Success in Media Arts & Illustration

In our visual culture, the demand is high for artists who give form and expression to cultural content and interpret the world in which we live.

SPOTLIGHT ON: Derek Blanks ’00

MICA media arts and illustration grads are using their skills in visualization to impact film, publishing, games, education, and television. A great example is illustration grad Derek Blanks ’00, whose high-profile career as a professional photographer and business owner is fueled by his ability to conceptualize powerful images that evoke character and narrative. From his Atlanta studio, the Mississippi native regularly works in Los Angeles and around the world. He has gained national attention for his “alter ego” series—featured on two episodes of the Bravo TV series Real Housewives of Atlanta—which constructs creative interpretations of celebrity personas. Derek continues to work in mediums other than photography, with illustrations featured in publications and gallery exhibitions. He recently offered an internship to Stephen Edmond ’11, who spent the summer traveling with Derek shooting for clients including Snoop Dogg, Blair Underwood, Mike Epps, Fantasia, and Li’l Kim. For more success stories from MICA grads in animation, illustration, photography, and video, turn the page.
MICA media arts and illustration graduates shape the way we see the world...

...entertainment, film & tv

Adam Sauermilch (video '08) is an independent filmmaker based in New York, who has worked on shoots for MTV, Atlantic Records, and Universal Music Group; most recently, he directed a video for electro-pop artist SIRPAUL, which has aired on MTV, LOGO, VH1, and Spike TV.

Taylor Fischer (ILL '10) works at the gaming company ZeniMax Online Studios. She previously worked as a concept artist for Firaxis Games and for Big Huge Games.

Javier Ameijeiras (ILL '05) has worked as a storyboard artist, on more than 20 film productions, including The Fighter and Doubt and the HBO television show Boardwalk Empire.

Steve Bednar (ANIM '08) works for the special effects company 9kg.com in Los Angeles.

Sneha Pai (ANIM '07) is a 2D and 3D animator for the Simulation Technology and Environment Lab at Washington Hospital Center—with two other MICA alumni, including Emily Shaw (painting '00), who went from MICA to a masters in medical illustration at Johns Hopkins University.

Richard Combs (ANIM '08) is a full-time visual designer at Yahoo! He's done 3D modeling and animation on a number of music videos directed by Carlos Florez (graphic design '07).

Jen Epstein (ANIM '07) is an animator/designer for MTV On-Air Design, where she designed and animated all graphics for the series, The Hills (Jen interned at MTV as a student).

Chris Sulzbach (ANIM '06) is a modeler and texture artist at Firaxis Games—one of 15 alumni employed there. He's worked on Sid Meier's Civilization Revolution, Pirates! and Civilization IV.

Emily Leborgne (ANIM and GFA '03) is a character animator for O Entertainment, on the television series Back to the Barnyard.

Krystal Higgins (ILL '04) is an interactive designer in the creative department of NVIDIA Corporation in Santa Clara.

David Scrbabulis (photo '03) directed and co-produced the films Yard Sale and Two Front Teeth. He runs an independent film production company.

...as creative professionals

Julia Dolan (photo '93) was appointed this year as new curator of photography at the Portland (Oregon) Art Museum. Julia, who completed her PhD in art history at Penn State University, was previously the Horace W. Goldsmith Curatorial Fellow in Photography at the Philadelphia Museum of Art.

Benjamin Hill (photo '00) is a freelance photographer for fashion and entertainment. His clients include Rolling Stone, Verizon Wireless, VISA, the White Stripes, Damien Rice, and Scrap Daddy.

In 2004, Kimberly Love (ILL '03) started Group Memory, a firm that provides graphic recording services to clients including American Institute for Research, Johns Hopkins Urban Health Institute, and the Tavis Smiley Foundation in Los Angeles.

Jess Neil (ILL '08) is a junior interactive designer with Anthropologie in Philadelphia.

Cara Petrus (ILL '04) is an illustrator and book cover designer working in New York City whose illustrations have been featured on greeting cards, book covers, magazine spreads, and limited edition prints. Her clients include: Random House, Penguin Publishers, St. Martin's Press, and Harper Collins.

Freelance illustrator Kali Ciesemier's (ILL '08) strong personal voice and vision have landed her covers for national children's magazines (Cicada, Muse, Spider).

Okan Arabacioglu (ILL '05) had a piece published in American Illustration 23 while still a student, and is now a freelance illustrator for clients including Aktuel Magazine, Södra Teatern (Sweden), the band Sonic Youth, Boston Globe, Nike and Rolling Stone.

Richard Combs (ANIM '08) was the youngest cinematographer ever to shoot an Oscar-winning film, for his work on the documentary short subject Music by Prudence, co-produced by the chair of MICA's video and film arts department, Patrick Wright. Erroll worked with the producers to turn the short into a full-length film, iThemba, which was screened at the International Documentary Film Festival Amsterdam.

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David Scrbabulis (photo '03) directed and co-produced the films Yard Sale and Two Front Teeth. He runs an independent film production company.
Shannon May (ILL '04) was featured in Communication Arts for her illustration work for The New York Times.

While still a student, Niv Bavarsky (ILL '10) had his poster for MICA's Halloween party selected for publication in the Communication Arts Illustration Annual.

Emily Flake (ILL '99) is the Brooklyn-based author and illustrator of the Lulu Eightball alt-weekly comic strip. Her strip runs in six alt weeklies, including one in Iceland. Her work has been published in book form and featured in a Communication Arts Illustration Annual. Her freelance clients include Chicago magazine, The New York Times, and Playboy.

Aaron Campbell (ILL '00) worked on a five-part comic miniseries for Dynamite Entertainment, called The Trial of Sherlock Holmes, written by John Reppion and Leah Moore (daughter of Watchman author Alan Moore). Aaron was interviewed about the project by Newsarama, Comic Book Resources, and Comics International, Europe's largest comic book trade magazine.

John Lehr (photo '98) teaches at Yale University. His work has been featured at the Museum of Modern Art in New York and the Walker Art Center in Minneapolis, and at the Yale Art + Architecture Gallery in New Haven.

Corrine Botz (photo '99) has earned competitive artist fellowships, grants, and residencies: Lower Manhattan Cultural Council Workplace Artist Residency; Akademie Schloss Solitude Fellowship in Stuttgart, Germany; Atlantic Center for the Arts; Joan Mitchell Foundation Scholarship; and Skowhegan School of Painting and Sculpture. Her work is exhibited widely in the U.S., Germany, Bulgaria, and The Netherlands.

Adam Golfer (photo '07) had a Germany Close Up fellowship to work in Berlin during 2008 and will have a solo show at the 92nd Street Y in New York. He recently formed Dreamboats Collective with three other MICA photo graduates—Joe Leavenworth, T.J. Proechel, and Daniel Shea—and their work has been exhibited at Umbrage Gallery in DUMBO Brooklyn. Adam’s work as a freelance editorial photographer has been published in W Magazine, Neo, and washingtonpost.com.

The Dog Came Out of the Woods, an exhibition of work by Reuben Negron (ILL '04), sparked a call from the publishers of the For Beginners line of books, landing Reuben an assignment illustrating a new publication on democracy. He did a 78- by 10-foot photo/digital mural for a traveling exhibition of the Houston Museum of Natural Sciences, using images he collected on a photo expedition to South Dakota, Wyoming, and Puerto Rico.
Connecting You with Professional Opportunities

Through Success in National Competitions
MICA illustrators are always well-represented in the annual Society of Illustrators Student Competition. In 2010, ten were accepted, and four students/graduates won awards ranging from $500–$2,000: Alex Uyeno (ILL '09), Yelena Bryksenkova (ILL '10), Willem Rosenthal (ILL '10), and Yao Li (ILL '12), who also received a two-year scholarship to The Art Department, formerly called The Illustration Academy, the value of which is $40,000.

Becca Statdlander (ILL '10) was selected as a semi-finalist in the highly selective Zankel Scholar competition, which requires students to excel at their art and writing.

Jason Hoffman (ILL '08) received a Xeric Foundation Award of $5,000 to publish an original comic. Jason is MICA’s third student to win this nationally important award.

Jeremy Enecio (ILL '08)—who won the Gold Medal—Kali Ciesemier (ILL '08), and Sam Bosma (ILL '09) were included in the Spectrum Arts Annual for fantasy art.

Rose Cromwell (photo '06) and Gina Brocker (GFA ‘04) were included in 25 under 25: Up-and-coming American Photographers. Gina was 2008 Grand Prize Winner at Nikon's Photographic Discovery Awards in London. Rose received a Fulbright to study in Panama, and continues to pursue documentary photo projects internationally.

Matthew Thomas (ILL '02, MA in digital arts '03) received the Canon Digital Creators Gold Award for his short film That Day, which was screened at the 2004 Sundance Film Festival, and won First Prize and Best Screenplay in the Red Bull Independent Film Festival.

Through Connections with Top Artists
Internationally renowned alumni like Jan Staller ’75, known for his surreal and sometimes abstract photographs of barren industrial landscapes, and Naomi Fisher ’98, whose provocative nature photographs have been collected world-wide, have put MICA on the map for photography. A collaboration with the Maryland Film Festival has elevated MICA to an important national locale for the film industry, bringing to campus a dazzling array of visiting artists, including filmmaker Barry Levinson, cinematographer Tim Suhrstedt (Mystic Pizza, Little Miss Sunshine, Office Space), documentary filmmaker D.A. Pennebacker (Don’t Look Back), and many others.

In entertainment, Ramsey Naito ’92 is vice president of long-form development at Nickelodeon Movies; Deborah Johnson ’99 has designed and performed video backdrops for Wilco and other internationally known music artists; Rudy Grossman ’98 has worked in creature development at such industry-giant studios as Industrial Light + Magic, The Orphanage, and Weta Digital, where he was lead technical director—he’s now senior computer graphics technical lead for ImageMovers Digital, production studio for the performance capture films of Robert Zemeckis.

Illustration seniors connect with regional and national art directors and editors through the annual Illustration Showcase event. In 2009, the department partnered with the Society of Illustrators to hold portfolio reviews via Skype with students in Baltimore and art directors at the Society in New York.

In Real-World Projects
MICA’s curriculum offers hands-on, real-world projects to gain professional skills, experience, and connections. Students in animation partner with industry leaders like Direct Dimensions to test new technology for 3D imaging. According to Dave Inscore (ILL ’95), co-founder and studio art director for Big Huge Games, MICA students interested in computer gaming have a unique advantage in launching careers in the industry: “MICA is the only art school on the East Coast that has such a strong community of game developers and game studios nearby.”

MICA video and film students have gained hands-on experience in professional filmmaking through honors courses led by award-winning cinematographer and filmmaker Allen Moore. Recent projects have given students the chance to work in HD video to produce a documentary on charter schools in Baltimore, which was screened for local and state legislators in advocacy efforts for charter school funding; and in 16 mm film—full-scale productions including costumes, actors, and location sets.

A weekly workshop series from Joseph Meyerhoff Center for Career Development includes topics of special interest to artists who choose to run their own businesses. Here's a sampling: Expanding Your Connections, Starting Your Own Business, Pricing Your Time and Work, Contracts for Artists, and Legal Dos and Don’ts for Artists and Designers.

Those MICA students and alumni who achieve the highest rate of career success are those who take full advantage of career services and of the education programs offered by MICA.