



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.

SPECIFIC TITLES INCLUDE:

Art Critic	Publicist
Art Writer	Social Media Specialist

ART SERVICES

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.

TITLES WITHIN THIS COULD BE:

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



CAREERS IN THE ARTS

PATHS FOR ARTISTS AND DESIGNERS

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.

COMMON CRAFT ARTISTS ARE:

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

ENVIRONMENTAL/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.

SOME DESIGN JOB TITLES INCLUDE:

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	



CAREERS IN THE ARTS

PATHS FOR ARTISTS AND DESIGNERS

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.

TITLES IN THIS FIELD INCLUDE:

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

SPECIFIC TITLES INCLUDE:

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

SPECIALIZED FIELDS OF ILLUSTRATION INCLUDE:

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



CAREERS IN THE ARTS

PATHS FOR ARTISTS AND DESIGNERS

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.

JOB TITLES IN THIS INDUSTRY INCLUDE:

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

SPECIFIC TITLES INCLUDE:

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

JOB TITLES IN THIS INDUSTRY INCLUDE:

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