Let’s get to know each other.

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We’re a place of creative daring—where you can uncover your personal expression and deepen your role as a globally engaged artist, designer, performer or scholar.

Look around VCUarts and you’ll find a diverse community of creators who are dedicated to honing their craft and driven to tackle challenges that go beyond conventional arts practices. You can choose from 18 undergraduate degree programs across the areas of design, fine arts, narrative media and the performing arts. You’ll delve into emerging and traditional mediums, seek out possibilities for interdisciplinary convergence and master the skills you need for any creative endeavor.

We know the arts can be a catalyst for discovering new and transformational ideas. That’s why we capitalize on our place at the heart of a large public research university. Whether you want to work with engineering and business students to reinvent transportation systems, use photography and film to raise awareness about conservation issues, or explore how design can inform conversations about history and public spaces, you’ll find plenty of opportunities for dynamic collaboration at VCUarts.

It’s no wonder we’re one of the top schools of arts and design in the country, according to *U.S. News* and *World Report*.

If you’re looking for a place where artists are at the center of innovative thought, where they’re inventing work that feeds the soul and serves society, then turn the page.
A STRONG FOUNDATION
Art Foundation is a one-year immersive program that provides an intellectually rigorous, studio-based experience in the fundamental issues of art and design. You’ll be challenged to try new materials, strategies and ideas as you expand your skills and set your direction at VCUArts. You’ll benefit from a group of other first-year students and establish relationships that will remain with you throughout your life in the arts.

Art Foundation is the first-year program for students who want to study Art Education, Communication Arts, Craft/Material Studies, Fashion Design, Graphic Design, Interior Design, Kinetic Imaging, Painting + Printmaking, Photography + Film, or Sculpture + Extended Media. Whether you come knowing what major—or majors—you want to pursue, have a few possibilities in mind, or are looking to spend a year exploring your options, we have a path for you.
DRAWING STUDIO
Drawing Studio provides an in-depth investigation of line, perspective, the figure, gesture, space, atmosphere and erasure.

TIME STUDIO
Time-based work is an important element of contemporary fine art and design. In Time Studio, you could give a performance, create an animation or make a sound piece.

ART FOUNDATION CLASSES
Space Research develops your ability to understand, envision and communicate in three dimensions.

Surface Research
In Surface Research, you’ll cultivate your ability to think, perceive, visualize and design in two dimensions using traditional, digital and lens-based media.

Project
This is your chance to search and create, learn about art and design majors, and find out where your interests might take you.
Art Education combines an immersion in art with teaching experiences in K–12 classrooms. Once you graduate, you’ll be eligible for teacher licensure in pre-kindergarten through grade 12, and you can apply for teaching positions in schools, communities and museums across the country.

You’ll take courses in painting, sculpture, ceramics, photography and a variety of arts and design electives, rather than focusing on one studio area. You also have the option to double-major or pursue a minor. This breadth of experience will prepare you to teach multiple mediums in the classroom.

For teacher preparation, you’ll have two semesters of practicum courses where you visit local schools for teaching and observation. Then, a semester-long clinical internship with both an elementary and a secondary school art teacher will give you full-time teaching experience while you prepare a teaching portfolio and a final exhibition—and start your job search.
### ART EDUCATION

* [arts.vcu.edu/arteducation](https://arts.vcu.edu/arteducation)

**Portfolio required to apply:** No

**Year one in Art Foundation:** Yes

**Degrees offered:** BFA, MAE

**Minor offered:** Yes

**Some classes you might take in this major:**
- Foundations of Art Education
- Computer Technology in Art Education
- Human Development and Learning
- Photography in Art Education
- Three-Dimensional Art Experiences

**Our alumni are:**
- Elementary, middle and high school teachers
- Art consultants
- Arts administrators
- Museum personnel
- College instructors
As an Art History major, you’ll study works of art that offer insight into global cultures, ideas and traditions. You’ll develop superior communication skills to interpret and analyze what you see.

You’ll complete courses in African, American and European art and architecture, covering ancient through contemporary time periods. You may also take museum studies courses and select classes from other subjects relevant to art history: anthropology, history, foreign languages, religious studies, and gender and women’s studies. As a complement to coursework, you can study abroad or intern at museums, galleries and cultural institutions.

By the time you graduate, you’ll have a strong foundation in art history and be equipped to engage with current debates in the field. You’ll also develop highly transferable skills like critical reading, visual analysis, scholarly research and persuasive writing.
Yes  No
Portfolio required to apply
Writing samples required
Year one in Art Foundation
Degrees offered
Minor offered

Some classes you might take in this major:
- Women, Art and Society
- Modern and Contemporary Art
- African American Art
- Renaissance Art
- Museums in the 21st Century

Our alumni work in:
- Teaching and research
- Conservation and restoration
- Historic preservation
- Library special collections
- Art appraisal

During her senior year at VCUarts, Art History major Merin Duke interned at the Richmond Conservation Studio.
CINEMA

Cinema majors dedicate their undergraduate experience to the study of narrative filmmaking. From technical crafts such as camerawork and editing, to creative leadership roles in writing, producing and directing, VCUarts Cinema students learn skills in pre-production, production, and post-production and study the history of cinema. If you dream of working on professional movie productions, completing this major will help you to prepare for a variety of real-world positions.

VCUarts Cinema is one of 20 American film schools recognized by CILECT, the International Association of Film and Television Schools. No additional tuition is charged for filmmaking expenses, and student films use professional equipment and auditioned actors. The program’s required Summer Intensive semesters are entirely devoted to film production on sets that emulate industry conditions and feature mentoring with filmmaking professionals.

Graduates have been accepted into MFA programs at NYU, FSU, Columbia and The New School, and have worked on numerous productions around the region and beyond, including films such as *Harriet, Boy Erased* and *Loving*, and television shows such as *Insecure, Homeland, The Walking Dead* and *High Maintenance.*
Yes  No
Visual storytelling exercise required  ✓  □
Writing samples required  ✓  □
Year one in Art Foundation  □  ✓
Degrees offered  BA  ✓
Minor offered  □  ✓

Some classes you might take in this major:
- Visual Storytelling
- Cinema Form and Concept I through IV
- Digital Cinema Production Intensive I
- Film Internship
- Advanced Screenwriting Seminar

Our alumni are:
- Directors and producers
- Critics
- Film festival programmers
- Directors of photography
- Sound designers

Hajr Avant (BA ’18) worked as the production designer for “Nate Loves Sarah” during Cinema’s Summer Intensive.
Communication Arts focuses on narrative illustration and entertainment design. Students will explore the powerful and timeless relationship between art, design and storytelling. If you’d like to be a character designer for video games, an illustrator for print or digital media, a comic book artist, or a scientific illustrator—this could be the major for you.

As a sophomore, you’ll broaden your artistic skills and conceptual understandings with courses in figure drawing, 3D modeling, visual studies design, typography, and the history of visual communication. As a junior, you’ll explore and expand your interests with courses in digital drawing, concept drawing, sequential imaging, advanced 3D imaging and mixed-media illustration. And as a senior, you’ll refine your personal studio methods, develop expertise in your focus area, organize a portfolio and prepare for professional opportunities.

During your time in the program, you can explore your artistic interests with electives on comic book design, imagery for children, color theory, video game design, advanced 3D modeling, and advanced observational drawing. A concentration in visual effects offers further specialization in artistic, technical, and narrative production of digital effects for live action footage, while a concentration in scientific illustrations allow students to strategically merge their interests in art and the life sciences. Minors in visual effects and scientific illustration are also offered.
Yes  No
Portfolio required to apply
Year one in Art Foundation
Degrees offered BFA
Minor offered

Some classes you might take in this major:
- Imagery for Children
- 3D Modeling for Concept Design
- Color Theory
- Game Design, Theory and Practice
- Imagery for Science Fiction and Fantasy
- The Figure in Illustration

Our alumni are:
- Editorial illustrators
- 3D modelers and animators
- Game designers
- Concept designers
- Fine artists
Craft, at its core, is about understanding how to make things. Material Studies is about bringing an idea into the physical world through a deep understanding of materials and their potential. Become a well-rounded artist through a broad range of studio and academic coursework designed to foster technical fluency, critical studies, diverse thinking, and an understanding of craft and art in the 21st century.

Our courses examine diverse materials and cultivate your personal curiosity. You will create work along a broad spectrum, from functional design to conceptual art, and refine your communication skills through writing, presenting and discussing your work.

The five main areas of study—glass, fiber, clay, metal and wood—incorporate contemporary modes of thinking and making with long-established techniques from all over the world. Students choose electives from an array of subjects including studio courses, environmental studies, art history and gender studies.
DANCE + CHOREOGRAPHY

Dance + Choreography is a pre-professional program that fully prepares you for a career in the field of dance. You can work toward your degree with equal focus on performance and choreography, or get a BFA with a ballet performance concentration after working as a trainee with the Richmond Ballet.

Your teachers will include experienced dance artists and educators, and you'll meet and study with performers and choreographers from across the country and around the world. You'll train in modern and contemporary dance forms and you'll take creative courses including improvisation, composition and choreography.

The curriculum includes courses in dance history, music, anatomy, dance science and teaching methods. Electives offered in the program include West African dance, jazz, tap, hip-hop, salsa, contact improvisation, yoga, screen dance, business of dance and children’s pedagogy.
Audition required to apply
Year one in Art Foundation
Degrees offered
Minor offered

Some classes you might take in this major:
· Dance Criticism
· Screen Dance
· Partnering
· Lighting Design and Sound Design for Dance
· African American Presence in American Dance
· Motion Capture

Our alumni are:
· Choreographers and performers
· Dance physical therapists
· Artistic directors of dance companies
· Videographers in screeendance and performance documentation
· Arts administrators and advocates
Fashion Design + Merchandising offers two distinct tracks of study. In the Fashion Design program, you’ll learn to meld form and function by balancing your artistic creativity with the fashion market. The Fashion Merchandising program will shape your analytical abilities, problem-solving skills and global perspectives of the fashion world. The two tracks regularly intersect, offering you a well-rounded and practical understanding of the fashion industry—culminating in the annual fashion show. As a student in either track, you can also travel, study or intern in New York, London, Doha, Florence and more.

As a design student, you’ll learn both the creative and professional processes for concept development, fashion illustration, patternmaking, draping and garment construction, and how technology can help you fulfill your vision. The garments you produce will be critiqued at each step of the process and juried yearly by a panel of industry professionals.

In the merchandising program, you’ll develop a strong background in marketing and business in a variety of specialized professional courses. Many of the classes you’ll take will be based on simulations that replicate real-world experience.
# Fashion Design + Merchandising

[arts.vcu.edu/fashion](http://arts.vcu.edu/fashion)

**Fashion Design**
- Portfolio required to apply: Yes
- Year one in Art Foundation: Yes
- Degrees offered: BFA
- Minor offered: No

*Some classes you might take in this major:*
- Computers for Fashion I
- Patternmaking
- Design Theory and Illustration
- Textiles for the Fashion Industry

**Fashion Merchandising**
- Portfolio required to apply: No
- Year one in Art Foundation: Yes
- Degrees offered: BA
- Minor offered: Yes

*Some classes you might take in this major:*
- Fashion Branding
- Fashion Entrepreneurship
- Line Development
- Importing and Exporting Fashion
- Textiles for the Fashion Industry

**Our alumni are:**
- Designers
- Stylists
- Social media influencers
- Fashion entrepreneurs
- Buyers
GRAPHIC DESIGN

The role of the graphic designer has quickly changed from producing static visuals to collaborating on dynamic, interactive projects. The strength of design is its ability to respond to the needs of today and to speculate on forms of the future.

Over your three years as a Graphic Design major, you will explore design methods, processes, materials and language; broaden your understanding of the diversity and scope of design practices; and customize your educational experience through an array of electives aligned with active faculty research. There is a heavy emphasis on collaboration. Our students come to understand their role as shapers and interpreters within culture.

You can also experiment with modes of making on-site, including letterpress facilities, an in-house publishing bureau and a well-stocked resource center.
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Some classes you might take in this major:
- Web Design
- Design Activism
- Typeface Design
- Research as Practice
- Book Arts

Our alumni are:
- Creative directors
- Interaction/interface designers
- Broadcast/film designers
- Exhibition designers
- Environmental graphic designers
INTERIOR DESIGN

This studio-based program focuses on creating conceptually driven, critical, holistic three-dimensional spaces. In this major, the principles of space, form, color and light serve as the foundations of your studies. Investigations of building codes, materials, construction methods and documentation will complement studies in the history of interior environments, design theory, business procedures and current professional movements. While in the program you will have the chance to participate in study abroad opportunities in a variety of locations such as Italy, Qatar and England.

Your work will engage sustainability issues and inclusive design practice to ensure spaces are accessible to everyone.

Our relationships with design firms nationwide offer opportunities and access to professional critiques, visiting designers and site visits. You will gain valuable practical experience through a required internship in an interior design or architecture firm. Upon graduation, a majority of students enter the field or pursue graduate programs in architecture, graphic design and industrial design.
Portfolio required to apply
Yes ☑️ No ☐
Year one in Art Foundation
BFA, MFA
Yes ☑️ No ☐
Degrees offered
Minor offered
Some classes you might take in this major:
- Interior Design Studio
- Interior Graphics - Hand and Digital
- Light and Color in Interior Environments
- Construction Documents
- Building Systems
Our alumni are:
- Commercial designers
- Hospitality designers
- Residential designers
- Museum and exhibition designers
- Lighting designers
Kinetic Imaging courses cover video art, animation, sound art and sound design, emerging media and the many combinations and extensions of these areas. It is a highly flexible major, offering the opportunity to build a more individualized study that includes other studio and intellectual interests.

You will learn traditional and experimental 2D and 3D animation using both analog and digital techniques, as well as various video production tools, sound recording and manipulation. You can also explore motion graphics, web technologies, projection mapping, virtual reality, programming, interactivity and multichannel sound. The work you create may appear as a single-channel video or animation, a sound piece, an installation, performance or interactive environment.

The program is designed so you’ll be professionally prepared for a wide variety of opportunities. You will learn skills of essential importance in the professional arena: critical thinking and observation, creative self-expression, and the development and application of media in the digital age.
When you become a music student, you can choose between pursuing a Bachelor of Arts degree or a Bachelor of Music in performance or education. You’ll be taught by faculty who are leaders in their fields, and have regular access to acclaimed visiting artists who come here for concerts, master classes and clinics.

In the Bachelor of Arts program you can combine music with other areas of study. The degree program includes courses in music theory, aural skills, applied study of your primary instrument and electives in an area of interest.

Choosing the Bachelor of Music in performance will teach you how to develop the skills, concepts and sensitivities that are essential to being a professional musician. Included are courses in music theory, aural skills, music history, conducting and applied study in your principal performing medium.

If you choose the Bachelor of Music in music education, you will develop your personal musicality, while you gain practical classroom teaching experience through student-teaching internships and work in the field. Graduates qualify for the Commonwealth of Virginia’s Collegiate Professional Certificate to teach music in public schools.
Audition required to apply  
Yes ☑  No ☐
Year one in Art Foundation  
☑  ☐
Degrees offered  
BA, BM ☑  ☐
Minor offered  
☑  ☐

Some classes you might take in this major:
- Digital Music Production
- Survey of the Music Industry
- Conducting
- Opera Theatre
- Music Editing

Our alumni are:
- Military band, opera and orchestral performers
- Composers and arrangers for television, movies and video games
- Band, orchestra and choir directors
- Music entrepreneurs
- Performing arts administrators
Painting + Printmaking is a large, diverse and vibrant community of artists, scholars and students. When you choose this major, you’re part of an academic studio program that’s like a working lab, where you’ll investigate and redefine your personal visual culture.

You’ll adopt a specialized focus within the disciplines and use elective options to pursue other areas of interest. You’ll discover your own aesthetic and technical choices, and better understand the issues and criteria informing artmaking today.

You’ll develop skills in critical analysis and learn how to articulate and justify your ideas both visually and verbally. You’ll have access to leading figures in the contemporary art world as they visit to discuss their work, critique your work and conduct workshops.
Portfolio required to apply: Yes
Year one in Art Foundation: Yes
Degrees offered: BFA, MFA
Minor offered: Yes

Some classes you might take in this major:
- Painting from Observation
- Experiments in Drawing
- Print Practice and Theory
- Color
- Beyond the Gap: Art into Life

Our alumni are:
- Artists
- Gallerists
- Teachers
- Printers
- Designers
PHOTOGRAPHY + FILM

With this major, you can choose the photography track or the film track for a comprehensive mastery of digital, still and moving image production.

You’ll be exposed to working photographers, filmmakers, and industry trends through seminars, guest lectures, field trips and workshops. Your courses will include both theoretical study and hands-on experience in the fields of fine art, studio and location photography, or fiction, documentary and experimental filmmaking.

If you choose the photography track, you’ll gain technical and conceptual skills to begin a career as a professional artist or a commercial photographer.

You’ll have access to the largest darkroom in the Mid-Atlantic region, as well as premium digital cameras and lighting equipment, and you can edit in our digital labs 24/7. If you choose the film track, you’ll have access to Super 8mm, 16mm and digital cameras and sound technology, and graduate with a number of films that you’ve written, produced, shot, directed, edited and publicly screened.
Portfolio required to apply: Yes
Year one in Art Foundation: Yes
Degrees offered: BFA, MFA
Minor offered: No

Some classes you might take in this major:
- Darkroom
- Digital Imaging
- Writing for the Screen
- Sound and Color
- Professional Practice

Our alumni are:
- Commercial and freelance photographers
- Video and branded content producers
- Arts educators and administrators
- Independent artists and filmmakers
- Film editors and technicians
SCULPTURE + EXTENDED MEDIA

This major attracts challenging, talented and curious students who thirst for exploring the edges of today’s art world. From day one, you will have access to individual studio space. There, you’ll form your own path, drawing from time-honored techniques such as mold making, woodworking and welding, while also exploring a variety of other media such as video, performance, sound, installation, robotics and 3D digital modeling.

We feature a highly flexible, interdisciplinary curriculum and encourage you to take a wide range of courses both across VCUarts and throughout the university. Through this variety of courses and opportunities like our New York internship class, far-reaching field trips, and engagement with visiting artists, you’ll interface with the community and professional artists who are defining the future of art.
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**Minor offered**
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### Some classes you might take in this major:
- Flexible Molds
- MIG Welding and Plasma Cutting
- Video Installation
- 3D Scanning/Digital Fabrication
- NYC Internship

### Our alumni are:
- Studio and performance artists
- Curators and gallery directors
- Fabricators for film and television
- Product designers and prototype makers
- Teachers, professors and community activists

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As a sculpture student, Nima Jeizan (BFA ’18) explored possibilities in performance art and other transdisciplinary projects.
The Theatre has two paths for you if you are passionate about the performing arts.

Our Bachelor of Fine Arts degree offers pre-professional training with concentrations in performance, costume design, scenic design, lighting design and stage management. You’ll have many opportunities to work nationally, regionally, on our main stage and in our student theater.

You can also pursue a Bachelor of Arts degree, combining theatre with the liberal arts. BA students minor in other subjects, or follow a directed course of study in various disciplines, from directing to playwriting to theater management. Our theatre faculty work professionally on Broadway, nationally and internationally, and we are home to one Tony Award nominee and one Tony winner. You’ll meet guest artists and directors at the top of their fields and build contacts in the industry.

Theatre students and faculty have worked on AMC’s *Turn: Washington’s Spies*, *Lincoln* and *Loving*. We also have a partnership with Virginia Repertory Theatre, Richmond’s leading professional theatre company. Students have landed positions with The Public Theater, Seattle Children’s Theatre, Arena Stage, Shakespeare Theatre (D.C.), and Santa Fe Opera, and on-screen performances in productions from Netflix, FOX, Disney and Paramount.
Audition required to apply (Performance track only)
Portfolio required to apply (Stage Management and Design tracks only)
Year one in Art Foundation
Degrees offered
Minor offered (Musical Theatre)

Some classes you might take in this major:
- Acting for the Camera
- Stage Combat
- Costume Construction
- Black Theatre
- Audio Mixing for Theatre

Our alumni are:
- Set, lighting and special effects designers
- Hair, makeup and costume designers
- Actors on stage and film
- Voice over artists
- Stage managers
We believe in a future of boundless possibility, shaped by the hands of artists, designers and performers. We invest in collaborative projects that reach across the university. But most of all, we invest in you with the resources and faculty that can help you take an idea and make it real. Anything you learn in the classroom can be applied to challenges right here in Richmond or wherever you go next.
Using motion capture technology, Susanna Klein (BM ’93), left, assistant professor of violin and area coordinator of strings, aims to improve musician practice techniques in order to lessen the rate of playing-related injuries.

Center for the Creative Economy
Would you like to develop an entrepreneurial mindset to direct your career path in a new world of work—one where you can apply your talents, skills and passions in unexpected places? The CCE is an experiential learning environment that expands the scope of specific creative disciplines. You can take courses in ideation and prototyping, intellectual property, contracts and negotiations, developing business models, media presence and marketing. You will work on a range of research, including industry-sponsored and self-initiated projects, where you will collaborate and learn from diverse disciplines, experiences and perspectives.

Undergraduate Research Grants
Every year, VCUarts awards $30,000 in grants to undergraduates for interdisciplinary and entrepreneurial projects. Want to investigate that abandoned particle accelerator? Build a sustainable skateboard? Launch a virtual reality business? Go for it.

da Vinci Center for Innovation
Collaborate with business, engineering, humanities and science students on product development and marketing projects for companies such as Pfizer, Altria and the Martin Agency.
Learning in a professional environment will put your education into context and put you face-to-face with colleagues and employers. Students at VCUarts intern all over the city, from historic galleries to powerhouse design firms. And around the country, they spend their summers interning with museums, performance groups and businesses of all sizes.

A degree in the arts is more versatile than ever before. When you graduate from VCUarts, you become part of a global network of creative talent that is the engine for today’s businesses and creative industries. You’ll also join the ranks of our alumni who exemplify the range of exciting opportunities you can pursue with a degree in the arts.

PROFESSIONAL PREP

As a photography major, Allison Bills (BFA ’16) interned in imagery acquisition at NASA. Today, she’s a digital imaging specialist and photographer at the Johnson Space Center.
VCU Career Services provides a wide array of completely free services for undergraduate students, from picking a major to prepping for a high-stakes interview to landing that big job.

VCUarts Internship Support Grants will provide you with the extra financial boost you need to say “yes” to your dream internship.

The Writing Center is the perfect place to workshop that huge research paper you've been working on or get feedback on your artist statement.

HireVCURams is your one-stop-shop for browsing available jobs and internships. Even after you graduate, you'll retain access to HireVCURams for life.
DIVERSITY + INCLUSION

We believe nothing should hold you back as an artist, and we’re committed to providing you with the support you need. In particular, VCU and VCUarts offer many resources aimed at building an inclusive community, ensuring everyone enjoys a safe and open creative environment.

The VCUarts Office of Diversity, Inclusion and Equity helps our school celebrate diversity throughout the year and assists with any related concerns. You can find help navigating sensitive conversations and identify opportunities to celebrate diversity. Every semester, VCUarts also offers trainings, workshops and events that encourage our faculty, staff and students to explore—and be inspired by—our diverse community.

UNIVERSITYWIDE RESOURCES

Places marked SAFE ZONE designate spaces across campus that offer support for LGBTQ+ students.

OFFICE OF MULTICULTURAL STUDENT AFFAIRS has a dedicated staff who promote an appreciation of diversity through events, forums, scholarships and more.

UNIVERSITY COUNSELING SERVICES provides therapy options, psychiatric services and an after-hours emergency line.

The STUDENT ACCESSIBILITY AND EDUCATIONAL OPPORTUNITY office is the go-to place for support and accommodations to help students with disabilities succeed.

Stop by THE WELLNESS RESOURCE CENTER for help with sleep, stress management, sexual health, nutrition and recovery support.
“Queer Threads: Making and Talking, Fiber and Fashion” was a week-long event series funded by the VCUarts Inclusion Infusion Initiative. It included a series of lectures, interactive community-inclusive art projects, and a speaker panel that discussed such topics as gender, race, sexuality, body size, difference, shame, celebration, community, fiber-based hand making and design.
At VCUarts, our faculty are both teachers and doers. You’ll learn your craft from professors whose creative accomplishments have been seen in Tony Award-winning theater productions, nationally celebrated dance companies, world-class museums and international design competitions. Your mentors will be working artists who lead creative practices around the world—and they’ll take you along for the ride.

VCUarts is also a beacon for creatives—convening artists, designers and performers from every corner of the world. You’ll learn what it’s like to be a professional artist from conversations with practicing painters, sculptors and musicians, or from talking with pioneering curators and entrepreneurs about the business and culture of their work.
MK Abadoo, assistant professor of dance and iCubed fellow, and Wes Taylor, assistant professor of graphic design, presented a collaborative performance in spring 2019. The creative partners also co-taught an interdisciplinary course, Dance, Design and Community Justice, where students learned to take informed action rooted in an understanding of their intersectional communities.
VCUarts is charting a new landscape of global integration, with the arts and design at its center.

Studying abroad will change your perspective and influence your creative work. At VCUarts, you can take part in a program led by our faculty, participate in an exchange program with a school in another country, or get a Dean’s International Research Grant to travel to new places and conduct research that matters to you. VCU’s Global Education Office will help you put this all together.

VCU is part of a network of more than 300 universities in which you can study, such as University of São Paulo or the Shenkar College of Engineering and Design in Israel, Beijing Foreign Studies University or the Maharaja Sayajirao University of Baroda in India. Where in the world do you want to go?
VCUarts Qatar
The Qatar Foundation chose VCUarts to represent the world’s "best of the best" for education in the arts, and for more than 20 years our campus in this flourishing Middle Eastern country has been the premier destination for arts and design students in the region. Each year, up to 10 juniors and seniors are selected from Richmond to study in Qatar for a semester. Students from both campuses can also participate in Tasmeem Doha, an international design and art conference, and the Islamic Art Symposium, a leading international conference on Islamic art and architecture.
Welcome to Richmond, Virginia, where the walls of businesses and warehouses are canvases for 20-foot-tall murals. Monthly gallery walks pack the streets with art lovers and food carts. Ballet tickets are a hot commodity. College basketball and Double-A baseball draw crowds from miles away. And as for music, there’s everything from a huge (and free) folk festival to national-name venues to a very cool underground hip-hop scene.

The Institute for Contemporary Art at VCU (pictured above) strengthens the relationship between VCUarts and the city’s long-standing professional gallery and creative cultures by serving as a space for internationally recognized artists, designers, performers and the community to convene. As a VCUarts student, you may be eligible for competitive internships and work-study opportunities with nationally recognized museum professionals and professional artists. The ICA also invites students to apply for its volunteer Student Engagement Committee or to serve as a Student Guide. ICA admission, membership and programs are free.
Richmond is a nexus of creativity—the perfect home for one of the nation’s leading public arts schools. VCU’s campus borders Richmond’s most vibrant locales, which means our students are always discovering new ways to help grow the city we all share. Students work, intern and volunteer with galleries, public parks, Hollywood film crews and the Virginia Museum of Fine Arts—one of the largest art museums in the nation—all right here in Richmond.

#1 place to live in Virginia
(U.S. News, 2019)

One of the best cities for art lovers in the U.S.
(ARTnet, 2019)

#1 best river town in America
(Outside magazine 2012)
GET TO KNOW VCU ARTS
VCUarts has several options for you to get to know the program and the city.

**INFORMATION SESSIONS AND CAMPUS TOURS**
Current VCUarts students talk about their experiences while showing you around the studios, classrooms and campus.

**ONLINE OPPORTUNITIES**
You can explore our arts facilities online, take a virtual tour of the VCU campus and residence halls, and schedule a one-on-one virtual meeting with our admissions counselors.

**PORTFOLIO REVIEWS**
Admissions counselors are available to review your portfolio online, give you feedback on the quality and range of your work, and help you decide what work to include. You can attend an online National Portfolio Day, or schedule a private review.

[arts.vcu.edu/visit](http://arts.vcu.edu/visit)

VCUarts Admissions Office
325 North Harrison Street
Richmond, VA 23284-2519
(804) 828-2787
arts@vcu.edu
HOW TO APPLY

Step one: Apply. Step two: Change the creative world.

Start the VCUarts application process right here.
There are 2,600 applicants for approximately 600 first-year seats.

Average for accepted first-year students 2019:

- **3.75** high school GPA
- **26** ACT score
- **1205** SAT score (math + English)

**DEADLINES**

- **November 1**: First-year application for scholarship consideration
- **January 15**: Standard first-year application
- **January 15**: Transfer application to the performing arts
- **April 1**: Transfer application to visual arts and design

**ALL APPLICANTS SUBMIT**

- Application: First-year applicants use the Common Application
- Transcripts
- Test scores: First-year applicants with 3.3 or higher GPA may opt out. See [arts.vcu.edu/apply](https://arts.vcu.edu/apply).
- References

**VISUAL ARTS + DESIGN APPLICANTS**

Submit a portfolio of 12 to 16 works of art that you have created within the past two years that shows your promise in visual art and design. Present your strongest work and demonstrate your potential to develop a diverse set of skills and ideas should you be accepted into VCUarts. We prefer to see a range of 2D and 3D media. You will upload your portfolio online via SlideRoom as part of the application process.

**ART HISTORY**

Research-based writing sample required

**CINEMA**

Writing sample and visual storytelling exercise required

**PERFORMING ARTS**

Audition required

Production prompt book and/or portfolio required for Theatre Stage Management and Design tracks.
VCUARTS IS A GREAT VALUE.

You can learn and thrive in one of the top ranked art schools in the country — and because we're state funded, our tuition is lower than many other top schools for art and design.

Approximately 60% of accepted first-year students are offered a scholarship.

- From U.S. News & World Report's rankings of both public and private graduate fine arts programs. usnews.com/rankings.
- Out-of-state tuition from the cost stated on collegeboard.org as of July 2020.
- Actual cost for any school may be different from the cost stated on the College Board.
- Calculate your total cost of attending VCUArts at: accounting.vcu.edu.
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<tr>
<th>Rank</th>
<th>University Name</th>
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<tr>
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<td>University of California, Los Angeles</td>
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PHOTOGRAPHY
Photography by Steven Casanova (BFA ’15) except pages noted below.

1  Touched with All the Radiance that a Sudden Sun Discloses (2019),
   Marie Fornaro (MFA ’19)
   Photo by Terry Brown
9  Photo by Janpim Wolf
19  Photo by Sarah Ferguson
25  Design by Jee Yeon Choi (BFA ’18)
37  Photo by Aaron Sutten, Sutten Photography
39  Photo by Terry Brown
41  Photo provided by Allison Bills (BFA ’16)
47  Photo provided by VCUarts Qatar
49  Photo courtesy of Iwan Baan Architectural Photography.
   Photo by Iwan Baan.

DESIGN
Yaeyoung Emily Park (MFA ’15)
Associate Art Director
VCUarts Communications Office
We believe that when shopping for an art school, it’s imperative to know which are accredited and by whom. Accreditation ensures that academic programs provided by institutions of higher education meet acceptable levels of quality. Accrediting associations develop rigorous evaluation criteria and conduct peer reviews on a regular basis.

VCU is an accredited institutional member of:

- National Association of Schools of Art and Design (NASAD)
- National Association of Schools of Dance (NASD)
- National Association of Schools of Music (NASM)
- National Association of Schools of Theatre (NAST)
- Virginia Department of Education (VDOE)
- Council for Interior Design Accreditation (CIDA)
- National Council for Accreditation for Teacher Education (NCATE)
- Southern Association of Colleges and Schools Commission on Colleges (SACS COC)

Contact information for NASAD, NASD, NASM and NAST:

11250 Roger Bacon Drive, Suite 21
Reston, VA 20190-5248
(703) 437-0700