

# 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
- Musicology
- Photography
- Sonic Arts (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: Jamie Kosnosky; Drama: Valeria McCrary; Music: Kate Ganczarz; IDeATe: Kelly Delaney.

## Architecture Minors

For the most up-to-date list of architecture-related minors, see: <https://www.architecture.cmu.edu/minors> (<https://www.architecture.cmu.edu/minors/>).

### Minor in Architecture

*Available to non-architecture majors only (minimum 54 units total)*

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.

#### Required Courses 22-27 units

	Units
48-100 Architecture Design Studio: POIESIS STUDIO 1	10-15

or 48-095 Spatial Concepts for Non-Architecture Majors	
48-240 History of World Architecture, I	9
or 48-241 Modern Architecture: History & Theory	
48-119 Design Ethics & Social Justice in Architecture	3

#### Elective Courses\* 26-31 units

	Units
48-121 Drawing I	6
48-126 Drawing II	6
48-116 Introduction to Building Performance	3
48-215 Materials & Assembly	9
48-234 Structural Design 1: Form and Forces	6
48-380 Constructing Value(s): Economies of Design	6
48-381 Issues of Practice	6
48-383 Ethics	6
48-xxx Architecture History (Pre-Approval of coursework required)	9
48-xxx Architecture Elective (Pre-Approval of coursework required)	9

\*Students should consult the Architecture advisor regarding elective choices.

**Minimum Units: 54**

### Minor in Architectural Design Fabrication

*Available to architecture majors only (minimum 63 units total)*

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 30 units

	Units
48-531 Fabricating Customization: Prototype	9
48-545 Design Fabrication	9
48-555 Introduction to Architectural Robotics	9
48-xxx ASO Studio with digital fabrication focus	18

#### Selective Courses 30 units

	Units
48-xxx Design Fabrication Independent Study	3-9
xx-xxx Pre-approved design fabrication course	

**Minimum Units: 63**

### Minor in Architecture History

*Available to both architecture majors (63 total units total) and non-architecture majors (54 total units total)*

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**

		Units
48-240	History of World Architecture, I	9
48-241	Modern Architecture: History & Theory	9

**Elective Courses 36 units/45 units**

Architectural History Electives (45 units for architecture majors, 36 units for non-architecture majors) Students should consult the Architecture advisor regarding elective choices.

**Minimum Units: 54** (non-architecture majors)

**Minimum Units: 63** (architecture majors)

**Minor in Architectural Representation and Visualization**

*Available to both architecture majors (63 total units total) and non-architecture majors (54 total units total)*

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 (MSCD). 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**

		Units
48-120	Digital Media I	6
48-125	Digital Media II	6
48-121	Drawing I	6
48-126	Drawing II	6

**Selective Courses 30-39 units**

		Units
48-568	Advanced CAD, BIM, and 3D Visualization	9
48-724	Scripting and Parametric Design	9
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**

*Available to non-architecture majors only (minimum 54 units total)*

This sequence is for candidates who intend to develop intellectual links to the technical aspects of the profession.

**Prerequisite Courses 22 units**

		Units
33-141	Physics I for Engineering Students	12
21-120	Differential and Integral Calculus	10

**Selective Courses 32 units**

		Units
48-116	Introduction to Building Performance	3
48-215	Materials & Assembly	9
48-234	Structural Design 1: Form and Forces	6
48-324	Structural Design 2: Materials and Analysis	9

48-315	Environment I: Climate & Energy in Architecture	9
48-432	Environment II: Design Integration of Active Building Systems	9
48-xxx	Architectural Technology Elective (pre-approval required)	Var.

**Minimum Units: 54**

**Minor in Building Science**

*Available to architecture majors only (minimum 54 units total)*

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 (MSBPD) and Sustainable Design (MSSD). 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**

		Units
48-722	Building Performance Modeling	12

**Selective Courses 45 units**

		Units
48-795	LEED, Green Design and Building Ratings	6
48-721	Building Controls and Diagnostics	12
48-723	Performance of Advanced Building Systems	Var.
48-729	Sustainability, Health and Productivity to Accelerate a Quality Built Environment	9-12
48-749	Special Topics in Computational Design	6

**Minimum Units: 54**

**Minor in Computational Design**

*Available to both architecture majors and non-architecture majors (minimum 54 units total)*

The minor in Computational Design is intended for students who wish to engage with computation as a vehicle of generative, material, and spatial design exploration. It brings together courses from the School of Architecture and the College of Fine Arts to offer students hands-on experience, and a deep understanding, of computation as a resource in creative design practices. Students minoring in computational design will be eligible for advanced standing in the School of Architecture's Master of Science in Computational Design (MSCD) program. The minor offers students the possibility of exploring three areas of computational design: designing, making, and theory. Please refer to this document ([https://static1.squarespace.com/static/54c2a5c7e4b043776a0b0036/t/5f4eb94ce17d4e73ccbbd371/1598994764926/cd\\_minor\\_20200829.pdf](https://static1.squarespace.com/static/54c2a5c7e4b043776a0b0036/t/5f4eb94ce17d4e73ccbbd371/1598994764926/cd_minor_20200829.pdf)) for the latest information.

**Required Courses 30 units**

		Units
48-120	Digital Media I	6
48-125	Digital Media II	6
48-214	Generative Modeling	9
48-247	Fundamentals of Computational Design	9

**Selective Courses 24 units**

		Units
Designing		
48-568	Advanced CAD, BIM, and 3D Visualization	9
51-367	Design Center: Computational Design Thinking	9
62-315	Shaping Environments: Experiments in Geometry and (Waste)Matter	12
Making		
48-530	Human-Machine Virtuosity	12
48-545	Design Fabrication	9

48-555	Introduction to Architectural Robotics	9
54-399	Decoding Media	9
54-405	Digital Narratives	5
60-212	Intermediate Studio: Creative Coding	12
Theory		
48-727	Inquiry into Computational Design	9
48-749	Special Topics in Computational Design	6
Independent Study		
48-599	Independent Study	Var.

**Minimum Units: 54**

## Art Minor

The Art minor allows undergraduate students outside of the School of Art to pursue a largely studio-based minor in addition to their primary degree. Students can narrowly focus their interest or explore a number of mediums.

To declare an Art minor, students should contact Keni Jefferson (kjefferson@cmu.edu), in the College of Fine Arts, room 300. A portfolio is not required.

Five studio-based courses are required, with a minimum of three studios being Intermediate and/or Advanced. A critical studies course exploring art history and theory is also required.

### ART STUDIO COURSES (CHOOSE FIVE) 50 UNITS

60-136	Ceramics for Non-Majors	10
60-137	Physical Computing for Non-Majors	10
60-157	Drawing for Non-Majors	10
60-2xx	Intermediate Studio Electives	
60-4xx	Advanced ETB: Electives	
60-4xx	Advanced SIS: Electives	
60-4xx	Advanced DP3: Electives	
60-4xx	Advanced CP: Electives	

### Critical Studies (choose one) 9 units

60-105	Cultural History of the Visual Arts	9
60-106	Cultural History of the Visual Arts - the Modern Period	9
60-3xx	Critical Theory Elective	9

Minimum units: 59

## Media Design Minor – IDeATe

The minor in *Media Design* is offered by the School of Art as part of the Integrative Design, Arts and Technology (<https://ideate.cmu.edu/>) (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 ten 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, Physical Computing, Soft Technologies, and Immersive Technologies in Arts & Culture. For more information about the IDeATe network, please see Undergraduate Options (<http://coursecatalog.web.cmu.edu/aboutcmu/undergraduateoptions/#ideate>).

The IDeATe *Media Design* minor invites students on a wide-ranging exploration of the digital media landscape. This multifaceted program encourages a holistic engagement with media technologies and practices, offering an opportunity to embrace the full breadth of media arts disciplines within the IDeATe network. Students gain the skills to design experiences across various platforms, from mobile devices to performances and large-scale installations, while gaining an understanding of how technology and content relate in new media systems, and how meanings are made in these evolving forms.

The flexibility inherent in the *Media Design* minor allows students to create a learning pathway that mirrors their unique interests, integrating elements

from the other IDeATe minors. This approach makes it an ideal option for students who wish to experience the broad tapestry of digital media arts or those yet to pinpoint their exact focus within this dynamic field. The *Media Design* minor therefore cultivates versatile media practitioners, ready to innovate within the diverse and rapidly evolving digital media arena.

## 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
60-212	Intermediate Studio: Creative Coding	12

### One IDeATe Portal Course - Minimum of 9 Units

		Units
62-150	IDeATe Portal: Introduction to Media Synthesis and Analysis Recommended Portal Course for this area (Sec. A, B, or C)	10
16-223	IDeATe Portal: Creative Kinetic Systems	10
53-322	IDeATe: Little Games/Big Stories: Indie Tabletop Roleplaying Game Studio	9
57-345	Twisted Signals: Multimedia Processing for the Arts	10
60-125	IDeATe: Introduction to 3D Animation Pipeline	12
60-223	IDeATe Portal: Introduction to Physical Computing	10
82-250	Digital Realities: Introducing Immersive Technologies for Arts and Culture	9
99-361	IDeATe Portal Sec A: Learning about Learning; Sec B: Intelligent Environments	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
15-394	Intermediate Rapid Prototyping	5
16/54-375	IDeATe: Robotics for Creative Practice	10
24-672	Special Topics in DIY Design and Fabrication	12
51-236	Information Design	9
51-400	Transition Design	9
53-312	Guest Experience in Theme Park Design	9
54-399	Decoding Media	9
60-110	Foundations: Time-Based Media	10
60-428	Advanced ETB: Drawing with Machines	12
62-423	IDeATe: Advanced Physical Computing	10
62-478	IDeATe: digiTOOL	9
67-240	Mobile Web Design & Development	9
76-374	Mediated Narrative	9
82-285	Podcasting: Language and Culture Through Storytelling	9

Additional course options as available. Please refer to the IDeATe website for courses for the current and upcoming semester.

### Double-Counting

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

## Design Minor

Minor 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: 27 units of required courses, plus 27 units of design electives.

### Required Design Courses

Three required courses:

51-262	Communication and Digital Design Fundamentals (formerly CDF)	9
or 51-261	Communication & Digital Design Fundamentals	
51-264	Product Design Fundamentals: Design for Interactions for Products (formerly IDF)	9
51-173	Human Experience in Design	9

Three Design Electives:

51-xxx	Design Elective	9
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](http://www.design.cmu.edu) (<http://www.design.cmu.edu>), or paper applications are available at the School of Design office, MMCH 110.

## Drama Minor

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 Academic Advisor.
2. The student must successfully pass one Drama course prior to being considered for minor status.

### Required Courses 24 units

54-163	Production for Non Majors (needs to be taken twice for a total of 12 units)	6
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 31 units

The remainder of the minor is fulfilled with Drama courses of the student's choosing, with approval from the Drama Academic Advisor. For certain courses, students may need instructor permission to register.

#### SAMPLE: Selected Elective Courses not requiring instructor permission:

54-187	Writing the Speculative Play	9
54-190	Writing Science Fiction for Television	9
54-191	Acting for Non-Majors	9
54-193	Improv: Acting for Non-Majors	9
54-196	Curating the Writer's Life	9

#### SAMPLE: Selected Elective Courses requiring instructor permission:

54-109	Dramaturgy 1: Approaches to Text	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 Academic Advisor, to inquire about permission for specific courses in which they are interested.

**Minimum units required: 55**

## Music Minors

### 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 online to enter the program by submitting the minor application that is available here (<https://www.cmu.edu/cfa/music/current-students/guidelines-forms/music-minor.html>) on the Current Students website.

#### Prerequisite Course 3 units

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

57-329	Beginning Piano for Minors	3
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#### 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 harmony 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: 70**

## 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 Minors (<https://www.cmu.edu/cfa/music/programs/undergraduate-programs/undergrad-music-minors.html>).

#### Admission Requirements

1. The student must apply online to enter the program by submitting the minor application that is available here (<https://www.cmu.edu/cfa/>)

music/current-students/guidelines-forms/music-minor.html) on the Current Students website.

**Prerequisite Course 3 units**

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

57-329	Beginning Piano for Minors	3
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**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 harmony 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 at least three) 21 units**

Choose at least 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 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
33-114	Physics of Musical Sound	9
54-166	Introduction to Sound Design for Theatre	6
57-344	Experimental Sound Synthesis	9
57-347	Electronic and Computer Music	6
57-478	Survey of Historical Recording	6
57-421	Exploded Ensemble	6

**Minimum units required: 70**

## Sonic Arts Minor – IDeATe

Sonic Art is a creative expression that uses sound as its primary medium. Just as visual artists create landscapes, portraits, and narratives through light, color, and form, sonic artists craft transformative experiences through sound, noise, and music.

Students in the *Sonic Arts* minor explore the processes and products of digital sound design and music production. They receive basic training in key component areas: principles of computer music, sound synthesis, spatialization, and core practices in sound design. Combining this training with courses that bring together experts from many disciplines, they create experimental music and explore emerging 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
60-212	Intermediate Studio: Creative Coding	12

**One IDeATe Portal Course - Minimum of 9 Units**

		Units
57-345	Twisted Signals: Multimedia Processing for the Arts offered only in the spring semesters	10

**IDeATe Sonic Arts Courses - Minimum of 27 Units**

		Units
54-166	Introduction to Sound Design for Theatre	6
54-267	Conceptual Sound Design	9
57-337	Sound Recording	6
57-344/60-407	Experimental Sound Synthesis	9
57-347	Electronic and Computer Music	6
57-358	Introduction to Electronic Music portfolio required for registration	9
57-359	Audiovisual Composition	9
57-421	Exploded Ensemble	6
57-458	Business of Music	6

Additional course options as available. Please refer to the IDeATe website for courses for the current and upcoming semester.

### Double-Counting

Students may double-count up to two of their *Sonic Arts* minor courses for other requirements.

## CFA Dean's Office Minors

### Minor in the History of Arts

This minor of six or more courses as designated below, offers students flexibility to engage in a broad survey in the arts or can be tailored to reflect a more specific area of interest. 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 Stefanie McGowan (stefanim@andrew.cmu.edu) 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	History of World Architecture, I	9
48-241	Modern Architecture: History & Theory	9
54-239	History of Architecture and Decor 1: Ancients to Gothic	Var.
54-240	History of Architecture and Decor 2: Renaissance to the 21st Century	Var.

54-245	History of Clothing (instructor permission only)	Var.	62-245	Portrait Photography	10
54-246	The Evolution of Costume Through World History and Social Interaction. (instructor permission only)	Var.	62-343	Professional Practices in Photography	10
57-173	Survey of Western Music History (coreq: 57-188)	9	62-279	Photography and the Ineffable	10
57-188	Repertoire and Listening for Musicians (coreq of 57-173)	1			
60-105	Cultural History of the Visual Arts (instructor permission only)	9			
60-106	Cultural History of the Visual Arts - the Modern Period	9			

### Intermediate/Advanced Level Courses **27 units**

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

48-348	Architectural History of Mexico & Guatemala	9
48-374	History of Architecture in the Islamic World- A Primer (prereq: 48-240)	9
51-376	Semantics & Aesthetics	4.5
57-209	The Beatles	6
57-476	How Music Works: An Affective History	6
57-477	Music of the Spirit	6
57-478	Survey of Historical Recording	6
57-480	History of Black American Music	6
57-485	History of the Symphony	9
Art Critical Studies Electives: 60-352 to 60-398 (instructor permission only)		9
62-360/79-328	Photographers and Photography Since World War II	9
62-371/79-316	Photography, The First 100 Years, 1839-1939	9
79-395	The Arts in Pittsburgh	9

**Minimum units required for minor: 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 offerings from traditional photography (i.e. film exposure and silver printing) to digital shooting and output. The student will become familiar with photography's craft, its history and significant practitioners, and develop their own distinct engagement with the medium.

Students may apply for the Photography Minor after they have taken a beginning photography course. 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 (gruzska@andrew.cmu.edu), MM B18, for further information. Applications are processed every semester.

### Photography Required Courses (3) minimum 30 units

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

### Photography Elective (1) **minimum 10 units**

Choose one (1) or more additional photography course. Recent offerings are listed below, some are offered intermittently; consult Jamie Gruzka for current offerings.

**Photo History Required Course (1) minimum 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) minimum 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.

\*or course approved by the photography advisor

**Minimum units required for minor: 58**