

The College of Fine Arts (CFA) was founded in 1905 as the first comprehensive arts learning institution in the United States. For over 100 years it has educated outstanding artists, architects, designers, theater artists and musicians who have made important contributions to culture in the United States and the world.

CFA concentrates on the education of professionals in the arts in the broader context of Carnegie Mellon University. This combination creates a distinctly powerful arts institution.

Further, the college's location in Pittsburgh's Oakland area places CFA students at the center of a premier cultural environment. With its unique density of cultural resources, including The Carnegie Museum of Art, The Carnegie Museum of Natural History, The Carnegie Library, the University of Pittsburgh, Hillman Library, the Frick Fine Arts Building and Phipps Botanical Conservatory, Oakland provides artists and performers with inspiration and entertainment.

CFA alumni have shaped the television, stage and film worlds; are collected in international museums; have composed for and are performing and conducting in major symphony orchestras, choruses and opera companies; have built notable buildings, designed building systems and architectural imaging systems; have created significant innovations in graphic and industrial design; and are professors and deans in major arts institutions. These graduates have actively developed the innovations, inventions, techniques and information structures in their professional fields. They have written, published and lectured extensively.

The student to faculty ratio at CFA is 9:1, which provides intense learning interactions. This is a highly competitive cluster of conservatories in architecture, art, design, drama and music, filled with students and faculty having an intense need to create and excel. Interacting among the departments, the university and the wider community are research centers such as the Studio for Creative Inquiry and the Center for Building Performance and Diagnostics.

The educational and artistic life of the college is interwoven with a dense calendar of theater performances, concerts, exhibitions in university and community galleries, film and media presentations, and numerous presentations by visiting artists and scholars. The college and the university are alive with information and initiative, actively encouraging research and creative projects. It's a generative environment of national and global significance. The Studio for Creative Inquiry, for example, is an innovative, interdisciplinary research center which draws heavily on the creative resources of CFA. The Studio provides an environment for interaction between faculty members in CFA and members of the science and engineering colleges who have interests in the arts. At the Studio, a computer science expert works with an expert in artistic design or music composition, each influencing the other. Their goal is to develop new methods of teaching traditional arts, explore new art forms and experiment in traditional art forms. The work taking place here has had a significant impact on the development of future artistic activity.

The Center for Building Performance and Diagnostics, a research center in the Architecture Department, focuses on the health and effectiveness of built environments. Supported by an international consortium of building related industries, its goal is to improve the quality of life in relation to overall energy, material and human

efficiency.

The arts contain the most integrated and complex formulations of cultural expression. It's essential for Carnegie Mellon to be actively engaged with and generating international arts interaction within CFA, for the entire campus as well as for Pittsburgh. The College of Fine Arts at Carnegie Mellon has this unique capability.

### School of Architecture

The mission of the School of Architecture at Carnegie Mellon University is to graduate young men and women with strengths in design creativity, historical perspective, social responsibility, technical excellence, and global environmental leadership. The School of Architecture, consistently ranked in the top ten of professional architecture degree programs, offers a NAAB accredited, five-year professional Bachelor of Architecture (BArch) program that prepares its graduates to enter the profession.

The study of architecture at Carnegie Mellon is a studio-based education with one-on-one intensive teaching. Studios serve as laboratories for analytical and creative reasoning, critical inquiry, and most importantly, the integration of multiple knowledge streams. The School of Architecture views architecture design studios as the core of the undergraduate curriculum in collaboration with six foci: Drawing and Digital Media, Building Technology, Environmental Technology, History, Professional Practice, and University Fundamentals and Electives. The School is committed to architectural design excellence linked to environmental, urban and technological innovation as informed by its renowned graduate programs. At the intersection of art and technology, the curriculum serves as the foundation for the professional Bachelor of Architecture degree.

The School has made it a priority to continuously update its advanced educational infrastructure. Students receive hands-on instruction in the utilization and practical application of both the traditional woodshop and the digital fabrication lab (dFab). These facilities are a natural fit in a school of architecture with a strong legacy of making in the context of a university renowned for the advancement and application of technology.

At a time when the planet faces significant challenges, the School's focus on sustainable urbanism prepares its graduates to provide leadership in finding viable solutions. Through strategic academic, government, industry, and practice partnerships, we have defined an innovative and collaborative pedagogy enabling our students to succeed in a variety of careers. The School of Architecture holds a deep appreciation of its diverse community by cultivating an intellectual climate where individuals are nurtured to act as agents of change, improving both social and environmental conditions nationally and abroad.

### School of Art

The mission of the School of Art is to encourage the development of artists capable of excelling in a complex, rapidly changing global society, with a special emphasis placed upon developing an understanding of the multiplicity of roles for the artist in contemporary society. Initial goals for incoming students include: the heightening of individual self-understanding, self-value and self-actualization through art-making; the development of media skills involving established and contemporary technologies; the development of conceptual skills; and the development of a broad cultural knowledge base.

The art faculty are all practicing artists or scholars committed to providing an intense learning environment. Classes are small, enabling students to develop close ties with their professors. Art students are also encouraged to gain exposure to faculty and students outside of the arts by taking courses in other departments in CFA and other colleges at the university.

The Bachelor of Fine Arts program in Art is three-fifths studio and two-fifths academic courses. All program requirements stress both breadth and depth of experience. A unique eight-semester sequence of concept studios forms the core of the program. These studios focus on such issues as the human being, space and time, processes, systems and context. They are designed to allow for the synthesis of all components of the curriculum.

During the first two years of the program, students are exposed to a broad spectrum of art media through the media studio sequence, which covers two-dimensional, three-dimensional, electronic and time-based media. Media covered in these courses include drawing, painting, printmaking, metal, ceramics, wood, video and computer.

In the junior and senior years, students take advanced studios and concentrate in one of four areas: 1) painting, drawing and print-making, 2) electronic and time-based work, 3) sculpture, installation and site work or 4) contextual practice. A variety of exhibition venues exist for both media studio and advanced studio students, including a gallery near campus run entirely by students. A thorough review of each student's work is carried out at the end of the sophomore and senior years.

In summary, Carnegie Mellon offers a professional education in art within a university environment. Art students are encouraged to take advantage of this environment not only by taking courses but also by developing minors and second majors in disciplines outside of art. Additionally, art students are encouraged to spend a semester abroad in one of the School of Art's many international exchange programs.

### **School of Design**

The School of Design is unique in that it provides an option to major in industrial design or communication design. Students enter Carnegie Mellon as design majors and have two semesters to choose which option they prefer. Our program is most concerned with identifying the real problems that people face and responding with meaningful solutions that give shape, color and structure to visual and physical information that is useful, usable, and desirable. All designers, regardless of their individual interests, are concerned with other people's needs. They tend to design things which will be produced in quantity rather than as one of a kind, and are concerned about the effect their designs will have on man-made and natural environments. Designers rarely work alone but rather are teamed with other professionals to carry out the complex task of designing. We are committed to the education and mentoring of each design student who enters our program. Our goal is to prepare students for careers in design and to help students match their interests with the variety of career opportunities that exist in these fields. The educational goals of the department are to provide entry level skills needed for an area of professional specialization; the flexibility to design in new situations; the ability to work with others, especially in a business context; the ability to reflect on the process and product of design; and a sense of personal values and professional ethics. All design faculty at Carnegie Mellon are practicing professionals (graphic designers, industrial designers, artists, photographers, craftspersons, etc.) and are eager to work with talented and ambitious students.

The School of Design believes in a blend of traditional hand processes and electronic media. The freshman foundation program in design consists of courses which stress an understanding of the visual elements (line, shape, volume and color), the basic skill of drawing, the process of reflection and evaluation, and the adoption of creative learning attitudes. Students learn new ways of seeing and understanding familiar objects and learn to use visual and verbal elements in giving form to ideas. Class discussions and lectures provide an orientation to current issues in the design profession and reflections in design thinking. Each student's progress is reviewed by members

of the foundation core faculty at the end of each semester. At the end of the freshman year, students will be asked to make an informed choice between the two majors of the school: communication design and industrial design. During the sophomore year of the design major, students begin their area-specific education, applying the basic skills learned in the freshman year to solve real two- or three-dimensional problems.

During the junior and senior years, both the communication design and industrial design programs include specific projects in collaboration with actual clients in industry and outside organizations. In addition to the assigned curriculum, options such as foreign travel or summer design internships with professional offices are highly encouraged so graduates are ready to enter the workplace with practical experience, as well as a broad educational background.

### **Interdisciplinary Programs**

Carnegie Mellon offers three interdisciplinary degree programs for students interested in studying both the fine arts and the humanities and social sciences (Bachelor of Humanities and Arts), the fine arts and the natural sciences or mathematics (Bachelor of Science and Arts) or the fine arts and computer science (Bachelor of Computer Science and Arts). Collectively the BHA, BSA and BCSA programs are grouped under the single heading of BXA Interdisciplinary Degree Programs.

## **Undergraduate Programs/Majors in the Visual Arts**

**School of Architecture**  
Architecture (BArch)

**School of Art**  
Art (BFA)

**School of Design**  
Communication Design (BFA)  
Industrial Design (BFA)

**Bachelor of Humanities and Arts (BHA)**  
(in collaboration with the College of Humanities and Social Sciences)

**Bachelor of Science and Arts (BSA)**  
(in collaboration with the Mellon College of Science)

**Bachelor of Computer Science and Arts (BCSA)**  
(in collaboration with the School of Computer Science)