



ABOVE Grace Kwon, from her collection, *Scent of Home (Gohyang)*. Photo by Chris Hall

The Fiber major at MICA explores both two- and three-dimensional approaches to the medium, and allows students to gain the technical skills needed to fully explore the expressive and physical possibilities of textiles—from installations to wearables and from performance to video. Fiber majors build competence with a wide variety of materials, methods, and equipment, while courses cover conventional and unconventional processes such as dyeing, screenprinting, weaving, papermaking, pliable constructions, assemblage, and more. Electives allow majors to work across disciplines and investigate an array of media.

BFA CHAIR

Christina P. Day

STUDENTS

63 UG students

SOFTWARE & HARDWARE

TC2 Jacquard loom, digital textile printing, Bernina computerized embroidery machines, Photoshop, Illustrator, Accumark software, Gerber software, Rhino, responsive and smart textiles technologies, grasshopper: laser cutting, CNC, 3D printing, open source software, Arduino 101, CircuitPython and MicroPython, Raspberry Pi

DESIGN SKILLS

Students build tapestry looms, hand weave, and design computer generated cloth on the TC2 jacquard loom. Print and dye skills are grounded in the traditions of pattern making including blockprinting, screenprinting, and digital printing. We explore how color derives from plant based and synthetic dyestuffs,

inclusive of historical, contemporary and environmental contexts. Appliqué, hand and computerized machine embroidery, felt and built surface ingenuity, bridge 2d and 3d thinking. Sculptural and accumulative methods range from basketry to engineered patterns, 3D printing and digital construction. These skills extend to the body. Garment is considered architecturally, as costume, fashion, performance, and critically aligned with expanded ideas of bodies, labor, sustainability and impact

ELECTIVES & KEY CLASSES

Natural Dye as Intercultural Connector, Multi-Media Event, Unravel the Code, Woven Pixels, Fashioning Culture/Readdressing Clothing

TYPICAL STUDIO MINORS

Experimental Fashion, Graphic Design, Printmaking, Ceramics, Humanistic Studies, Art History, Sustainability and Social Practice, Illustration, Product Design, and Entrepreneurship

INDUSTRY COLLABORATIONS

The Textile Museum (George Washington University). The Baltimore Natural Dye Initiative, funded by the Maryland State Arts Council and the Maryland Department of Commerce

TYPICAL & NONTYPICAL PATHS

Textile and Fashion Industry, Artist, Social Entrepreneurship and Small Business, Education, Film and Commercial Industry, Theater, Museum, and Arts Administration

RECENT ALUMNI

A member of the **Smithsonian Institution's** Star Spangled Banner Restoration Project; an ager/dyer working on costumes for **major movies including Logan**; fashion designers with their own lines who have designed for **Pink** and **Shakira**; assistant designers at fashion houses such as **Rebecca Taylor**; a **Fulbright scholar** who launched a clothing line that employs women in Cambodia; the **CEO and founder** of a company providing thermal blankets to the aerospace industry; and an internationally exhibiting artist whose work was featured on the cover of **American Craft**.

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