Francisco MOMA, LA County Museum of Art and others.
- 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.

**FACULTY**

- 23 FACULTY*

* Pittsburgh undergraduate research and teaching track faculty
GRADUATE SUCCESS

Employed or Freelance

65%

Continuing Education

19%

Not Reported

16%

26 GRADUATES IN 2016*

*Percentages recorded as of December 2016

Notable Employers

- Autodesk
- Carnegie Mellon University
- Cartoon Network
- Chautauqua Institution
- James Jean Films
- Mattress Factory Art Museum
- NBCUniversal

Alumni Accomplishments

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


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


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)

DeepLocal: Directing Creativity Towards Social Impact

DeepLocal is an award-winning creative agency that helps organizations shape a more caring future by looking at real people’s problems. Their work includes developing a program for the National LGBT Task Force and designing a prototype for a national children’s mental health campaign.

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.

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.

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.

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