



COLLEGE OF FINE ARTS: SCHOOL OF ART

Carnegie Mellon University's College of Fine Arts, a community of internationally recognized artists and professionals organized into five schools, has set its sights on being known as the definitive international hub of arts, architecture and design education, research and practice in the 21st century. We welcome visionaries and creative thinkers to study alongside our world-class faculty, staff and students to produce new culture, knowledge, techniques and technologies in architecture, art, design, drama and music.

— Break the Boundaries of Art

The School of Art within Carnegie Mellon seamlessly integrates contemporary art, technology and critical discourse. Here, you'll combine conceptual and theoretical study with hands-on studio courses in both traditional media — such as drawing, painting and sculpture — and new media including experimental game design, animation and creative coding.

In this progressive and intellectually challenging environment, you'll grow as an artist. You'll be challenged to harness your knowledge, passion and perspective to make art that both engages with and shapes the world.

Our program allows you to explore and pursue numerous learning opportunities, including adding concentrations to your course of study or creating your own hybrid path. Additionally, popular minors for art students include Human-Computer Interaction, Film and Media Studies, Design, Creative Writing and Gender Studies. Some students also choose to pursue an additional or secondary major.

FIRST-YEAR CLASS

FALL 2023

51

— Did you know?

STUDENTS MAY APPLY FOR NUMEROUS GRANTS TO HELP THEM COMPLETE SUBSTANTIAL WORKS OF ART — these opportunities include funding through the Frank-Ratchye STUDIO for Creative Inquiry, which offers material and project grants up to \$10,000.

SCHOOL OF ART STUDENTS have gone on to launch award-winning startups. These include

DeepLocal, a creative agency that specializes in interactive design for clients like Nike, Google and Netflix as well as Humane Engineering, a tech-for-good company focused on products that improve the lives of everyday people.

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.

Students pursue **INTERNSHIPS AT ESTABLISHED PITTSBURGH INSTITUTIONS** such as the Carnegie Museum of Art, The Andy Warhol Museum and the Mattress Factory. Others have exhibited artwork at the city's more grassroots organizations.

Programs

School of Art BFA Degree

Concentrations

Contextual Practice
Drawing, Painting, Print Media
& Photography
Electronic & Time-Based Media
Sculpture, Installation & Site-Work

Intercollege BXA Degrees

Bachelor of Computer Science and Arts
Bachelor of Engineering Studies and Arts
Bachelor of Humanities and Arts
Bachelor of Science and Arts

BFA and BXA degrees are supported by interdisciplinary IDEaTE minors

Animation & Special Effects
Design for Learning
Game Design
Innovation & Entrepreneurship
Intelligent Environments
Media Design
Physical Computing
Soft Technologies,
Sonic Arts

Accelerated Master Program Option

4+1 Accelerated Master of Arts Management

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– Curriculum Overview

Our school's curriculum combines highly conceptual and theoretical study with media-based courses. Your first year will consist of Foundations courses, in which you'll dive into new materials and ideas and explore the boundaries of art-making. A First-Year Seminar will introduce you to the many resources available to you as a student, while a series of medium-specific courses will help you build the technical skills you'll need to develop your own unique artistic practice.

As a sophomore, you'll review your progress with three professors to chart your individual path forward with a concentration in Drawing, Painting, Print Media & Photography; Sculpture, Installation & Site-Work; Electronic & Time-Based Media; or Contextual Practice. You'll augment studio work with Critical Studies and Professional Development courses that teach you practical skills to be a successful working artist or help you break into highly competitive creative industries. You'll conclude your experience with a printed catalog and Capstone professional Senior Exhibition at the Miller Institute for Contemporary Art.

While art courses will make up the majority of your study, you'll also have the opportunity to take advantage of the breadth of classes offered across the university. Whether you're interested in gender theory, robotics, scientific research, sustainable design, business, creative writing or virtually anything else, you'll find classes at Carnegie Mellon that will inform and transform your art. Additional opportunities for growth include study abroad, research and extracurricular activities.

– Student Research

Activist Work Acquired by the Whitney
Steven Montinar's (CFA 2020) digital illustration "Koupe Tet, Boule Kay" gives the rallying cry of the Haitian Revolution new meaning in the context of the Black Lives Matter movement. The Whitney Museum of American Art acquired the work for their permanent collection during the summer of 2020.

Artwork to Inspire Young Voters Using her artistic skills, Sanna Legan (CFA 2021) focuses on driving youth participation in

politics. As creative director of Amplify Her, an organization dedicated to getting women elected in New York City, Legan creates engaging artwork for social media to help educate and motivate young voters.

Student Work Finds National Publisher
Printed Matter, the leading publisher and distributor of artist books, selected Shori Sims (CFA 2021) for their Artistamp series. For her contribution, Sims created a work that "conceptualizes an afro-futurist utopic world."

– Alumni Accomplishments

Our alumni, and their work, are making an impact in the art world:

J Houston's (BFA 2018) photographs were featured in *The Washington Post's* article about the pandemic's effects on LGBTQ+ communities.

Cy Gavin (BFA 2017) has had numerous museum and gallery solo exhibitions, including at the Aspen Art Museum, David Zwirner Gallery and Gagosian Gallery.

Swetha Kannan (BFA 2016) created an interactive game for *The Los Angeles Times* about climate change's effects in California. For her work, she was named a 2020 Pulitzer Prize finalist.

Kathy Lee (BFA 2015), better known as techno musician Yaeji, released two critically acclaimed EPs and sold out multiple tours in the United States, Europe and Asia.

McKenzie Bates (BFA 2015) is a multiplayer systems designer who has worked on games including "Call of Duty: WWII," "The Sims 4" and "Halo 5: Guardians."

Mary Maggic's (BFA 2013) work was included in the exhibition "Designs for Different Futures" at the Philadelphia Museum of Art and the Walker Art Center.

GRADUATE SUCCESS

88% Employed or in
grad school
(2023 graduates)

DATA AS OF JANUARY 2024
80% OF GRADUATES RESPONDING





RECENT EMPLOYERS

ArtistYear	iRobot
Confidential Films	Microsoft
David Zwirner Gallery	Pixar
Duolingo	Survios
Google	

"THE STUDIO PROGRAM HERE
ENCOURAGES INTERDISCIPLINARY
RESEARCH PROCESSES,
AND THE CLASSES HERE ARE
ENGAGING AND FUN TO TAKE."
-JULIE, CLASS OF 2022+

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