Let’s get to know each other.
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 and 10 minors 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 & 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.
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.
ART FOUNDATION

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.

SPACE RESEARCH
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.

DRAWING STUDIO
Drawing Studio provides an in-depth investigation of line, perspective, the figure, gesture, space, atmosphere and erasure.

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 FOUNDATION CLASSES
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, community art spaces 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 will give you full-time teaching experience under the guidance of mentor K-12 teachers. You’ll prepare a teaching portfolio and a final exhibition—and start your job search.
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.

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

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

Portfolio required to apply
Writing samples required
Degrees offered
BA, MA
Minor offered
Students may also apply to the accelerated bachelor’s to master’s program in Art History

arts.vcu.edu/arthistory
CINEMA

Cinema majors are dedicated to the study of narrative filmmaking. This distinctive three-year program prepares students for a variety of film production positions by teaching the core elements of pre-production, production, and post-production.

You will begin by building skills in narrative storytelling and technical crafts, which serves as a foundation for creative teamwork and assuming leadership roles, such as screenwriter, producer, director and editor. Before graduating, you’ll turn your attention to pre-professional practice and the development of a passion project.

This program also includes two intensive summer semesters devoted to film production, during which students work on sets under real-world conditions with professional equipment and faculty mentorship. At first, you’ll work on short films with smaller budgets and crews, and then progress to larger-scale productions.

The VCUarts Cinema Program is recognized by CILECT, the International Association of Film and Television Schools. No additional tuition is charged for filmmaking expenses.

Graduates have been accepted into MFA programs at NYU and Columbia, and have worked on films such as Harriet and Loving, and shows such as Insecure and The Walking Dead.

arts.vcu.edu/cinema

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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.

In this major, 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. These serve as a foundation as you explore and expand your interests with courses in digital and concept drawing, sequential and 3D imaging, and mixed-media illustration. As you prepare for professional opportunities, you’ll refine your personal studio methods, develop expertise in your focus area and organize a portfolio.

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, and 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.
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.

CRAFT/MATERIAL STUDIES

Our alumni are:
- Textile, furniture and jewelry designers
- Full-time studio artists
- Professors
- Gallery managers
- Art administrators

Portfolio required to apply
Yes No

Year one in Art Foundation
BFA, MFA

Degrees offered

Some classes you might take in this major:
- Metal Fabrication
- Pattern Weaving
- Craft and Digital Technology
- Ceramics
- Furniture Design
- Hot Glass Fabrication

Some classes you might take in this major:

Type of Course

arts.vcu.edu/craft
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, anatomy, dance science and teaching methods. Electives offered in the program include West African dance, tap, hip-hop, salsa, contact improvisation, partnering, yoga, screen dance, business of dance, children’s pedagogy and more.

arts.vcu.edu/dance

Audition required to apply
Yes ☑ No ☐

Year one in Art Foundation
☑ ☐

Degrees offered
BFA ☑

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 screen dance and performance documentation
- Arts administrators and advocates
FASHION DESIGN + MERCHANDISING

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.

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<th>Fashion Design</th>
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Some classes you might take in this major:
- Computers for Fashion I
- Patternmaking and Draping
- Design Theory and Illustration
- Textiles for the Fashion Industry

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Students may also apply to the accelerated bachelor’s to master’s program in Fashion and Business

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 and stylists
- Social media influencers
- Executives and entrepreneurs
- Trend forecasters
- Buyers/merchandisers
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 and 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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<td>Degrees offered BFA, MFA</td>
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<td>Minor offered</td>
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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 |
This program focuses on constructing a vibrant, open and brave studio-based community that explores conceptually driven and critically conceived interior environments. Space, form, color and light serve as the foundations for rigorous studies uniting technical expertise, cultural context and poetic expression.

While in the program, you will have the chance to collaborate with students from other disciplines in unique study abroad experiences in Europe and the Middle East, as well as through the middle Of broad studio, an interdisciplinary design collective engaging the Richmond community. Your work will culminate in a year-long capstone project that embraces sustainable principles and inclusive design practices in order to develop accessible and just spaces that elevate the human experience.

Our relationships with design practitioners nationwide offer opportunities and access to professional critiques, visiting designers and site visits. You will gain valuable professional experience through an interior design internship, positioning you well for success in the allied design professions or for further graduate study.

Our alumni are:
- Corporate, residential, retail, hospitality, healthcare and museum designers
- Exhibit, lighting and furniture designers
- Design strategists and sustainability leaders

arts.vcu.edu/interiordesign
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.

 arts.vcu.edu/kineticimaging

Portfolio required to apply
Year one in Art Foundation
Degrees offered
Minor offered (Sound Design)

Some classes you might take in this major:
- Video Practices
- Animation Practices
- Sound Art
- 3D Computer Art
- Creative Code and Electronics

Our alumni are:
- Video editors and directors
- 2D and 3D animators
- Motion graphics artists
- Sound designers and performers
- UI/UX designers
When you become a music student, you can choose between pursuing a Bachelor of Music in performance or education, or a Bachelor of Arts degree. You’ll be taught by faculty who are leaders in their fields, and you will have regular access to acclaimed visiting artists who come here for concerts, masterclasses and clinics.

In the Bachelor of Arts program you can combine music with other areas of study. This 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 help you 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 musical skills and 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 the state’s public schools.

audits.vcu.edu/music

Audition required to apply
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
- Introduction to Music Therapy

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.

arts.vcu.edu/paintingprintmaking

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<td>MFA</td>
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Some classes you might take in this major:
- Experiments in Drawing
- Painting Investigations
- Print Techniques: Screenprinting, Lithography and Etching
- Figure Painting

Our alumni are:
- Professional artists
- Gallerists
- Art 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.

arts.vcu.edu/photofilm

Yes | No
--- | ---
Portfolio required to apply |  
Year one in Art Foundation |  
Degrees offered | BFA, MFA
Minor offered |  

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 risk-taking, 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 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.

As a sculpture student, Nima Jeizan (BFA ’18) explored possibilities in performance art and other transdisciplinary projects.
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 secured positions with The Public Theatre (New York City), Seattle Children’s Theatre, Arena Stage (Washington, D.C.), Shakespeare Stage (Washington, D.C.), and Santa Fe Opera, and on-screen performances in productions from Netflix, FOX, Disney and Paramount.

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, musical theatre, 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 sometimes minor in other subjects, and follow a broad course of study in the field of theatre.

Our faculty work professionally at theaters across the nation, as well as in film, and we are home to a Tony Award winner. You’ll meet guest artists and directors at the top of their fields and build contacts in the industry.

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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 secured positions with The Public Theatre (New York City), Seattle Children’s Theatre, Arena Stage (Washington, D.C.), Shakespeare Stage (Washington, D.C.), and Santa Fe Opera, and on-screen performances in productions from Netflix, FOX, Disney and Paramount.

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, musical theatre, 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 sometimes minor in other subjects, and follow a broad course of study in the field of theatre.

Our faculty work professionally at theaters across the nation, as well as in film, and we are home to a Tony Award winner. You’ll meet guest artists and directors at the top of their fields and build contacts in the industry.

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Our faculty work professionally at theaters across the nation, as well as in film, and we are home to a Tony Award winner. You’ll meet guest artists and directors at the top of their fields and build contacts in the industry.
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 out in the world or right here in Richmond.

**Center for the Creative Economy**
Would you like to develop an entrepreneurial mindset to direct your career path in a new world of work? 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? VCUarts will help you do 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.

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.
Learning in a professional environment will put your education into context and put you face-to-face with colleagues and employers. VCUarts students have the potential to intern with organizations across the country or around the city, from historic galleries and museums to performance groups, powerhouse design firms 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.

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. We encourage thoughtful, informed and inclusive action, and empower community values in which individuals of different perspectives, life experiences, cultural backgrounds, and social identities feel safe and welcomed.

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

The GLOBAL EDUCATION OFFICE is a one-stop shop where international students and scholars can learn how to make the most of their time in the U.S.

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.

**FACULTY**

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.
GLOBAL PERSPECTIVES

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 receive 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 the 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 an 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 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.
GET TO KNOW VCU ARTS

VCU Arts has several options for you to get to know the program and the city.

INFORMATION SESSIONS AND CAMPUS TOURS
Current VCU Arts 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
You can find VCU Arts at National Portfolio Day events. Also, our admissions counselors are available to review your portfolio online or schedule a private review. They will give you feedback on the quality and range of your work and help you decide what work to include.

arts.vcu.edu/visit

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

arts.vcu.edu/apply

DEADLINES
November 1  First-year application for scholarship consideration
January 15  Standard first-year application
            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
Letters of recommendation

TEST SCORES
Currently, VCU does not require SAT or ACT scores (with the exception of individuals applying to the VCU Honors College). For up-to-date information, please refer to vcu.edu/admissions.

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 May 2020 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 2021.
- 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.
We believe that when searching 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:

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