

CAREERS IN THE ARTS

path for artists and designers

ANIMATION & GAMING

This growing field is a natural fit for many MICA alums with a background in 3D design, painting, drawing, graphic illustration and animation. These skills can be utilized in the gaming and commercial film industry, and in developing mobile applications.

Your title could be:

- . 3D Modeler
- . Environment Artist
- . Rigger
- . Art Director
- . Game/Level Designer
- . Storyboard Artist
- . Animator (CG/3D)
- . Generalist
- . Technical Director
- . Composer
- . Lighting Artist
- . Texture Artist
- . Concept Artist
- . Multimedia Developer
- . User Experience/Interface Designer
- . Character Artist
- . Production Assistant/Coordinator
- . Visual Effects Artist (FX)

ART EDUCATION

Students interested in a career as an elementary/secondary educator often enroll in MICA's MAT (Master of Arts in Teaching) Program, which is a capstone 5th additional year to prepare MICA artists to teach grades K-12. Additionally, some students pursue teaching in private schools, museums, and other non-profit venues that do not necessarily require certification. There are recruiters who visit campus in the spring semester to assist our graduating students in being placed in schools in the region.

To teach at the college level, a Master of Fine Arts degree is generally required. An MFA degree takes about 2-3 years to acquire, and you can find out about such programs in the Career Library.

Your title could be:

- . Art Teacher
- . Curriculum Writer
- . Private Studio Owner
- . College Professor
- . Educational Consultant
- . Workshop Instructor
- . Community Programs Director
- . Museum Educator
- . Visual Arts Resource Teacher

ART PUBLICATIONS

Artists with an art history background and strong writing skills may be interested in writing for newspapers, radio, television, magazines, blogs, and social media. Art critics might specialize in a specific art form, serve a particular trade, or respond to the needs of the public.

Your title could be:

- . Art Critic
- . Publicist
- . Art Writer
- . Social Media Specialist

ART SERVICE

MICA alums may find themselves in the arts services industry, which can be very rewarding. Access to the arts is increasingly difficult in tough economic times and there are several careers that bring arts to low income communities, or offer people rehabilitation through the arts.

Your title could be:

- . Arts Administrator
- . Art Therapist
- . Educator/Instructor
- . Art Director
- . Community Artist-in-Residence
- . Grant Writer
- . Art Librarian
- . Community Arts Programmer

CRAFTS/ARTISAN/FABRICATION

Many alumni have started their own businesses around the making of fine craft. Their products can be sold in boutiques, at craft fairs, and also online. Whether you are interested in glass blowing, printmaking, furniture design, or jewelry, there are local artisans and craftspeople willing to sponsor internships or just answer questions about establishing your own business and marketing your products.

Your title could be:

- . Book Artist
- . Faux Finisher
- . Materials Technician
- . Ceramist
- . Furniture Maker
- . Metalsmith
- . Glass Craftsperson
- . Jewelry Designer
- . Paper Maker
- . Fabricator
- . Letterpress Printer
- . Studio Shop Assistant
- . Fabrication Lab Owner
- . Makerspace Community Leader
- . Weaver
- . Woodworker

ARCHITECTURAL/PRODUCT DESIGN

Every consumer venue and product has a designer, whether it's an object, a piece of furniture, architecture or an interior space, or an entire city. Artists may work as consultants to many industries, as freelance designers, or as a staff designer for an architect or manufacturer. Designers may create models in a variety of materials. Exhibitions for conventions, museums, schools, retail stores, corporations, and public spaces demand qualified designers, perhaps with a background in 3D design. The exhibit designer at the National Aquarium in the Inner Harbor is an alum, as is a Maryland State Parks exhibit designer.

Your title could be:

- . Architectural Model Maker
- . Industrial Designer
- . Project Manager
- . CAD Systems Professional
- . Interior Architect/Designer
- . Set Designer (theater or film)
- . Environmental Designer
- . Landscape Architect
- . Sustainability Specialist
- . Event Designer/Art Director
- . Lighting Designer
- . Toy Designer
- . Exhibit/Display Designer
- . Package Designer
- . Urban Planner
- . Furniture Designer
- . Product Designer

FINE ART

Fine artists usually maintain their own studios, which are operated as small businesses. They may sell work through galleries, interior designers, consultants, and agents who take commissions. They may also exhibit in non-profit venues, like artist collectives and museums. Grants, residencies, a Masters in Fine Arts, and supplemental employment are options all fine artists should consider along their career path.

Your title could be:

- . Artist-in-Residence
- . Curator
- . Muralist
- . Arts Administrator
- . Exhibiting Artist
- . Public Artist/Sculptor
- . Community Studio Owner
- . Fine Artist
- . Studio Assistant/Manager
- . Critic
- . Master Printer

FILM AND THEATER

Whether you are a painter, a sculptor, a fiber artist, or digital media artist, many of the skills you have acquired as a student at MICA can be transferred to the film, television, and theater industries. These jobs are often freelance or union positions and can be an exciting way to put your talents to use, as productions are constantly changing. You may have an opportunity to travel with a production. Many of the small theaters around Baltimore offer internships to MICA students.

Your title could be:

- . Camera Assistant
- . Cinematographer
- . Concept & Production Designer
- . Composer
- . Filmmaker
- . Director
- . Draper
- . Editor
- . Lighting Designer
- . Makeup Artist
- . Motion/Title Sequence Designer
- . Production Assistant/Manager
- . Prop Master
- . Property/Shop Technician
- . Puppet Designer
- . Scenic Designer
- . Scenic Painter
- . Set Construction Technician
- . Stage Manager
- . Wardrobe/Costume Designer
- . Visual Effects Artist (FX)

INTERACTIVE AND GRAPHIC DESIGN

Graphic and interactive designers can freelance on their own, work for a small to mid-size design firm, or work for a major corporation or organization's communications department. Staff designers within organizations may design and develop audio-visual support for presentations, annual reports, manuals, catalogs, websites, and interactive exhibitions.

Internships are especially popular in these fast-paced design fields, and are crucial to meeting important designers and staying on top of recent technology and design trends. Our students find our vast listings of graphic design internships very helpful, and some lead to paid positions after graduation.

Your title could be:

- . Advertising Designer
- . Art Director
- . Creative Director
- . Design Strategist
- . Environmental Graphics Designer
- . Exhibit Designer/Technician
- . Data Visualization Specialist
- . Information Architect
- . Interaction Designer
- . Junior/Senior Designer
- . Mobile App Developer
- . Motion Graphics Designer
- . Packaging Designer
- . Producer/Production Manager
- . Social Media Manager
- . Typography Designer
- . User Experience/Interface Designer
- . Web Developer

ILLUSTRATION

Many MICA alumni from a range of majors choose to pursue careers in illustration. Illustrators create work for book jackets, children's books, magazines, newspapers, advertisements, posters, CD covers, graphic novels, corporate publications, websites, concept art, interactive gaming, and animation. Staff as well as freelance positions working with advertising agencies, print and web publications, and colleges or universities are just a few common options. Internships are a wonderful way to observe and learn the differences between freelancing and staff illustration.

Your title could be:

- . Character Design
- . Children's Book
- . Comic
- . Concept
- . Courtroom
- . Editorial
- . Fashion
- . Lifestyle
- . Medical
- . Nature & Botanical
- . Production
- . Storyboard
- . Technical/Instructional
- . Textile Pattern

MUSEUMS/GALLERIES

MICA alumni have pursued careers in museums, non-profit organizations and commercial galleries. They may specialize in curating, art handling, conservation, exhibits, education or arts administration. Many museum positions require Masters degrees.

Your title could be:

- . Archivist
- . Conservation Specialist
- . Curator
- . Educator
- . Exhibition Designer/Coordinator
- . Gallery Assistant
- . Gallery Owner
- . Museum Director
- . Preparator
- . Program/Event Coordinator
- . Registrar
- . Volunteer Coordinator

PHOTOGRAPHY

Images are everywhere, and high quality editorial images are in demand from marketing departments of large corporations to the smallest boutique businesses. From fashion, to food, to medicine, all industries need photography.

Your title could be:

- . Architectural
- . Aerial
- . Agricultural
- . Commercial
- . Event
- . Fashion
- . Fine Art
- . Food
- . Medical/Forensic/Pathology
- . Photo Editor
- . Photojournalist
- . Photo Stylist
- . Portrait
- . Product
- . Studio Owner

TEXTILES AND FASHION

Students majoring in Illustration, Drawing, Graphic Design and of course Fiber have transferred their art-making into this field, from starting their own clothing line to development of new woven materials, to pattern design.

Your title could be:

- . Accessories Designer
- . Apparel/Fashion Designer
- . Buyer
- . Color & Trend Analyst
- . Costume Designer
- . Draper
- . Fashion Illustrator
- . Fashion Merchandiser
- . Photo Stylist
- . Textile/Fabric Designer
- . Weaver