

Minors Offered by the College of Fine Arts

The College of Fine Arts offers minors in Architecture, Art, Design, Drama, and Music to students from other colleges at Carnegie Mellon University. These minors allow students at Carnegie Mellon to take courses and develop a direction for electives in any of the five schools in CFA. Students in the College of Fine Arts may also earn minors outside of their major within other schools in the College. They may also study any of the minors offered by the other colleges to the University at large, thus taking advantage of the broad educational opportunities available at Carnegie Mellon University.

Minors Offered by the College of Fine Arts:

- Architectural Design Fabrication (available only to B. Arch candidates)
- Architectural Representation and Visualization (available also to B. Arch candidates)
- Architectural Technology
- Architecture
- Architecture History (available also to B. Arch candidates)
- Art
- Building Science (available only to B. Arch candidates)
- Collaborative Piano (available only to Piano majors in the School of Music)
- Conducting (available only to students in the School of Music)
- Design
- Drama
- History of the Arts
- Media Design (IDeATe)
- Music
- Music Education (available only to students in the School of Music)
- Music Technology
- Music Theory
- Musicology
- Photography
- Sonic Arts (IDeATe)
- Sound Design (IDeATe)

Guidelines for students are: 1) except where so designated, CFA students are not eligible to earn a minor in their own school; students from outside CFA may earn a minor in any school in CFA; 2) faculty advisors in the student's home school (in consultation with the academic officer of the other unit involved) will advise students as to the structuring of the courses in each minor; 3) a minor is not to be considered an overload; rather, through the assistance of faculty advisors it should be integrated into a student's overall units required for graduation; 4) the advisors will also monitor the student's development in these minors and keep records in their files which indicate the fulfillment of the course requirements in the minors, as well as in the majors in the student's own school. Courses listed as possible for the minors may be available, but not all courses are offered every semester. Students should consult with their advisors.

Students interested in earning a minor in any of the CFA schools should contact: Architecture: Heather Workinger; Art: Keni Jefferson; Design: Melissa Cicozi; Drama: Amy Nichols; Music: Sharon Johnston.

Minors under Architecture

Minor in Architecture

This sequence is for candidates who intend to develop intellectual links to the architectural profession. The scope of courses offered includes a full spectrum of professional issues in architecture.

Prerequisite Courses **9 units**

79-104	Global Histories	9
or 62-110	Passport to the Arts	

Required Courses **18-21 units**

48-100	Architecture Design Studio: Foundation I	12
or 48-095	Spatial Concepts for Non-Architects I	

48-240	Historical Survey of World Architecture and Urbanism I	9
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Elective Courses* **27 units**

48-120	Digital Media I	6
48-121	Drawing I	6
48-125	Digital Media II	6
48-126	Drawing II	6
48-126	Drawing II	6
48-175	Descriptive Geometry	9
48-215	Materials and Assembly	9
48-351	Human Factors in Architecture	9
48-324	Structures/Statics	9
48-452	Real Estate Design and Development	6
48-453	Urban Design Methods	6
48-383	Ethics and Decision Making in Architecture	6
48-xxx	Architecture History (Pre-Approval of coursework required)	9
48-xxx	Architecture Elective (Pre-Approval of coursework required)	9

Minimum Units: 54

*Students should consult the Architecture advisor regarding elective choices.

Minor in Architecture History

(available also to B. Arch Candidates)

This sequence is intended for candidates interested in the history of architecture in its many manifestations, including high style and vernacular buildings, western and non-western traditions, built and theoretical works, and rural to urban contexts. Non-architecture majors are required to take 54 units of architectural history. Architecture majors wishing to minor in Architectural History must fulfill the three core required courses in architectural history, plus four additional architectural history electives, for a total of 63 units. Students wishing to pursue the minor should meet with the Architecture advisor to determine if a course is eligible.

Required Courses **18 units**

48-240	Historical Survey of World Architecture and Urbanism I	9
48-241	Modern Architecture	9

Elective Courses **36 units/45 units**

Students wishing to pursue the minor should meet with the Architecture advisor to determine course eligibility for electives.

Minimum Units: 54 (non architecture majors)

Minimum Units: 63 (architecture majors)

Minor in Architectural Representation and Visualization

This sequence is for candidates who intend to develop particular skills in architectural representation. The Minor in Architectural Representation and Media is intended for those students that want to deepen their knowledge in architectural representation and media and for those who are interested in gaining advanced placement (AMP) in the M.S. programs offered by the School in the areas of Computational Design, Tangible Interaction Design and/or Emerging Media. It is earned by completing the four required media courses and then an additional three elective courses in these areas. Architecture majors wishing to pursue a Minor in Architectural Representation and Visualization must complete the required 33 units and at least an additional 30 units to fulfill the minor for a total of 63 units.

Required Courses **24 units**

48-120	Digital Media I	6
48-125	Digital Media II	6

48-121	Drawing I	6
48-126	Drawing II	6

Elective Courses **30-39 units**

48-568	Advanced CAD, BIM, and 3D Visualization	9
48-576	Mapping Urbanism	9
48-724	Scripting and Parametric Design	6
48-3xx	Architectural Drawing Elective (Pre-Approval of coursework required)	9
48-xxx	Architectural Representation/Visualization Elective: (Pre-Approval of coursework required)	9
48-xxx	Architectural Representation/Visualization Elective: (Pre-Approval of coursework required)	9

Minimum Units: 54 (non-architecture majors)

Minimum Units: 63 (architecture majors)

Minor in Architectural Technology

This sequence is for candidates who intend to develop intellectual links to the technical aspects of the profession. It is not available to B. Arch Candidates.

Prerequisite Courses **22 units**

33-106	Physics I for Engineering Students	12
21-120	Differential and Integral Calculus	10

Elective Courses **32 units**

48-116	Building Physics	9
48-215	Materials and Assembly	9
48-324	Structures/Statics	9
48-315	Environment I: Climate & Energy	9
48-432	Environment II: Design Integration of Active Building Systems	9
48-752	Zero Energy Housing	9

Minimum Units: 54

Minor in Building Science

(Available only to B. Arch Candidates)

The Minor in Building Science is intended for those students that want to deepen their knowledge in the building sciences and for those who are interested in gaining advanced placement (AMP) in the M.S. programs offered by the School in the areas of Building Performance & Diagnostics and Sustainable Design. It is earned by completing the two required building technology and three environmental science courses and then an additional three elective courses in the building sciences.

Required Course **12 units**

48-722	Building Performance Modeling	12
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Elective Courses **45 units**

48-795	LEED, Green Design and Building Rating in Global Context	6
48-721	Building Controls and Diagnostics	12
48-723	Performance of Advanced Building Systems	Var.
48-729	Productivity, Health and the Quality of Buildings	9-12
48-749	Special Topics in CD: Critical Perspectives and Technologies	6
48-752	Zero Energy Housing	9

Minimum Units: 54

Minor in Architectural Design Fabrication

(Available only to B. Arch Candidates)

The Minor in Architectural Design Fabrication is intended for those who wish to develop focused, disciplinary expertise in both analog and digital material methods for shaping the built environment and become involved

in a community of practice dedicated to a rigorous pursuit of *making* as a mode of architectural research and cultural expression. It is also for students interested in gaining advanced placement in the SoA's Master of Advanced Architectural Design (MAAD) program.

Required Courses **33 units**

48-545	Making Intelligence	9
48-555	Introduction to Architectural Robotics	6
48-xxx	Advanced Synthesis Options Studio with Digital Fabrication Emphasis	18

Elective Courses **30 units**

48-470	Exploring Pattern Through Lamination	9
48-473	Hand and Machine Joinery, New Directions	9
48-531	Fabricating Customization: Prototype	9
48-564	Furniture Design & Construction	9
48-xxx	Advanced Design Fabrication	3-9
xx-xxx	Pre-approved Design Fabrication Related Course	

Minimum Units: 63

Minors under Art

Minor in Art

Concept Studio (choose one) 10 units

60-101	Concept Studio: The Self and the Human Being	10
60-201	Concept Studio: Space and Time	10
60-202	Concept Studio: Systems and Processes	10
60-280	Introduction to Contextual Practice	10

Media Studios (choose two) 20 units

60-110	Electronic Media Studio: Introduction to the Moving Image	10
60-210	Electronic Media Studio: Introduction to Interactivity	10
60-130-60-130	3-D Media Studio I-I Mini 1 and Mini 2 must be in different media.	10
60-131-60-131	3D Media Studio II-II Mini 3 and Mini 4 must be in different media.	10
60-150	2D Media Studio: Drawing	10
60-160	2D Media Studio: Imaging	10
60-250	2D Media Studio: Painting	10
60-251	2D Media Studio: Print Media	10

Advanced Media (choose two) 20 units

60-4xx	Advanced ETB: Electives	10
60-4xx	Advanced SIS: Electives	10
60-4xx	Advanced DP3: Electives	10
60-4xx	Advanced CP: Electives	10

Art History/Theory (choose one) 9 units

60-1xx	Art History Elective	9
60-2xx	Art History Elective	9
60-3xx	Art History Elective	9

Minimum units: 59

Minor in Media Design – IDeATe

The minor in Media Design is offered by the School of Art as part of the Integrative Design, Arts and Technology (IDeATe) network. IDeATe offers students the opportunity to become immersed in a collaborative community of faculty and peers who share expertise, experience, and passions at the intersection of arts and technology. Students will engage in active "learning by doing" in shared labs and maker spaces. The program addresses current and emerging real-world challenges that require disciplinary expertise coupled with multidisciplinary perspectives and collaborative integrative approaches.

The IDeATe undergraduate curriculum consists of eight areas, all of which can also be taken as minors. The themes of these areas integrate knowledge in technology and arts: Game Design, Animation & Special Effects, Media Design, Design for Learning, Sonic Arts, Innovation and Entrepreneurship, Intelligent Environments, and Physical Computing. For more information about the IDeATe network, please see Undergraduate Options (<http://coursecatalog.web.cmu.edu/servicesandoptions/undergraduateoptions/#ideate>).

In the Media Design minor, students learn to design digitally mediated experiences across different platforms, from mobile apps to large-scale installations, and for varied applications, from media for daily living to mediated performances.

Curriculum

One Computing Course - Minimum of 9 Units

		Units
15-104	Introduction to Computing for Creative Practice	10
15-110	Principles of Computing	10
15-112	Fundamentals of Programming and Computer Science	12

60-210	Electronic Media Studio: Introduction to Interactivity	10
60-212	Electronic Media Studio: Interactivity and Computation for Creative Practice	12

One IDeATe Portal Course - Minimum of 9 Units

		Units
16-223	IDeATe Portal: Creative Kinetic Systems	10
18-090	Twisted Signals: Multimedia Processing for the Arts	10
60-223	IDeATe: Introduction to Physical Computing	10
62-150	IDeATe Portal: Introduction to Media Synthesis and Analysis	10
99-361	IDeATe Portal	9

IDeATe Media Design Courses - Minimum of 27 Units

		Units
05/18-540	Rapid Prototyping of Computer Systems	12
15-294	Special Topic: Rapid Prototyping Technologies	5
16/54-375	IDeATe: Robotics for Creative Practice	10
24-672	Special Topics in DIY Design and Fabrication	12
48/53-558	Reality Computing	12
51-236	Information Design	9
53-312	Guest Experience and Theme Park Design	12
53-642	Themed Entertainment Design Studio	12
54-399	Decoding Media	6
60-110	Electronic Media Studio: Introduction to the Moving Image	10
60-412	Interactive Art and Computational Design	12
62-478	IDeATe: digiTOOL	6
67-240	Mobile Web Design & Development	9
76-285	Team Communication	6
76-374	IDeATe - Dietrich College Cuban Interactive Documentary Project	9

Double-Counting

Students may double-count up to two of their Media Design minor courses toward requirements for other majors or minors.

Minor in Design

Minoring in Design is a great way for students to diversify their studies and incorporate design skills and thinking into their overall academic experiences. Students who are already School of Design majors are not eligible to earn a Design minor. The 54 required units must be unique to the Design minor. No courses may be double counted.

Requirements and Electives

For a design minor, students must complete 54 units: 36 units of required courses, plus 18 units of design electives.

Required Design Courses

Both of these:

51-262	Communication Design Fundamentals: Design for Interactions for Communications (formerly CDF)	9
51-264	Product Design Fundamentals: Design for Interactions for Products (formerly IDF)	9

Two of these:

51-171	Placing	10
51-172	Systems	9
51-173	Design Center: Human Experience in Design	9
51-271	How People Work	9

Two Design Electives:

51-xxx	Design Elective	9
51-xxx	Design Elective	9

Applications

Students must submit transcripts, personal statements, and completed applications by the beginning of February, and submit portfolios or design projects by the beginning of March. They must also obtain permission to complete minors from their major advisors. The minor application form includes detailed requirements.

Admission depends mainly on a student's demonstration of design skills and aptitude. Students are notified of acceptance by the end of March.

If you are interested in applying for the Minor in Design, please contact Design Advisor, Melissa Cicozi (cicozi@cmu.edu). You can download the Design Project and Application at www.design.cmu.edu, or paper applications are available at the School of Design office, MMCH 110.

Minor in Drama

The Drama minor provides students with a well-rounded opportunity to obtain preliminary professional exposure to the theatre arts. Courses may involve acting, directing, playwriting, design, production technology and management, and dramatic literature courses. Students also become involved with Drama productions by signing up for Production for Non-Majors, which involves evening crew work on various Drama productions.

Admission Requirements

1. Students must apply to enter the program in the office of the Drama Sr. Academic Advisor, Amy Nichols, PCA 223.
2. The student must successfully pass one Drama course prior to being considered for minor status.

Required Courses	25 units
54-163 Production for Non Majors (needs to be taken twice for a total of 12 units)	6
54-175/176 Conservatory Hour	1
54-177 Foundations of Drama I	6
54-281 Foundations of Drama II	6

Students must meet with the School of Drama Production Manager (PCA 224) for assignments related to Production for Non-Majors.

Elective Courses 30 units

The remainder of the minor is fulfilled with Drama courses of the student's choosing, with approval from the Director of Student Services in the School of Drama, Amy Nichols. For certain courses, students may need instructor permission to register.

SAMPLE: Selected Elective Courses not requiring instructor permission:

54-187 Introduction to Playwriting	9
54-190 Advanced Playwriting	9
54-191 Acting for Non-Majors	9
54-193 Intro to Screenwriting	9
54-196 Advanced Screenwriting	9

SAMPLE: Selected Elective Courses requiring instructor permission:

54-109 Dramaturgy 1: Approaches to Text	9
54-121 Directing I: Sources	9
54-157 Production Science	6
54-169 Studiocraft 1	13
54-171 Basic Design 1	6

Additional Drama Courses are available by instructor agreement and may require an audition, interview, or portfolio review. Students should contact the Drama Sr. Academic Advisor, Amy Nichols, to inquire about permission for specific courses in which they are interested.

Minimum units required: 55

Minors under Music

Minor in Music

This sequence is for candidates who are majors from any discipline in the university other than music who have some background in music and would like to know more about music.

Admission Requirements:

1. The student must apply to enter the program in the office of the Director of Student Services (CFA 108).

Prerequisite Course 0-3 units

Beginning Piano for Minors is required of students who do not pass a beginning piano proficiency test.

57-294 Beginning Piano Test	0
57-329 Beginning Piano for Minors	3

Required Music Courses 25 units

Basic Harmony I and/or Basic Solfege I are required of students who do not qualify for entrance into Harmony I and/or Solfege I, based on their scores on the theory and solfege placement tests. These classes fulfill the harmony and solfege requirements.

57-152 Harmony I	9
57-161 Eurhythmics I	3
57-181 Solfege I	3
57-173 Survey of Western Music History	9
57-188 Repertoire and Listening for Musicians	1

Required Studio Courses (studio fee is charged)

24 units

57-1xx Elective Studio	6

Elective Courses

18 units

Elective courses are to be chosen from those courses listed for the School of Music in the current course catalog. Performance electives are encouraged. (An audition is required for all School of Music performance ensembles.)

Minimum units required: 67

Minor in Music Technology

This sequence is for candidates who are majors from any discipline in the university who have some background in music and would like to know more about music technology.

Note: Students in the School of Music have slightly different requirements for the Minor in Music Technology. See School of Music (<http://coursecatalog.web.cmu.edu/collegeoffinearts/schoolofmusic/#minorinmusictechnologyforstudentsintheschoolofmusic>).

Admission Requirements

The student must apply to enter the program in the office of the Director of Student Services (CFA 108).

Prerequisite Course 0-3 units

Beginning Piano for Minors is required of students who do not pass a beginning piano proficiency test.

57-294 Beginning Piano Test	0
57-329 Beginning Piano for Minors	3

Required Music Courses 25 units

Basic Harmony I and/or Basic Solfege I are required of students who do not qualify for entrance into Harmony I and/or Solfege I, based on their scores on the theory and solfege placement tests. These classes fulfill the harmony and solfege requirements.

57-152 Harmony I	9
57-161 Eurhythmics I	3
57-173 Survey of Western Music History	9
57-181 Solfege I	3
57-188 Repertoire and Listening for Musicians	1

Sound Recording Courses 21 units

57-337	Sound Recording	6
57-338	Sound Editing and Mastering	6
57-438	Multitrack Recording	9

Music Technology/Sound Courses (choose 3) 21 units

Choose three courses. One of the three courses must be either Introduction to Computer Music or Electronic and Computer Music. (Note that 15-112 is a prerequisite for 15-322; 57-101 or 57-171 is a prerequisite for 57-347.) Other courses may be taken with the permission of the music technology minor advisor.

15-104	Introduction to Computing for Creative Practice	10
15-322	Introduction to Computer Music	9
15-323	Computer Music Systems and Information Processing	9
18-090	Twisted Signals: Multimedia Processing for the Arts	10
33-114	Physics of Musical Sound	9
54-166	Introduction to Sound Design for Theatre	6
54-275	History of Sound Design	3
54-505	Ear Training	1
54-666	Production Audio	6
57-344	Experimental Sound Synthesis	9
57-347	Electronic and Computer Music	6
57-478	Survey of Historical Recording	6
60-352	NOISE: Toward a Critical Theory of Sound and Hearing	9

Minimum units required: 67

Minor in Music Theory

This sequence is for candidates who are majors from any discipline in the university who have some background in music and would like to know more about music theory.

Note: Students in the School of Music have slightly different requirements for the Minor in Music Theory. See School of Music (<http://coursecatalog.web.cmu.edu/collegeoffinearts/schoolofmusic/#minorinmusictechnologyforstudentsintheschoolofmusic>).

Admission Requirements

The student must apply to enter the program in the office of the Director of Student Services (CFA 108).

Prerequisite Course 0-3 units

Beginning Piano for Minors is required of students who do not pass a beginning piano proficiency test.

57-294	Beginning Piano Test	0
57-329	Beginning Piano for Minors	3

Required Music Courses 25 units

Basic Harmony I and/or Basic Solfege I are required of students who do not qualify for entrance into Harmony I and/or Solfege I, based on their scores on the theory and solfege placement tests. These classes fulfill the harmony and solfege requirements.

57-152	Harmony I	9
57-161	Eurhythmics I	3
57-173	Survey of Western Music History	9
57-181	Solfege I	3
57-188	Repertoire and Listening for Musicians	1

Required Theory Courses 21 units

57-151	Counterpoint in Theory and Application	6
57-153	Harmony II	9
57-408	Form and Analysis	6

Upper Level Theory Course (choose one) 6 units

See theory courses on the Music Support Courses Two-Year Rotation list. It is available on the Inside Music website: <http://music.cfa.cmu.edu/>. A graduate course may be taken with the permission of the instructor.

Elective Courses 18 units

Elective courses are to be chosen from those courses listed for the School of Music in the current course catalog.

Minimum units required: 70

Minor in Musicology

This sequence is for candidates who are majors from any discipline in the university who have some background in music and would like to know more about music history.

Admission Requirements

The student must apply to enter the program in the office of the Director of Student Services (CFA 108).

Prerequisite Course 0-3 units

Beginning Piano for Minors is required of students who do not pass a beginning piano proficiency test.

57-294	Beginning Piano Test	0
57-329	Beginning Piano for Minors	3

Required Music Courses 15 units

Basic Harmony I and/or Basic Solfege I are required of students who do not qualify for entrance into Harmony I and/or Solfege I, based on their scores on the theory and solfege placement tests. These classes fulfill the harmony and solfege requirements.

57-152	Harmony I	9
57-161	Eurhythmics I	3
57-181	Solfege I	3

Required Musicology Courses 36 units

57-283	Music History I	9
57-284	Music History II	9
57-285	Music History III	9
57-190	Repertoire and Listening for Musicians I	3
57-289	Repertoire and Listening for Musicians II	3
57-290	Repertoire and Listening for Musicians III	3

Upper Level Musicology Course (choose one) 6 units

See musicology courses on the Music Support Courses Two-Year Rotation list. It is available on the Inside Music website: <http://music.cfa.cmu.edu/>. A graduate course may be taken with the permission of the instructor.

Elective Courses 18 units

Elective courses are to be chosen from those courses listed for the School of Music in the current course catalog.

Minimum units required: 75

Minor in Sonic Arts - IDeATe

The minor in Sonic Arts is offered by the School of Music as part of the Integrative Design, Arts and Technology (IDeATe) network. IDeATe offers students the opportunity to become immersed in a collaborative community of faculty and peers who share expertise, experience, and passions at the intersection of arts and technology. Students will engage in active "learning by doing" in shared labs and maker spaces. The program addresses current and emerging real-world challenges that require disciplinary expertise coupled with multidisciplinary perspectives and collaborative integrative approaches.

The IDeATe undergraduate curriculum consists of eight areas, all of which can also be taken as minors. The themes of these areas integrate knowledge in technology and arts: Game Design, Animation & Special Effects, Media Design, Design for Learning, Sonic Arts, Innovation and Entrepreneurship, Intelligent Environments, and Physical Computing. For more information about the IDeATe network, please see Undergraduate Options (<http://coursecatalog.web.cmu.edu/servicesandoptions/undergraduateoptions/#ideate>).

In the Sonic Arts minor, students create experimental music or explore new, technology-enabled applications and markets for sound design, music creation, and performance.

Curriculum

One Computing Course - Minimum of 9 Units

		Units
15-104	Introduction to Computing for Creative Practice	10
15-110	Principles of Computing	10
15-112	Fundamentals of Programming and Computer Science	12
60-210	Electronic Media Studio: Introduction to Interactivity	10
60-212	Electronic Media Studio: Interactivity and Computation for Creative Practice	12

One IDeATe Portal Course - Minimum of 9 Units

		Units
16-223	IDeATe Portal: Creative Kinetic Systems	10
18-090	Twisted Signals: Multimedia Processing for the Arts	10
60-223	IDeATe: Introduction to Physical Computing	10
62-150	IDeATe Portal: Introduction to Media Synthesis and Analysis	10
99-361	IDeATe Portal	9

IDeATe Sonic Arts Courses - Minimum of 27 Units

		Units
15-322	Introduction to Computer Music	9
15-323	Computer Music Systems and Information Processing	9
18-493	Electroacoustics	12
33-114	Physics of Musical Sound	9
54-166	Introduction to Sound Design for Theatre	6
54-267	Conceptual Sound Design	9
54-509	Theatrical Sound System Design 2	9
57-337	Sound Recording	6
57-344	Experimental Sound Synthesis	9
57-347	Electronic and Computer Music	6
57-421	The Exploded Ensemble	6
57-425	Expanded Music Performance	9
60-352	NOISE: Toward a Critical Theory of Sound and Hearing	9
76-285	Team Communication	6

Double-Counting

Students may double-count up to two of their Sonic Arts minor courses toward requirements for other majors or minors.

Minors under CFA Dean's Office

Minor in the History of Arts

This minor of six or more courses as designated below, will offer students a grouping of Arts History courses that can provide a broad survey in the arts or a highly specialized field. For College of Fine Arts students, all courses meeting the requirements of the Minor in the History of the Arts must be taken outside of their major School, with the exception of the School of Architecture. Interested students should contact Svenja Drouven in the College of Fine Arts, Room 100.

Introductory Level Courses 27 units

(choose at least three, CFA students pick 3 outside of major)

48-240	Historical Survey of World Architecture and Urbanism I (pre-requisite for all advanced architecture classes below)	9
51-271	How People Work	9
54-239	History of Architecture and Decor 1: Ancients to Gothic	Var.
54-245	History of Clothing 1	Var.
54-246	History of Clothing 2	Var.

57-173	Survey of Western Music History	9
60-205	Critical Theory in Art III	9
60-206	Critical Theory in Art IV	9

62-325	View Camera	10
62-326	Photographic Narrative	9
62-375	Large Format Photography: The Antiquarian Avant-Garde	10

Advanced Courses 27 units

(choose at least three, CFA students pick 3 outside of major)*

48-340	Modern Architecture and Theory 1900-1945	9
48-341	Expression in Architecture	9
48-348	Architectural History of Mexico & Guatemala	9
48-440	American Regions & Regionalism: An Architectural History of Place, Time, and Cul	9
51-272	Cultures	4.5
51-378	Development of Form with Models & Sketches	4.5
54-381	Special Topics in Drama: History, Literature and Criticism	6
57-209	The Beatles	9
57-477	Music of the Spirit	6
57-478	Survey of Historical Recording	6
Art History/Theory Special Topics 60-350 to 60-398 (instructor permission only)		9
62-360	Photographers and Photography Since World War II	9
62-371/79-372	Photography, The First 100 Years, 1839-1939	9
79-395	The Arts in Pittsburgh	9
79-396	Music and Society in 19th and 20th Century Europe and the U.S.	9

Minimum units required: 54

* Other courses not on this list may qualify as approved by CFA Dean's Office (College of Fine Arts, Room 100).

Minor in Photography

The Photography Minor exposes students to the breadth of photography offering experiences in traditional photography (i.e. film exposure and silver printing) to digital shooting and output. The student who takes the Photography Minor will become familiar with photography's craft, its history and significant practitioners, and develop his/her own distinct engagement with the medium.

Students may apply for the Photography Minor after they have taken a CFA or Pittsburgh Filmmakers' beginning photography course. Freshmen should not apply for the minor. Students in four-year undergraduate programs may apply in their sophomore or junior year. Students in five-year undergraduate programs, such as Architecture, may apply in their second, third, or fourth year. Applications are accepted in both the fall and spring semesters. Students will be admitted to the minor based on their aptitude, appropriate level of photography skills, and space availability within the program. Once admitted, students will be assigned a faculty advisor who will help them determine a sequence of courses that best fits their needs and interests.

Application Requirements

The application process for the Photography Minor requires submission of: a completed application form signed by the home department advisor, a personal statement, and a portfolio of photographs. Contact the CFA Photography Administrator, Jamie Gruzka, MM B18, for further information and an application form.

Photography Required Courses (3) minimum 27 units

62/60-141/51-285	Black and White Photography I * **	10
62-241	Black and White Photography II	10
62-142	Digital Photography I	10

Photography Elective (1) minimum 9 units

Choose one (1) additional photography course from the list below in consultation with the photo advisor, or consult Jamie Gruzka for current offerings. Also, photo courses may be taken at Pittsburgh Filmmakers. Please refer to their course catalog that is available in the CFA Dean's Office, CFA 100, or online: pghfilmmakers.org (<http://www.pghfilmmakers.org>)

62-165	Mutable Landscape:	10
62-245	Portrait Photography	10
62-265	Alternative Photo Processes	10

Photo History Required Course (1) 9 units

62-371 Photography, The First 100 Years, 1839-1939 ** 9
or 62-360 Photographers and Photography Since World War II

**History, Theory, or Criticism of the Visual Arts
Elective (1) 9 units**

Choose one (1) additional History, Theory or Criticism of the Arts course in consultation with the photo advisor. A second Photo History course (62-360 or 62-371) can be used for this requirement.

* prerequisite for photo courses other than history, theory, and/or criticism course

** or course approved by the photography advisor

Minimum units required: 54