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 School of Art is where contemporary art, technology and critical discourse merge. Combining a renowned studio program with the interdisciplinary resources of a cutting-edge research university, the school bridges traditional studio practice with experimental media.

Ranked the number six U.S. art school and number one in the area of time-based and new media by U.S. News and World Report, the School stands among the world's leading and most innovative art programs.

With distinguished faculty, exceptional fabrication facilities, access to new technologies and abundant studio space — including independent, 24-hour studio space for juniors and seniors — the school offers students an unmatched experience of learning, questioning and creating contemporary art.

GRADUATED CLASS – SPRING 2018

22 GRADUATED CLASS

Art Admitted Student Averages

SAT-ERW*	SAT-M*	ACTE	ACTM	ACTC
660-750	700-780	34	31	33

*Middle 50% range

Popular Courses

> Concepts of Figuration
> Animation, Art, and Technology
> Business Fundamentals for Creative Practices
> Expanding the Graphic Novel
> Experimental Game Design
> Queer Art & Culture
> Environmental Sculpture

More than 50% of students pursue interdisciplinary study through BXA degrees, secondary majors or minors.

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
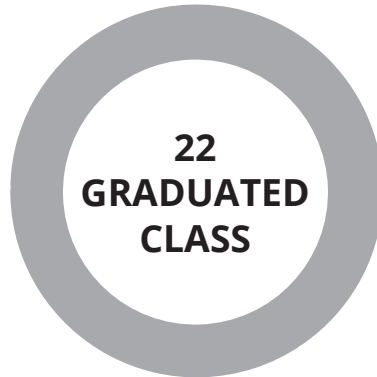Bachelor of Humanities and Arts
Bachelor of Science and Arts

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

> Professor Devan Shimoyama's solo exhibition at **The Andy Warhol Museum** explores the contemporary complexities of race and sexuality.

> In 2017, Professor Jon Rubin and collaborator Lenka Clayton were the first artists **commissioned by the Guggenheim's Social Practice Initiative** and are in the **Carnegie International, 57th Edition, 2018**.

> Professor Angela Washko's solo project "The Game: The Game" exposes the culture of sexual harassment, and was the subject of a **solo exhibition at the Museum of the Moving Image**.

> Suzie Silver's queer performance and video art has been screened around the world including at the **Whitney Museum of American Art, the ICA in London and the Seoul Film Festival**. Her work is taught in gender, sexuality and women's studies programs throughout the U.S.

> Professor Golan Levin, who also leads 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.
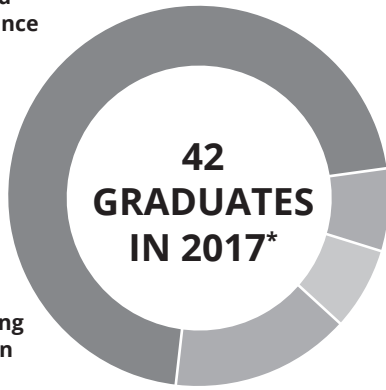
23 FACULTY*

*   Pittsburgh undergraduate research and teaching track faculty

Carnegie Mellon University

GRADUATE SUCCESS

Employed or Freelance
71%

Plans Pending
15%

42 GRADUATES IN 2017*

Continuing Education
7%

Not Reported
7%

Percentages recorded as of January 2018

Notable Employers

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

Alumni Accomplishments

Vidya Vinnakota (A 2017), landed a job as an animator at **Disney** following a summer internship.

Kathy Lee (A 2015), better known as techno musician Yaeji, released two EPs to rave reviews in 2017 and **played Coachella**.

Mackenzie Bates (A 2015) is a multiplayer systems designer at **Sledgehammer Games** and has worked on games such as "Call of Duty: WWII," "The Sims 4" and "Halo 5: Guardians."

Peter Burr (A 2012) won a prestigious 2018 **Guggenheim Fellowship** in film and video.

Cy Gavin (A 2007) exhibited paintings at the **Whitney Museum of American Art** and **MASS MoCA** in 2018.

Doug Fritz (A 2007) is head of Visualization at **DeepMind**, an arm of **Google** that is committed to using artificial intelligence for positive impact.

Carrie Schneider (A 2001) has won a **Joan Mitchell Foundation Residency** and a **Creative Capital Award**, among other honors.

John Currin (A 1984) has work included in the collections of the **Museum of Modern Art**, **The Museum of Contemporary Art, Los Angeles**, and **Tate, London**, among many others.

Renee Stout (A 1980) was awarded the 2018 **Women's Caucus for Art Lifetime Achievement Award**.

Deborah Kass (A 1974) has work included in the collections of the **Museum of Modern Art**, the **Solomon R. Guggenheim Museum** and the **Museum of Fine Arts, Boston**, among many others.

Mel Bochner (A 1962) is a leading figure in the development of Conceptual Art. He has had solo exhibitions at the **National Gallery of Art** and the **Jewish Museum**, among many others.

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

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 material and project grants up to $10K, 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. School of Art students have gone on to launch award-winning startups, including DeepLocal, a creative agency specializing in interactive design for clients like Nike, Google and Netflix, and Humane Engineering, a tech-for-good company focused on products that improve the lives of everyday people.

3. The School of Art occupies over 50,000 square feet and gives students 24-hour access to studios and workshops with 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.

4. Pittsburgh is home to a thriving arts scene with many opportunities to be involved in the arts outside of the classroom. Some students pursue internships at established institutions such as the Carnegie Museum of Art, The Andy Warhol Museum and the Mattress Factory, while others have exhibited artwork at the city's more grassroots organizations.

STUDENT PROJECTS

Organizing a Historic Photographic Archive with New Technology

Zaria Howard (A 2018), an interdisciplinary student, applied machine learning and computer vision techniques to identify, annotate and organize the Carnegie Museum of Art's vast collection of photographs by Charles "Teenie" Harris. The collection of 80,000 photographic negatives is one of the nation's most important records of African American life from the mid-20th century. In 2017, the project was awarded an NEH grant.

"Penny" Predicts Wealth from Space

Aman Tiwari (A 2019) worked with Stamen Design, one of the leading computational design agencies for digital cartography, to develop "Penny," an AI that predicts a neighborhood's wealth from space. "Penny" is important for examining the structure of biases, failures, quirks and successes inherent in artificial intelligence and machine learning.

Creating a New Experience of Classic Film

Claire Hentschker (A 2016) created a 30-minute audiovisual work, titled "Shining360," using 3D capture to revisit spaces in Stanley Kubrick's classic film "The Shining" in 360 degrees. Björk has cited "Shining360" as an inspiration.