

# School of Art

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The School of Art's undergraduate program bridges traditional studio practice with the experimental practices of new and unconventional media. The School offers two tracks for undergraduates—the Bachelor of Fine Arts (BFA) degree and the three interdisciplinary degrees collectively known as the BXA Intercollegiate Degree Program—along with a minor in art.

The program provides focused foundational instruction over the first two years that builds toward a broad range of individualized study in the second two years. As undergraduates, students experience a wide array of intensive medium-specific and thematic concept studio courses, developing both technical skill and critical thinking. As upperclassmen, students direct their study across four primary concentrations with the freedom to pursue either in-depth study, hybrid study across concentrations, or specialized practices. The four primary concentrations are:

- I. Drawing, Painting, Print Media, and Photography
- II. Sculpture, Installation, and Site Work
- III. Electronic and Time-Based Work
- IV. Contextual Practice

Studio courses comprise over sixty percent of the course of study and academic courses comprise the remainder.

The School of Art occupies over 50,000 square feet of fabrication facilities, multi-purpose classrooms, media-specific studios and workshops, student and faculty studios, presentation rooms, and exhibition spaces, offering students access to both traditional and state-of-the-art tools. All juniors and seniors have dedicated, independent, 24-hour studio space.

The School's distinguished faculty includes pioneers in computer animation and new media; artists and scholars exploring the complexity of queer thought and culture; and emerging practitioners confronting some of society's most pressing issues. Throughout the program, these professors provide one-on-one support and feedback, helping to foster an individualized artistic practice for each student.

The program emphasizes an interdisciplinary approach to learning and art making, and students are encouraged to take advantage of the many resources of the College of Fine Arts and of the University. These include: the IDeATe network, the STUDIO for Creative Inquiry, the Miller Institute for Contemporary Art, and the Center for Arts in Society, among many others.

Graduates from the School of Art pursue diverse careers paths including traditional studio practice, animation, game design, positions with leading technology companies, and founding their own start-ups.

Using five categories of courses, the curriculum presents art-making in a unique manner which respects tradition and encourages innovation. The course categories are:

- I. Concept Studios
- II. Media Studios
- III. Advanced Studios
- IV. Critical Studies Courses
- V. University Academic Courses

## I. Concept Studios

The Concept Studios are the core of the art curriculum. Students are required to complete five concept studios, but may enroll in additional semesters. Experiences gained in the other four components of the program are integrated into Concept Studios. Themes and topics addressed in Concept Studios include: the self and the human being, space/time, systems/processes, contextual practice, and senior studio.

Freshman and sophomore Concept Studios are organized around structured assignments designed to assist the student in developing a personal, non-medium-specific approach to generating art as well as in learning transferable conceptual skills. The progression from semester to semester leads toward increasing complexity and independence. Contextual Practice Studios embrace the context or social conditions in which an artwork exists, covering a range of methods to making art in the public including street art, interactive social media, environmental art, hacktivism, participatory art, guerilla performance, project-based community art, and urban interventions. In the senior year, the Concept Studios, titled Senior Studio, are devoted to a single student-generated body of work.

## II. Media Studios

The Media Studios can be viewed as the foundation courses for the program. Students take a total of seven Media Studios within the freshman and sophomore years. These studios ensure that all students have an exploratory experience with all of the media resources of the school. They also serve as preparation for advanced studio work.

Two-Dimensional Media Studios introduce drawing and imaging during the freshman year, and painting or print media during the sophomore year. Electronic Media Studios introduce the moving image through video and animation during the freshman year, and interactivity in the sophomore year. Three-Dimensional Media Studios introduce media such as ceramics, welding, wood, metals, kinetic sculpture, and digital fabrication during the freshman year.

## III. Advanced Studios

Students take a total of twelve Advanced Studio elective courses over the course of the second semester of the sophomore year and the junior and senior years. These courses address specialized studio work in one of the four artistic concentration areas in the school, which are:

- Drawing, Painting, Print Media, and Photography (DP3)
- Sculpture, Installation, and Site Work (SIS)
- Electronic and Time-Based Work (ETB)
- Contextual Practice (CP)

A minimum of four courses must be taken in one of these concentration areas. One of the twelve Advanced Studio courses must be a College of Fine Arts interdisciplinary course or in one of the Schools outside of Art: Architecture, Design, Drama, Music.

## IV. Critical Studies Courses

Students complete a sequence of four courses in Critical Theory in Art in their freshman and sophomore years:

Freshman Year (fall):	<b>Critical Theory in Art I</b>
Freshman Year (spring):	<b>Critical Theory in Art II</b>
Sophomore Year (fall):	<b>Critical Theory in Art III</b>
Sophomore Year (spring):	<b>Critical Theory in Art IV</b>

After the sophomore year, students must take two elective critical studies courses.

## V. University Academic Courses

Eleven academic courses outside of Art are required.

### Freshman Year

The student is required to take the following three courses:

Computing @ Carnegie Mellon (99-101), Global Histories (79-104), and one of the First-Year Writing options, either one of the two full-semester courses, (Interpretation and Argument (76-101) or Advanced First Year Writing: Special Topics (76-102)), or two of the three half-semester writing courses (Writing about Literature, Art and Culture (76-106), Writing about Data (76-107), or Writing about Public Problems (76-108)).

### After Freshman Year

The student must take one course in each of the following academic areas or "options":

- Humanities and Languages or "Culture Option"
- Math, Science, Computer Science and Engineering or "Technical Option"
- History, Psychology, Economics or "Social Science Option"

The student must then take at least three additional courses from ONE of the academic areas/options listed above.

Finally, the student must take two additional, but unspecified, academic electives.

In selecting courses for the university academic component of the curriculum, students are encouraged to complete a cluster of courses that appeals to and develops their interests as emerging artists. In the process of taking their university electives, students can often simultaneously earn a minor.



# Bachelor of Fine Arts (B.F.A.) Curriculum

Minimum units required for B.F.A. in Art 387

Below is the recommended distribution of courses in the four-year B.F.A. curriculum. After the freshman year, students may begin to choose university electives. After the first semester of the sophomore year, students have more options regarding the sequencing and selection of their coursework.

## First Year

Fall		Units
60-101	Concept Studio: The Self and the Human Being	10
60-130-60-130	3-D Media Studio I-I Mini 1 and Mini 2 must be in different media.	10
60-150	2D Media Studio: Drawing	10
60-105	Critical Theory in Art I	9
76-101	Interpretation and Argument	9
99-101	Computing @ Carnegie Mellon	3
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Spring		Units
60-110	Electronic Media Studio: Introduction to the Moving Image	10
60-131-60-131	3D Media Studio II-II Mini 3 and Mini 4 must be in different media.	10
60-160	2D Media Studio: Imaging	10
60-106	Critical Theory in Art II	9
79-104	Global Histories	9
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## Second Year

Fall		Units
60-201	Concept Studio: Space and Time	10
or 60-202	Concept Studio: Systems and Processes	
60-210	Electronic Media Studio: Introduction to Interactivity	10
60-250	2D Media Studio: Painting	10
or 60-251	2D Media Studio: Print Media	
60-205	Critical Theory in Art III	9
xx-xxx	Academic Elective	9
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Spring		Units
60-280	Introduction to Contextual Practice	10
60-4xx	Advanced Studio Elective	10
60-4xx	Advanced Studio Elective	10
60-206	Critical Theory in Art IV	9
xx-xxx	Academic Elective	9
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## Third Year

Fall		Units
60-4xx	Advanced Studio Elective	10
60-4xx	Advanced Studio Elective	10
60-4xx	Advanced Studio Elective	10
60-3xx	Academic Art Elective	9
xx-xxx	Academic Elective	9
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Spring		Units
60-4xx	Advanced Studio Elective	10
60-4xx	Advanced Studio Elective	10
60-4xx	Advanced Studio Elective	10
60-3xx	Academic Art Elective	9
xx-xxx	Academic Elective	9
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**Fourth Year**

Fall		Units
60-401	Senior Studio	10
60-403	Senior Critique Seminar or 60-4xx Advanced Studio Elective	10
60-4xx	Advanced Studio Elective	10
xx-xxx	Academic Elective	9
xx-xxx	Academic Elective	9
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Spring		Units
60-402	Senior Studio	10
60-403	Senior Critique Seminar or 60-4xx Advanced Studio Elective	10
60-4xx	Advanced Studio Elective	10
xx-xxx	Academic Elective	9
xx-xxx	Academic Elective	9
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**Sophomore and Senior Year Reviews**

Students give an overview of their work twice in their four-year course of study. At the end of the sophomore year, students undergo a faculty review of their work to date in the program. A successful review is required for advancement to the junior year.

The senior review affords students in the fall of their final year the opportunity to review, analyze and summarize their work and to engage a faculty committee in discussion about issues that face someone preparing to enter a career in art.

**Art Majors Minor or Double Majoring in Another Department**

About a third of current B.F.A. Art students pursue a minor or a second major. If students are contemplating this option, they must discuss their plans with academic advisors from the minor or second major department as well as with the School of Art academic advisor.

**Study Abroad**

Art students are encouraged to spend either a semester of their junior year, or a summer before or after their junior year, in one of many available international programs. These programs include university sponsored and exchange programs in which a student's financial aid package remains in effect, and programs sponsored by other institutions.

**Programs with other Pittsburgh Institutions**

Art students are eligible to take courses at the nearby University of Pittsburgh's History of Art and Architecture Department, and at the Pittsburgh Glass Center. Established agreements with these institutions and other Pittsburgh colleges, universities or centers offer cross-registration opportunities at no additional expense to the student.

## BXA Intercollege Degree Programs

BACHELOR OF HUMANITIES AND ARTS (BHA)

BACHELOR OF SCIENCE AND ARTS (BSA)

BACHELOR OF COMPUTER SCIENCE AND ARTS (BCSA)

Carnegie Mellon University offers a degree program that combines an Art Focus (11 courses) with a focus in the Dietrich College of Humanities and Social Sciences, the Mellon College of Science, or the School of Computer Science. The Assistant Head of Academic Affairs in the School of Art advises BXA majors in selecting courses in the Art Focus. A description of these three programs, and a list of requirements and electives, can be found in the in the BXA Intercollege Degrees Program section of this catalog.

## Art Minors

Students from other colleges and departments are eligible to pursue a minor in art. A minor requires six courses in the School of Art, selected from a list of requirements and electives as described in the Minors Offered by the College of Fine Arts section of this catalog.

## Master of Fine Arts (M.F.A.) Degree

The School of Art offers a three-year program leading to a Master of Fine Arts in Art. This is a unique program designed to connect art-making to the university at large, and to Pittsburgh communities and organizations. Information about this program is available at the School of Art website: <http://www.art.cmu.edu>.

## Master of Arts Management (M.A.M.) Degree

The College of Fine Arts and the Heinz College School of Public Policy and Management co-sponsor a Master of Arts Management degree. Students admitted to the M.A.M. degree program in their junior year may complete both a Bachelor of Fine Arts degree and a Master of Arts Management degree in five years. Students interested in this graduate degree should consult with advisors early in their undergraduate program.

## Pre-College Program

The School of Art offers a Summer Pre-College Program, with both three- and six-week options. This program is designed to prepare the college-bound high school student for college level work in art. Information is available at the Summer Pre-College site: <https://admission.enrollment.cmu.edu/pages/pre-college-art>.

## Full-Time Tenure Track Faculty

KIM BECK, Associate Professor of Art – M.F.A., Rhode Island School of Design; Carnegie Mellon, 2004–

BOB BINGHAM, Professor of Art – M.F.A., University of California, Davis; Carnegie Mellon, 1993–

JOHN CARSON, Professor of Art – M.F.A., California Institute of the Arts; Carnegie Mellon, 2006–

JOHANNES DEYOUNG, Assistant Professor of Art – M.F.A., Cranbrook Academy of Art; Carnegie Mellon, 2018–

JAMES DUESING, Professor of Art – M.F.A., University of Cincinnati; Carnegie Mellon, 1997–

ECHO EGGBRECHT, Assistant Professor of Art – M.F.A., Hunter College, CUNY; Carnegie Mellon, 2006–

ANDREW JOHNSON, Associate Professor of Art – M.F.A., Carnegie Mellon University; Carnegie Mellon, 2004–

JONGWOO JEREMY KIM, Associate Professor of Art History and Theory – Ph.D., Institute of Fine Arts at New York University; Carnegie Mellon, 2018–

CAROL KUMATA, Professor of Art – M.F.A., University of Wisconsin, Madison; Carnegie Mellon, 1979–

GOLAN LEVIN, Associate Professor of Art – M.S., Massachusetts Institute of Technology; Carnegie Mellon, 2004–

JOSEPH MANNINO, Professor of Art – M.F.A., University of Southern Illinois; Carnegie Mellon, 1986–

CLAYTON MERRELL, Dorothy L. Stubnitz Professor of Art – M.F.A., Yale University; Carnegie Mellon, 1998–

PAOLO PEDERCINI, Associate Professor of Art – M.F.A., Rensselaer Polytechnic Institute; Carnegie Mellon, 2009–

RICHARD PELL, Associate Professor of Art – M.F.A., Rensselaer Polytechnic Institute; Carnegie Mellon, 2008–

MELISSA RAGONA, Associate Professor of Visual Culture and Critical Theory – Ph.D., State University of New York at Buffalo; Carnegie Mellon, 2003–

JON RUBIN, Associate Professor of Art – M.F.A., California College of Arts and Crafts; Carnegie Mellon, 2006–

DEVAN SHIMOYAMA, Assistant Professor of Art – M.F.A., Yale University; Carnegie Mellon, 2014–

SUZIE SILVER, Professor of Art – M.F.A., The School of the Art Institute of Chicago; Carnegie Mellon, 1999–

SUSANNE SLAVICK, Andrew W. Mellon Professor of Art – M.F.A., Tyler School of Art; Carnegie Mellon, 1984–

ANGELA WASHKO, Assistant Professor of Art – M.F.A., University of California, San Diego; Carnegie Mellon, 2015–

CHARLIE WHITE, Regina & Marlin Miller Head – M.F.A., Art Center College of Design; Carnegie Mellon, 2016–

IMIN YEH, Assistant Professor of Art – M.F.A., California College of the Arts; Carnegie Mellon, 2016–

## Full-time Joint Appointments

CHARLEE BRODSKY, Associate Professor of Art and Photography – M.F.A., Yale University; Carnegie Mellon, 1978–

ROGER DANNENBERG, Senior Research Computer Scientist and Artist – Ph.D., Carnegie Mellon University; Carnegie Mellon, 1982–

JAMIE GRUZSKA, Special Faculty and CFA Photography Administrator – M.F.A., University of Buffalo;

JUDITH SCHACHTER, Professor of Anthropology, History, and Art – Ph.D., University of Minnesota; Carnegie Mellon, 1984–

DYLAN VITONE, Associate Professor, School of Design – M.F.A., Massachusetts College of Art; Carnegie Mellon, 2006–

## Visiting Faculty

JANELLE IGLESIAS, Visiting Assistant Professor of Art – M.F.A., Virginia Commonwealth University; Carnegie Mellon, 2018–

SEAN LYNCH, Visiting Assistant Professor of Art – M.A., University of Limerick; Carnegie Mellon, 2019–

MARIA ELENA VERSARI, Visiting Professor of Art History and Theory – Ph.D., Scuola Normale Superiore;