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.

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 2020**

**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>710-760</td>
<td>740-780</td>
<td>35</td>
<td>32-35</td>
<td>33-35</td>
</tr>
</tbody>
</table>

Middle 50% ranges

**Popular First-Year Courses**

- Concept Studio: The Self and the Human Being
- 3D Media Studio I and II
- 2D Media Studio: Drawing
- 2D Media Studio: Imaging
- Critical Theory in Art I and II
- Electronic Media Studio: Introduction to the Moving Image
- Global Histories
- Interpretation and Argument
- Computing @ Carnegie Mellon

**PROGRAMS**

**School of Art BFA Degree**

Concentrations:
- Drawing, Painting, Print Media 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:
- Animation and Special Effects
- Design for Learning
- Game Design
- Innovation and Entrepreneurship
- Intelligent Environments
- Media Design
- Physical Computing
- Soft Technologies
- Sonic Arts

**Accelerated Master Program Option**

- 4+1 Accelerated Master of Arts Management

**FACULTY**

**Notable Faculty**

- Cooper-Siegel Assistant Professor of Art Devan Shimoyama’s solo exhibition at The Andy Warhol Museum was acclaimed by The New York Times, Arforum and others.

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

- Associate Professor Angela Washko’s solo project “The Game: The Game” exposes the culture of sexual harassment and won the 2018 Impact Award at IndieCade, the leading international event dedicated to independent gaming.

- Professor 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.
GRADUATE SUCCESS

67.9%
EMPLOYED

7.1%
CONTINUING EDUCATION

7.1%
PLANS PENDING

17.9%
NO INFORMATION AVAILABLE

*Percentages recorded as of January 2020

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 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.


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.


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 $10,000, the Undergraduate Research Office awards grants from $500-$2,000, 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 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.

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.

Notable Employers

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

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