WE ARE
vcuarts

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 creating work that feeds the soul and serves society, then turn the page.

\(\text{WHAT WE OFFER}\)

Art Foundation
Art Education
Art History
Communication Arts
Craft/Material Studies
Dance + Choreography
Fashion Design + Merchandising
Graphic Design
Interior Design
Kinetic Imaging
Music
Painting + Printmaking
Photography + Film
Sculpture + Extended Media
Theatre

\(\text{WHAT IT'S LIKE HERE}\)

Innovation + Entrepreneurship
Professional Prep
Diversity + Inclusion
Faculty
Global Perspectives
Richmond, Virginia

\(\text{WHAT YOU NEED TO KNOW}\)

Visit
How to Apply
Tuition + Value
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 required 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 or are looking to spend a year exploring your options, you will find the community and curriculum challenging and supportive.

arts.vcu.edu/art-foundation-program
ART FOUNDATION CLASSES

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

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.

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

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.

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, 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.

art.vcu.edu/arteducation

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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
- Community arts educators
- 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 may take courses in global 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.

arts.vcu.edu/arthistory

Yes No
Portfolio required to apply
Writing samples required
Year one in Art Foundation
Degrees offered
Minor offered

Students may also apply to the accelerated bachelor's to master's program in Art History.

Some classes you might take in this major:
- Modern and Contemporary Art
- Introduction to Museums
- African American Art
- Renaissance Art & Architecture
- Writing for Art History

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

Cinema majors are dedicated to the study of narrative filmmaking. This distinctive three-year program includes two focused summer semesters devoted to film production, during which students work on sets under real-world conditions with professional equipment and faculty mentorship.

This major prepares students for a variety of film production positions by teaching the core elements of pre-production, production and postproduction. Art Foundation is not required and most students graduate after three years.

First-year students focus on building skills in narrative storytelling and technical crafts. This is followed by the first summer intensive when students make short films with smaller budgets and crews. The second year emphasizes creative teamwork and leadership roles, such as screenwriter, producer, director and editor. In the second summer intensive, students work with larger-scale productions, crews and budgets. In the third year, students turn their attention to pre-professional practice and the development of a passion project.

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.

Hajr Avant (BA ’18) worked as the production designer for “Nate Loves Sarah” during Cinema’s Summer Intensive.
COMMUNICATION ARTS

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. 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.

arts.vcu.edu/communicationarts

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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.

CRAFT/MATERIAL STUDIES

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.

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DANCE + CHOREOGRAPHY

Dance + Choreography is a pre-professional program that fully prepares you for a career in the field of dance.

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, the business of dance, children’s pedagogy and more.

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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

Our alumni are:
- Choreographers and performers
- Dance physical therapists
- Artistic directors of dance companies
- Videographers in screendance 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 event. 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 take will be based on simulations that replicate real-world experience.
The Department of Graphic Design encourages students through the competencies of collaboration, research, making and cultural literacy. We are actively engaged in expanding the field and developing the discipline. We value responding to the reality of our time, studying the historical past to inform the now and believe strongly that the strength of design is its ability to speculate on future forms and experiences strategically.

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.

You can also experiment with modes of making on-site, including letterpress facilities and an in-house production facility with large format and high-capacity printers, Risograph and binding equipment.
INTERIOR DESIGN

Interior Design at VCUarts values 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.

Our majors have the chance to collaborate with students from other disciplines in unique study abroad experiences in Europe and the Middle East and through the middle of broad studio, an interdisciplinary design collective engaging the Richmond community.

Your work will culminate in a year-long community-focused capstone project that embraces sustainable principles and inclusive design practices to develop accessible, equitable and just spaces to 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 further graduate study.

arts.vcu.edu/interiordesign

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:
- Interior Design Studio
- Interior Graphics - Hand and Digital
- Light and Color in Interior Environments
- Construction Documents
- Building Systems

Our alumni are:
- Commercial, residential and hospitality 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 prepared for a wide variety of professional 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.

KINETIC IMAGING

KINETIC IMAGING

arts.vcu.edu/kineticimaging

Yes

No

Portfolio required to apply

Year one in Art Foundation

Degrees offered

BFA, MFA

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 to VCUarts 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.
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.

Our alumni are:
- Professional artists
- Gallerists
- Art teachers
- Printers
- Designers

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

Portfolio required to apply
Yes ☑ No ☐

Year one in Art Foundation
Yes ☑ No ☐

Degrees offered
BFA, MFA ☑ No ☐

Minor offered
Yes ☑ No ☐

[arts.vcu.edu/paintingprintmaking](arts.vcu.edu/paintingprintmaking)
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.

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.

Arts.vcu.edu/photofilm

Portfolio required to apply Yes No
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 talented, curious and risk-taking students who have a 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 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.

arts.vcu.edu/sculpture

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Portfolio required to apply
Year one in Art Foundation
Degrees offered
Minor offered

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
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 can also pursue a Bachelor of Arts degree, combining a foundation in theatre with a broader liberal arts education. BA students often double major or minor in other subjects or follow a directed course of study in various disciplines, from directing to playwriting to theater management. Our faculty are professionals who work on Broadway, Off-Broadway, at top regional theatres and in film and television. Learn from nationally recognized guest artists and directors and build contacts in the industry. Performance students can be involved in a senior showcase for industry professionals. Design/tech students participate in professional portfolio reviews. We have a collaborative relationship with the local professional theatre, Virginia Repertory Theatre. Recent theatre students, alumni, and faculty have worked with impressive theatre and production companies, including Broadway, Off-Broadway and National Tours; top regional theatres like Steppenwolf, Santa Fe Opera, Cincinnati Playhouse, Seattle Children’s Theatre, and American Shakespeare Center; credits include a large variety of projects for television and film, including Netflix, Hulu, HBO, Showtime, Disney, and major feature films with Paramount and Warner Bros!

Yes
No
Audition required to apply (Performance and Musical Theatre tracks only)
Portfolio required to apply (Stage Management and Design tracks only)
Year one in Art Foundation
Degrees offered
BA, BFA, MFA
Minors offered (Theatre, 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
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. 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.

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.
Learning in a professional environment will put your education into context and have 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.

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.

While earning dual degrees in Communications Arts and Gender, Sexuality, and Women’s Studies, Thea Cheuk (BFA ’20) interned with DC Comics and Marvel. Today, Cheuk is an assistant editor at AWA Studios.
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.

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 range 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, prominent 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.
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 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 for education in the arts, and for almost 25 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) is part of 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. ICA admission, membership and programs are free.
VCUarts has several options for you to get to know our programs, our campus and the city.

INFORMATION SESSIONS AND CAMPUS TOURS
Tour campus with a current VCUarts student and hear about their experience while discovering what our studios, classrooms and community have to offer.

ONLINE OPPORTUNITIES
Explore our arts facilities, virtually tour the VCU campus and residence halls, and schedule a one-on-one virtual meeting with an admissions counselor.

PORTFOLIO REVIEWS
Meet with VCUarts at an in person National Portfolio Day in a city near you. Our admissions counselors are also available to review your portfolio online to give you feedback on the quality and range of your work, and help you decide what to include in your final portfolio.

Scan the QR code to schedule your campus visit or virtual meeting with an admissions counselor.
HOW TO APPLY

arts.vcu.edu/apply

DEADLINES
Nov 1, 2022  First-year application to be considered for the University’s Presidential, Provost, and Deans’ scholarships
Jan 17, 2023  Regular decision first-year application and consideration for all other scholarships
Mar 15, 2023  Regular decision transfer application

ALL APPLICANTS SUBMIT
· Application: First-year applicants use the Common Application
· Transcripts
· Test scores: VCU will review all applications for admission and scholarship consideration without standardized test scores
· Letters of Recommendation
· Applicants whose native language is not English must demonstrate English language proficiency

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 or interview required
Production prompt book and/or portfolio required for Theatre Stage Management and Design tracks

FALL 2022
There were 2,251 applications for approximately 700 first-year seats

3.67  Average accepted student GPA

1210  Average accepted student SAT
VCUARTS IS A TOP SCHOOL.

- Per the U.S. News & World Report’s evaluation of graduate school programs, 2021.
- †Per the National Center for Education Statistics.
- Calculate your total cost of attending VCUarts at: sfs.vcu.edu.

WE HAVE:

- 18 bachelor’s degrees
- 5 master’s degrees
- 375 faculty (full-time and adjunct)
- 25,000 alumni
- 19 buildings on the Richmond, Va., campus
- 181 founded in 1928

FAST FACTS

- 3,045 Undergraduate students
- 114 Graduate students
- 16% Out-of-State Students
- 43% Minority Enrollment
- 161 Average students per department
- 18 Average students per Studio Class

A STEP ABOVE: OUR NATIONAL RANKINGS*

- Sculpture: #1
- Printmaking: #2
- Graphic Design: #4
- Kinetic Imaging: #5

- 1-Year Retention: 87.5% vs. 82% national average†
- 6-Year Graduation: 73.3% vs. 64% national average†
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:

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