### INTRODUCTION

03

### 1. CAMPUS

10

### 2. CITY

48

### 3. CONNECTIONS

64

### 4. CAREERS

86

### 5. CURRICULUM PROGRAMS

98

### 6. ART

162

### STUDIO MAJORS (BFA)

- Animation*
- Architectural Design*
- Ceramics*
- Drawing
- Fiber
- Film & Video*
- Game Design
- General Fine Arts
- Graphic Design*
- Illustration*
- Interactive Arts*
- Interdisciplinary Sculpture
- Painting*
- Photography*
- Printmaking*
- Product Design

### STUDIO CONCENTRATIONS

- Book Arts
- Curatorial Studies
- Experimental Fashion
- Filmmaking
- Game Arts
- Sequential Art
- Sound Art
- Sustainability & Social Practice
- Theater

### LIBERAL ARTS MAJORS (BFA)

- Art History, Theory, & Criticism
- Humanistic Studies

### LIBERAL ARTS MINORS

- Art History
- Creative Writing
- Critical Theory
- Culture & Politics
- Gender Studies
- Literary Studies

### 5TH-YEAR DUAL-DEGREE CAPSTONE PROGRAMS

- Art Education 5-Year (BFA/MAT)
- Business of Art & Design (Online MPS)
- Critical Studies (MA)
- Information Visualization (Online MPS)
- Social Design (MA)
- UX Design (Online MPS)

* Major and concentration
MICA is a universe

in which you, the artist, are the rule, not the exception.

A place that celebrates the creative process,
nurtures the entrepreneurial spirit,
values the mind-expanding pursuit of knowledge,
and welcomes fresh perspectives.

MICA is a college on the cutting edge—built on nearly 200 years of tradition. It’s a place where you’ll find the space and time to dream—and the resources to bring your ideas to life in the real world. A MICA education offers the unique mix of academic programs and professional experiences essential for artists and designers.
A Prestigious College of Art & Design

<table>
<thead>
<tr>
<th>Founded in 1826, MICA is the oldest independent, continuously degree-granting college of art and design in the United States.</th>
<th>TOP 10 MFA programs in the visual arts, #3 in Graphic Design and Sculpture, #4 in Painting and Drawing. U.S. News &amp; World Report</th>
<th>#3 MICA is ranked 3rd among the top 50 graphic design schools and colleges in the U.S. Animation Career Review 2015</th>
</tr>
</thead>
<tbody>
<tr>
<td>TOP PRODUCER of Fulbright Scholars among specialty schools Chronicle of Higher Education</td>
<td>MICA is “an education powerhouse” Fast Company Magazine “world class” Huffington Post “highly esteemed” Washington Post</td>
<td>Best Northeastern College for the last 9 years Princeton Review</td>
</tr>
</tbody>
</table>
Kickstart Your Creative Future

MICA has created a national model for the education of artists and designers.

**OUR TRANSFORMATIVE EDUCATION**

- Encourages originality,
- Nourishes creativity,
- Inspires innovation, and
- Challenges your intellect.

Discover the energy and momentum of the college that is setting the standard for creators and innovators.

01 A model CAMPUS only artists could imagine

02 A dynamic CITY for artists and designers

03 Transformative local and global CONNECTIONS

04 A powerful toolkit for CAREER success

05 A creative, innovative, flexible CURRICULUM

06 At MICA, it’s really all about the ART...
A MODEL CAN ARTISTS CONSIDER
MICA’S CAMPUS IS DESIGNED TO ENCOURAGE CROSS-DISCIPLINARY COLLABORATION AND ARTISTIC EXPLORATION—PROVIDING INDUSTRY-STANDARD EQUIPMENT AND FACILITIES TO SUPPORT YOUR CREATIVE PURSUITS.
With more than one million square feet of living and learning spaces, MICA’s campus is an inspiring, intellectually exciting place. It is urban—but not commercial—both historic and new, elegantly green and superbly high tech. The campus is walkable with 31 buildings all within 2- to 15-minutes of the others. Everywhere you go, you are surrounded by art, culture, maker spaces, and funk.
Architecturally Diverse and Distinctive Campus

The combination of award-winning new construction and thoughtfully repurposed historic buildings results in an architecturally diverse and distinctive campus that maintains the European flavor of our neighborhood.

Guided by a master plan, MICA has greatly enhanced the campus over the last ten years: tripled our residence life facilities, increased academic classroom space by nearly 50 percent, created a new high-end art/technology center, doubled our public galleries, constructed two innovative multi-use performance spaces, and added 40,000 square feet of independent studio space.

• **HISTORIC**: Two of our buildings are on the National Register of Historic Places—the 1904 Main Building and Mount Royal Station, a converted railroad station.

• **REPURPOSED**: All but four of our 31 buildings were creatively renovated from existing structures and redesigned to meet the needs of students. The most recent was unveiled in 2015—the JHU-MICA Film Centre, a state-of-the-art production facility housed in Baltimore’s historic Centre Theatre, renovated in conjunction with the Johns Hopkins University.

• **NEW**: When the Brown Center opened in 2004, it was hailed as an architectural jewel by such publications as *The New York Times*, *The Washington Post*, and *Architectural Record*. Currently under construction is the 25,000-square-foot replacement to the existing Dolphin Building which will provide studio, classroom, and fabrication space for architectural design, interactive arts, game design, and product design majors.
Spaces for Creators and Innovators

At MICA you’ll find an amazing range of spaces and tools for artmaking that allow you to explore every avenue of creative expression.

From traditional lost-wax casting to interactive video and sound, wet-processing for film-based photography to advanced digital workstations, 3D imaging and software to a foundry, chisels, and metalworking equipment—MICA gives you the tools you need to turn ideas into works of art. You can create with clay, table saws, laser cutters, 3D printers, sewing machines, paint brushes, or charcoal—on film, canvas, litho stones, looms, and computer screens. If you can imagine it, you can make it at MICA.
MICA provides state-of-the-art hardware and software for 3D animation, video and sound editing, graphic design and illustration applications, and a wide range of fine arts applications—from 3D modeling to computer-assisted printmaking.

Fabrication studios provide space and equipment for conventional building—wood shop, metalworking foundry, and a model shop—as well as ceramic, fiber, and printmaking studios.

Our digital fabrication studio houses 3D printers and scanners, computer controlled milling machines, laser cutters, and other equipment that allows you to integrate digital modeling and control into fabricated objects.
Brown Center features the versatile, 525-seat Falvey Hall, renowned as a venue for performance art, video and film, dance, theater, poetry readings, and lectures.

Decker Library has approximately 100,000 monographs and 380 current periodicals. The library’s website provides access to more than 9,200 full-text research journals and 140,000 E-Books. Media resources include 40,000 digital images, two streaming video collections, and a circulating video/DVD collection of more than 5,000 titles.
With more than 40,000 square feet of studio space, most departments offer independent studios for upper-division students.
At MICA, you will work side by side with other artists whose brains never turn off. You will try new things, challenge what it means to be an artist, pull from many disciplines to produce fresh ideas and new ways of working. MICA provides the tools and the support; you bring the imagination.
Two MICA graduates Harrison Tyler ’14 (Interdisciplinary Sculpture) and Evan Roche ’14 (Interdisciplinary Sculpture) are serving as MICA’s first Entrepreneurs-In-Residence. As part of their residency, they have created a two-day Buildclass and are teaching MICA community members how to build, program, and repair their own 3D printers.
“We’re constantly surrounded by art. We live in between studios and installations and exhibitions. We attend gallery openings every other weekend and fill our apartments with sculpture and drawings. We don’t believe in empty white walls around here. There is a steady supply of art in galleries, studios, public spaces, installations, in our dorm rooms. Literally everywhere.”

SASHA BASKIN  |  Drawing Major,
Creative Writing Minor
MICA has 12 stunning gallery spaces and mounts more than 100 exhibitions each academic year, with work ranging from visiting artists to faculty and student shows. You can hardly walk through the campus without encountering a display of artwork. You will have the opportunity to present your work in these professional style gallery spaces beginning in your freshman year.
MICA’s housing complexes are designed for artists who need a balance of independence and community.

Founders Green is the main freshman dorm. The rooms surround a landscaped grass courtyard, where students have picnics, cookouts, and soccer games.

The apartment-style student residence, Meyerhoff House, is a cutting-edge residential life experience for upper-division students and a prime example of the College’s successful tradition of repurposing historic structures for artists’ needs.

The Gateway was developed through the opposite strategy—an international design competition yielded a cutting-edge design, refined with significant input from current students.
MICA offers many opportunities to refresh and recharge in quiet moments in green spaces around campus, eating with friends, or participating in student activities. MICA is unique among art colleges in our commitment to campus life. We have long been a leader in outstanding residential life for artists and designers. Our student programming rivals top liberal arts colleges and universities.
MICA’s Creative Neighborhood

Baltimore has become a mecca for artists partly because of Station North, Baltimore’s first neighborhood to be designated an arts and entertainment district. *USA Today* named it one of the country’s top 10 city art districts.

MICA’s campus is located in Bolton Hill, one of Baltimore’s beautiful historic districts. The surrounding neighborhoods extend MICA’s campus to include other educational and cultural institutions, nonprofit organizations, art-oriented businesses as well as cooperative maker spaces, residential/studio spaces, and a multitude of galleries and eateries.

Within walking distance, MICA students and alumni can interact with other artists, designers, filmmakers, craftspeople, and artist activists, as well as musicians and writers in this stimulating community where they:

- Live
- Work
- Learn
- Collaborate
- Exhibit
- Perform
- Meet Up
- Share Resources

Baltimore hosts *Artscape*, America’s largest free arts festival every summer, on and around the MICA campus. With more than 350,000 attendees over three days, artists, designers, and musicians perform, sell, and interact with visitors from around the country.
Right Around the Corner

The MICA campus sits at the intersection of the Mount Royal Cultural Center and the Station North Arts District—placing MICA at the center of a vibrant cultural hub.

MICA CAMPUS
Galleries and Performance Spaces
1. The Gateway - BBOX and gallery
2. Bunting Center - Pinkard Gallery
3. Fox Building - Decker Gallery & Meyerhoff Gallery
4. Brown Center - Rosenberg Gallery and Falvey Hall
5. Main Building - Main O Gallery
6. Station Building - Middendorf Gallery
7. Fred Lazarus IV Center for Graduate Studies - Leidy Gallery & Riggs Gallery
8. JHU-MICA Film Centre
9. MOUNT ROYAL CULTURAL CENTER
9. Baltimore Symphony Orchestra
10. Theater Project
11. Modell Performing Arts Center at The Lyric
12. University of Baltimore

STATION NORTH ARTS DISTRICT
Galleries
17. Space Camp
20. Galerie Myrtis
29. Metro Gallery
34. CopyCat Galleries: Penthouse
36. Gallery CA

Performance Spaces
15. The Crown
18. Red Emma’s
19. The WindUp Space
22. The Y Not Lot
24. Joe Squared
33. Bell Foundry
37. Area 405

Theaters
25. Parkway Theatre
26. Mercury Theater
27. Yellow Sign Theatre
28. The Charles Theatre

Maker, Mixed Use & Studios
8. Baltimore Jewelry Center
8. Sparkypants Studios
13. KTown Studios
14. Motor House
16. Baltimore Print Studios
21. The Baltimore Node
23. Artist & Craftsman Supply
37. Color Wheel Printing
37. Area 405
38. Station North Tool Library

Education
18. The Baltimore Free School @ Red Emma’s
30. Schuler School of Fine Arts
31. Baltimore Montessori Charter School
35. Baltimore Design School

Plus numerous restaurants, bars, music venues, and much more.
HOME TO A VIBRANT ARTS COMMUNITY, BALTIMORE SUPPORTS CREATIVITY AND WELCOMES INNOVATION. IT'S THE PERFECT PLACE TO LAUNCH AND SUSTAIN YOUR CAREER.
IC CITY FOR DESIGNERS

create → innovate
Baltimore offers creatives and innovators unmatched opportunities. With affordable studio spaces, access to galleries, organizations dedicated to art and social justice, a thriving music scene, experimental theater troupes, urban farming initiatives, sports leagues, and a boom in tech start-ups, our students learn very quickly that being located in Baltimore is one of MICA’s most important benefits.
The Baltimore Advantage

If you’re an artist, designer, creative thinker, entrepreneur, social justice advocate, or all the above, you’ll find that Baltimore offers advantages not found in other large urban centers.

LAUNCH YOUR CREATIVE FUTURE

MICA students come from all over the country and around the world. Many of them settle in Baltimore after graduation—and they have a lot of company. You’ll find MICA alumni working and thriving in every sector of a community that welcomes new and creative ideas.

Ranked fourth among cities with the greatest growth in young-adult populations, Baltimore is affordable, hospitable, and filled with resources for artists, designers, innovators, and entrepreneurs. You can find high-ceilinged, well-lit studio space or incubator spaces if you plan to begin a start-up.

Baltimore is an outstanding launching point for internships, jobs, and freelance opportunities. MICA’s partnerships with other academic institutions, like the Johns Hopkins University, with local corporations like Under Armour, and with art museums and organizations, both large and small, provide many exciting real world opportunities for our students and recent graduates.
USA Today ranked Baltimore in the top 10 best major metropolitan areas to attend college.

Baltimore was named among the top 5 cities to attend college by the American Institute of Economic Research.

A recent survey by Baltimore Collegetown Network found that nearly 80% of students would recommend that a friend attend school in Baltimore.

Forbes magazine labeled Baltimore one of America’s 20 “coolest cities” with an art and culture score of 96 out of 100.

“Best Music Scene” by Rolling Stone magazine

Zagat named Baltimore No. 2 on its list of the year’s “Top 17 Food Cities.” The editors noted the caliber of new restaurant openings, award-recognition, and national media attention.

Baltimore was ranked No. 6 on the list of Best Cities for Singles by Kiplinger for its wages, low cost of living, and affordable and fun bars, restaurants, clubs, and music venues.

Matt Hodin ’15 (Graphic Design) is a graphic designer at Under Armour, a leading manufacturer of sportswear and casual apparel, headquartered in Baltimore. Branden League ’15 (Interactive Arts) is a UI Designer & Developer at Sparkypants Studios where he has worked on the game Dropzone. These are just two of the world-class companies in Baltimore that regularly hire MICA students both as interns and full time employees.
Thrillist selected Baltimore as one of the Best American Cities for Creatives because it offers:

→ Affordable cost of living
→ Spectacular night life
→ Thriving art scene
→ Vibrant creative life

“New York and L.A. may have thriving art scenes, but if you’re looking to live out your artistic dreams at a fraction of the cost, Charm City is the place to be,” according to Thrillist. The list highlights smaller cities like Baltimore—creative meccas that take the struggling out of struggling artist.
Advantages for Fine Artists: Make a Name for Yourself

Build your exhibition experience and professional contacts with the support of a community that welcomes creativity and values innovation.

GREAT SPACES TO LIVE, WORK, AND EXHIBIT
Baltimore offers plenty of inexpensive and affordable studio space. In addition to repurposed industrial buildings and historic row houses with affordable rents, the city also offers low-cost studio/living spaces for emerging artists. In addition to the many galleries that exhibit the work of established artists, Baltimore has the advantage of a strong group of art galleries and non-traditional pop-ups that exhibit the work of young artists—many of them just steps away from MICA’s campus.

FINANCIAL SUPPORT
The Baltimore community demonstrates its commitment to emerging artists by providing important financial support. The community hosts a number of competitions with significant monetary awards. Among them are the Baker Artist Awards, the Sondheim Prize, and the Rubys—all supported by local philanthropies that believe in the power and purpose of art.

Over the last several years, MICA graduates have been selected in all these major regional awards. For example, Daniel Wickerham ’09 and Malcolm Lomax ’09, better known as Wickerham & Lomax, were awarded the 10th annual Sondheim Artscape Prize, which comes with a $25,000 fellowship. Both painting majors at MICA, the pair has collaborated since they graduated. Their entry consisted of sculptures and an interactive website designed to explore the membership of clubs and other kinds of social networks. Erick Antonio Benitez ’14 was awarded a Ruby Artists Project Grant of up to $10,000 to support La Frontera, an immersive installation that uses video, interviews, and found site materials to raise awareness of modern migration.
Advantages for Entrepreneurs: Get Started in Baltimore

Baltimore is among the top cities in the U.S. for small business start-ups and entrepreneurs. Every year, MICA alumni launch thriving businesses including graphic design studios, art galleries, print studios, retail stores, and technology start-ups.

Recent studies show that the innovation economy is “all about young people” and that the most successful entrepreneurs are passionate about their business and their location. Young adults flock to Baltimore because of the opportunities, but also are attracted to the “authentic” feel, the strong community of creatives, and the manageable size of the city.

New incubator spaces, funding sources, and business resources are popping up all around Baltimore. Our own MICApreneurship program is a hub of creative support, resources, and programming designed to help MICA students and alumni become successful business owners.

→ Entrepreneur magazine named Baltimore the second hottest start-up city in the US.

→ Forbes magazine named Baltimore the second best city in the country for tech jobs.

→ U.S. Chamber of Commerce indicated that the concentration of hi-tech and STEM jobs makes Maryland a top economic performer and a leader in innovation and entrepreneurship.
“Baltimore has a much lower cost of living. That takes a lot of the stress off of starting a new business and gives us flexibility we wouldn’t have in other cities. Everything moves at a more reasonable speed and the size of the city provides an advantage – there is more space for us to make a name for ourselves. I’ve been fortunate to make presentations to some of the biggest corporate players in town. It may be an illusion, but I feel these people are accessible, that there is tremendous potential for progress and change here. In the end, Baltimore was definitely the right choice for our company.”

FRIENDS OF THE WEB, a small studio which designs and creates website and mobile apps, was founded by MICA alums Andy Mangold ’11 (Graphic Design) and Anthony Mattox ’11 (Interactive Arts) with two Penn State friends.
Advantages for Social Activists: Create Positive Change

If you are interested in using your creativity to fight for social justice, Baltimore offers you an immediate opportunity to make a significant impact.

MICA is a hive of grassroots activity, energized by student- and faculty-led endeavors, curricular initiatives, and an institutional commitment to investing in the health of Baltimore. Here are just a few examples of MICA + Baltimore partnerships:

**FRANCE-MERRICK COMMUNITY ART PARTNERSHIP FELLOWSHIP** A MICA funding program that makes awards to students who propose projects that use art as a way to create social change in the lives of Baltimore citizens.

**URBAN STUDIO** A collaboration among MICA students and faculty, the Johns Hopkins University climate scientists and engineers, and Baltimore’s Department of Planning that uses GIS historical research and bit data to look at spatial patterns of income, isolation, and racial segregation over time in Baltimore.

**REFUGEE YOUTH PROJECT MURAL** A collaboration between MICA students and the Refugee Youth Project (RYP) giving voice to the issues and challenges faced by many of Baltimore’s refugee youth.

**BALTIMORE COLLEGETOWN LEADERSHAPE PROGRAM** A collaboration between MICA and 13 other Baltimore colleges connecting students with underserved communities to create programs that make a better Baltimore. A recent spin-off program, **COLLEGETOWN UNDERGROUND WEST BALTIMORE**, offered students a week in the neighborhood where the 2015 unrest occurred to gain an understanding from community leaders about the history, culture, and systemic issues impacting these city residents.
Advantage for Students: A Quirky, Livable City

Baltimore is a great college town. With 13 colleges, 120,000 students, quirky culture, cool companies—this is a great place to get a great education and make a life.

CHARM CITY
Affectionately known as “Charm City,” Baltimore is also home to three world famous art museums, The National Aquarium, a world-class symphony, and two championship sports teams—Orioles and Ravens. Baltimore has the sophistication and amenities of a major city, but the neighborly feel of a town. It has 244 neighborhoods and no two are alike. We have much to offer in history, culture, and food. Get to know the authentic cultures of Little Italy, Greektown, Koreatown, and Spanishtown.

There are all-night diners, avant-garde theaters, independent film festivals, ethnic restaurants, locavore cafés, family-friendly open-air concerts and movies, farmers’ markets, vintage kitsch, gritty clubs, and John Waters. Buy groceries fresh from one of many city markets—including Lexington Market, the oldest continuously operating city market in the country—or directly from a street vendor’s pony-drawn cart. A brisk walk through Baltimore’s business district will take you from Trinacria, a one-of-a-kind, century-old, family-run Italian grocery, to a gleaming new Whole Foods tucked among the high-rises of Harbor East.

Baltimorecollegetown.org connects you with students who’ve chosen to study in the area. The consortium of 13 local colleges and universities offers an online event calendar with special student discounts. Plus you can take courses, attend lectures and performances, and use the libraries at these other outstanding educational institutions.
The Baltimore Advantage: Location

MICA’s location at the heart of the East Coast Art Corridor makes it easy to view art, to connect with galleries and museum professionals, to find internships, and to explore the rich cultural resources of the area. Plus Baltimore is close to every kind of outdoor activity.

AT THE HEART OF THE EAST COAST ART CORRIDOR
In Baltimore you have easy access to the collections of the finest museums and galleries in the country and to the most exciting work by emerging artists to be found anywhere.

MICA offers regular, inexpensive bus trips to Washington, D.C., New York City, and Philadelphia. By train, Washington is just 40 minutes south; New York is less than 3 hours north.
PROXIMITY TO MARYLAND’S GREAT OUTDOORS

When you need a break from work, campus, and city life, Baltimore is close to a variety of outdoor activities and beautiful scenery.

Get your green quotient in just a 20-minute drive from the college—play, hike, bike, camp, or go horseback riding in the green valleys and rolling hills that surround the city. Mountains and winter sports are a little further west—about three hours.

On the waterfront: Baltimore is a port city. A seven-mile paved waterfront promenade lets you walk around and enjoy the Inner Harbor from all sides. If you love sailing, rowing, or other water sports, you can do so in the Inner Harbor or you can travel just an hour to the beautiful Chesapeake Bay. Another couple of hours will take you to the gorgeous white sand beaches on Maryland’s Eastern Shore.
MICA PUTS YOU AT THE CENTER OF A DYNAMIC, INTERNATIONALLY RENOWNED CREATIVE COMMUNITY THAT IS SHAPING THE WORLD OF ART AND DESIGN.
TRANSFORMATIVE LOCAL & GLOBAL CONNECTIONS

building networks

explore the world
A MICA education is all about making connections—on campus, in Baltimore, and around the globe. It’s about engaging with people from different backgrounds, and working with teachers and visiting artists with completely different perspectives on art and design. It’s about exploring the world and discovering how new insights will influence your life and your artmaking. And, it’s also about how your life and your vision can impact your community and even change the world.
Connect With MICA Students Who Are:

curious, sensitive, fierce, responsive, intuitive, driven, committed, critical, hardworking, thoughtful, articulate, challenging, passionate, in demand, real, relevant, enlightened, free, expressive, emotional, innovative, happy, imaginative, cool, visionary, socially conscious, informed, physical, musical, focused, tuned in, purposeful, hungry, inspired, energetic, engaged, visual, forward-thinking, open-minded, interactive, responsible, honest, questioning, environmentally aware, reflective, intellectual, talented, explorers, authentic, expansive, connected, opinionated, interested, inquisitive, beautiful, creative motivated, iconoclastic, persistent, thought provoking, enthusiastic, smart, introspective, collaborative, independent, risk takers, rule breakers, essential—always thinking, looking, learning, creating, making.
Students Who Will Excite and Energize You

Students from 48 states and 52 foreign countries choose MICA as the launching pad for lives of purpose and exciting careers. This is the art college where you will connect with students who are art-centered, as well as well-rounded and interesting—friends and peers who will inspire you.

MICA STUDENTS ARE:

- Musicians & Songwriters
- Poets
- Thespians
- Performance Artists
- Movie Extras
- Student Government Leaders
- Political Activists
- DIY Company Founders
- Hospice Volunteers
- Authors
- Technology Gurus
- Magazine Editors
- Varsity Athletes
- Science Geeks
- Gourmet Cooks
- Artist/Citizens
- Lead Singers
- World Travelers
- Arts Organization Leaders
- Equestrians
- Community Organizers
- Olympic Hopefuls
- Orchestral First Violins
- Classically Trained Ballerinas
- Camino de Santiago Pilgrims
- Fashion Illustrators
- Social Justice Activists
- Yoga Teachers
- World Champion Cheerleaders
- Athletic Wear Models
“When I came to MICA, everything exploded. I wasn’t the only artist anymore—it was amazing and intimidating in a good way. When you are surrounded by people who are insanely talented, you start pushing yourself. You are inducted into the art world.”

NOELLE STEVENSON | Illustration Major
Connect With MICA Faculty

are professionals with active practices that inform their teaching and open doors for students—a partner in an international design firm, a groundbreaking architect whose practice challenges conventions of urban spaces, an innovator in socially responsible design, illustrators who are regularly published in The New York Times and other national magazines and newspapers.

exhibit widely in national, regional, and international museums and galleries, win prestigious grants and awards, are reviewed in publications like Art in America, screen their work at international film and video festivals, and are represented in major public and private collections worldwide.

are recognized with virtually every national and international honor available in the field. They regularly publish research and resource materials. The Center for Art Education is recognized as an important influence on art education nationally, shaping best practices in the field.

publish books of poetry, novels, and critical scholarship on film, art history, contemporary culture, and theory—and in distinguished journals, from New Art Examiner to The Journal of British Studies. They do archaeological fieldwork, sociological research, and hold advanced degrees from Harvard, Princeton, Cambridge, the University of Chicago, and other world-renowned institutions.
Faculty Who Will Inspire and Guide You

MICA’s prestigious faculty members are passionate about teaching young artists. Small classes make them accessible and fully engaged in your success.

Every faculty member here is a working artist, designer, creator, and they are connected in the art and design communities. They will push you to reach for the best in yourself. They won’t focus on shaping your work to a particular vision and aesthetic, but on using their advanced education, professional experiences, and connections to guide you as you develop your own artistic voice and career path.

“At MICA everything is possible. My professors didn’t allow me to stay in my comfort zone. They continually pushed me in new directions. So I was very confident when I graduated. The sky was the limit in terms of what I can achieve.”

MOREL DOUCET | Ceramics Major, Illustration Concentration, Creative Writing Minor
Connect With the World of Creative Professionals

175+ internationally recognized visiting artists come to campus to work with MICA students each year, giving you access to influential creative professionals who can open doors for your career. Here are just a few examples:

- **Jeff Koons '76**
  - international art impresario
- **Adam Roth Perry**
  - up-and-coming narrative filmmaker
- **Kimsooja**
  - internationally acclaimed multimedia artist
- **James Klein and David Reid**
  - Pioneers of the design/maker movement in the US
- **Ru Kuwahata**
  - stop motion animator
- **Dick Durrance**
  - National Geographic photographer
- **Anders Ruhwald**
  - head of ceramics at Cranbrook Academy of Art
- **Laura Newman**
  - New York-based abstract painter and educator
- **Robert Storr**
  - artist, critic, curator, and professor of painting and dean at Yale School of Art
- **Janine Antoni**
  - performance and sculpture artist and MacArthur Fellow
- **Liz Collins**
  - performance and fiber artist
- **Gerhardt Knodel**
  - creator of large scale inventions for architectural space and gallery installations
- **Joyce J. Scott ’70**
  - renowned artist best known for her figurative sculptures using off-loom bead weaving
- **Joann Hill**
  - art director at Disney’s Hyperion Books
- **Michelle Hagewood ’02**
  - artist and assistant educator at the Metropolitan Museum of Art
- **Steven Kossak ’75**
  - associate curator of Asian art at the Metropolitan Museum of Art
- **Neil Swaab**
  - noted illustrator and cartoonist;

Jeff Koons, MICA BFA ’76, one of the most famous figures in the world of contemporary art, regularly hires MICA students and graduates as assistants in his internationally renowned studio.
Connect With the World of Prestigious Scholars
MICA is widely recognized for administering the broadest range of study abroad and exchange opportunities of any art college in the United States—reflecting our deep commitment to educating artists with a global perspective.
MICA draws students from 52 countries of origin and provides international study opportunities in 32 countries.
INTERNATIONAL STUDENTS
MICA has an international reputation that draws students from around the world. From Iceland to Indonesia, students from 52 countries and territories have enrolled at MICA, accounting for nearly 17% of our student body—a number that has more than doubled in recent years.

GET OFF CAMPUS — EXPLORE THE WORLD
MICA is renowned for the range of opportunities available through our study abroad program. We prepare you for an art and design marketplace that’s dynamic, multidisciplinary, entrepreneurial—and global. Study abroad allows you to broaden your perspective by immersing yourself in another culture.

Through a gift of the Jacques and Natasha Gelman Foundation, MICA offers the largest institutionally administered travel grant available to undergraduate fine arts majors. MICA seniors may apply for this grant, which provides $25,000 for travel to research and make art. Another unique travel grant available to MICA seniors is the Meyer Traveling Fellowship for a photography major, which culminates in a solo exhibition at MICA.
IN DEMAND AND INFLUENTIAL, ARTISTS AND DESIGNERS ARE THE HEART OF OUR ECONOMY, FRAMING CULTURAL LIFE AND SHAPING OUR FUTURE. MICA'S SOLE FOCUS IS ON PREPARING YOU FOR A SUCCESSFUL LIFE.
“Again and again, I’ve seen MICA alumni turn their passions into professions. We teach students to hone their talents and simultaneously uncover the interests and values that will lead them to their personal path towards success.”

MEGAN MILLER | Director, Joseph E. Meyerhoff Center for Career Development
Connecting Artists to Opportunities

MICA offers the resources, support, and information you need to plan your future. The Joseph Meyerhoff Center for Career Development is a one-stop resource for students preparing to enter the world of art and design.

Our career development experts work with you in one-on-one counseling sessions to refine your portfolios, develop résumés and artist statements, and maximize your online presence. We will help you network, think strategically about your future, conduct research, and then identify opportunities to follow after graduation. We also help you to refine applications for grants, residencies, graduate schools, and prestigious awards like the Fulbright US Student Program.

At the same time we work with businesses, industry, galleries, museums, and nonprofit and cultural institutions to promote the value of our MICA graduates. Employers visit campus regularly to give presentations and conduct on-campus interviews for internships and full-time jobs. Our series of workshops and in-class presentations offer you the chance to learn from experts how to start a business, manage finances, and protect your intellectual property. We bring alumni back to campus to demonstrate to you how they have turned their passions into professions.
One-On-One Career Counseling
by our professional staff helps you identify your career direction through a process of self-assessment, career exploration, decision making, and goal setting.

MICA Alumni Network
connects you with 16,000 networking events and studio visits in major art centers around the country.

Searchable Database
of 400+ grants, residencies, and fellowships, and a career resource library tailored for artists and designers.

portfolios.mica.edu
is a MICA-exclusive portfolio network that puts your work online and in front of employers, powered by Behance.

Internship + Career Fair
an annual day-long informational and networking event that brings recruiters from around the region to campus to meet you. The companies who attend this event are ready to hire.

www.MICAnetwork.com
offers the most up-to-date listings of internships and job opportunities for artists. Students and alumni can post a résumé and cover letter, and links to their own websites or online portfolios. The site has an employer directory with approximately 7,500 employers.

MICApreneurship
is a hub of entrepreneurial support—a network of professionals, go-to experts, and mentors to help students and young alumni launch and grow successful businesses.

YOUR MICA CAREER TOOLKIT
Landing Internships and Jobs

Employers and graduate schools actively recruit MICA graduates for “their creativity, ability to think critically, breadth of real-world experience, and exceptional artistic and technical skills.”

At each spring’s Career + Internship Fair, MICA hosts 50+ employers from throughout the Baltimore/Washington metropolitan area who review student portfolios and hire MICA students and young alumni for internships, freelance assignments, and full-time jobs. Our 800+ internship database gives you a head start on an art-related job.

“MICA grooms a high caliber student, with design integrity and forward thinking. At Under Armour we rely heavily on the emerging talents coming out of MICA.”

UNDER ARMOUR
## A Sampling of Companies

*Hiring MICA Students for Internships and Full-Time Jobs*

<table>
<thead>
<tr>
<th>Company Name</th>
<th>Company Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.1 Phillip Lim</td>
<td>Dufour magazine</td>
</tr>
<tr>
<td>ABC TV</td>
<td>Facebook</td>
</tr>
<tr>
<td>Abercrombie &amp; Fitch</td>
<td>Firaxis Games</td>
</tr>
<tr>
<td>Adobe</td>
<td>FleishmanHillard</td>
</tr>
<tr>
<td>Africa Media</td>
<td>Flightpath</td>
</tr>
<tr>
<td>Allen Moore Films</td>
<td>Gap, Inc.</td>
</tr>
<tr>
<td>America India Foundation</td>
<td>Gen Play Games</td>
</tr>
<tr>
<td>American Express</td>
<td>General Dynamics</td>
</tr>
<tr>
<td>American Museum of Natural History, New York</td>
<td>Google</td>
</tr>
<tr>
<td>Anthropologie</td>
<td>Habitat for Humanity</td>
</tr>
<tr>
<td>AOL</td>
<td>HarperCollins</td>
</tr>
<tr>
<td>AppDirect</td>
<td>Hasbro</td>
</tr>
<tr>
<td>Apple, Inc.</td>
<td>HBO</td>
</tr>
<tr>
<td>Architectural Alliance</td>
<td>Herman Maril Foundation</td>
</tr>
<tr>
<td>Baltimore Museum of Art</td>
<td>Interlochen Art Camp</td>
</tr>
<tr>
<td>Bas Fisher International</td>
<td>Johns Hopkins Institute for Nanobiotechnology</td>
</tr>
<tr>
<td>Beirut Art Center</td>
<td>Kate Spade</td>
</tr>
<tr>
<td>Bernice Steinbaum Gallery</td>
<td>Kennedy Center for the Performing Arts</td>
</tr>
<tr>
<td>Bloomberg Businessweek</td>
<td>KIDdesigns</td>
</tr>
<tr>
<td>Carlos Zapata Studio</td>
<td>Leo Burnett Worldwide</td>
</tr>
<tr>
<td>Cartoon Network</td>
<td>Leyva Architects</td>
</tr>
<tr>
<td>Comedy Central</td>
<td>Library of Congress</td>
</tr>
<tr>
<td>DC Comics</td>
<td>LucasArts Entertainment</td>
</tr>
<tr>
<td>Delaware Art Museum</td>
<td>MAD magazine</td>
</tr>
<tr>
<td>Die Zeit Literatur</td>
<td>Marvel Entertainment</td>
</tr>
<tr>
<td>Discovery Communications</td>
<td>Maryland Historical Society</td>
</tr>
<tr>
<td>DreamWorks Animation</td>
<td>Microsoft</td>
</tr>
<tr>
<td>Dropbox</td>
<td>Millennial Media</td>
</tr>
<tr>
<td></td>
<td>Mission Control</td>
</tr>
<tr>
<td></td>
<td>Mosaic Learning</td>
</tr>
<tr>
<td></td>
<td>MTV Networks</td>
</tr>
<tr>
<td></td>
<td>MTV On Air Design</td>
</tr>
<tr>
<td></td>
<td>Museum of Fine Arts (Boston)</td>
</tr>
<tr>
<td></td>
<td>Museum of Modern Art</td>
</tr>
<tr>
<td></td>
<td>National Geographic</td>
</tr>
<tr>
<td></td>
<td>National Geographic Television</td>
</tr>
<tr>
<td></td>
<td>National Public Radio</td>
</tr>
<tr>
<td></td>
<td>Nickelodeon</td>
</tr>
<tr>
<td></td>
<td>O Entertainment</td>
</tr>
<tr>
<td></td>
<td>O, The Oprah Magazine</td>
</tr>
<tr>
<td></td>
<td>Ogilvy &amp; Mather</td>
</tr>
<tr>
<td></td>
<td>Oscar de la Renta</td>
</tr>
<tr>
<td></td>
<td>Paperwhite</td>
</tr>
<tr>
<td></td>
<td>PBS</td>
</tr>
<tr>
<td></td>
<td>Penguin Books</td>
</tr>
<tr>
<td></td>
<td>Pixar</td>
</tr>
<tr>
<td></td>
<td>Port Discovery Children's Museum</td>
</tr>
<tr>
<td></td>
<td>PUMA International</td>
</tr>
<tr>
<td></td>
<td>Pyramid Atlantic Art Center</td>
</tr>
<tr>
<td></td>
<td>Quirky, Inc.</td>
</tr>
<tr>
<td></td>
<td>Random House</td>
</tr>
<tr>
<td></td>
<td>Reginald F. Lewis Museum of Maryland</td>
</tr>
<tr>
<td></td>
<td>Reykjavik Art Museum</td>
</tr>
<tr>
<td></td>
<td>Rolling Stone</td>
</tr>
<tr>
<td></td>
<td>Rubell Family Collection</td>
</tr>
<tr>
<td></td>
<td>Seoul Movie Company, LTD</td>
</tr>
<tr>
<td></td>
<td>Society of Illustrators</td>
</tr>
<tr>
<td></td>
<td>Solomon Cordwell Buenz</td>
</tr>
<tr>
<td></td>
<td>SparkyPants Studios</td>
</tr>
<tr>
<td></td>
<td>Target</td>
</tr>
<tr>
<td></td>
<td>The National Aquarium</td>
</tr>
<tr>
<td></td>
<td>The New York Times</td>
</tr>
<tr>
<td></td>
<td>The Row</td>
</tr>
<tr>
<td></td>
<td>The Smithsonian</td>
</tr>
<tr>
<td></td>
<td>The Wall Street Journal</td>
</tr>
<tr>
<td></td>
<td>Tihany Design</td>
</tr>
<tr>
<td></td>
<td>Time magazine</td>
</tr>
<tr>
<td></td>
<td>Under Armour</td>
</tr>
<tr>
<td></td>
<td>United Nations</td>
</tr>
<tr>
<td></td>
<td>Urban Outfitters</td>
</tr>
<tr>
<td></td>
<td>USA Today</td>
</tr>
<tr>
<td></td>
<td>Vatos International</td>
</tr>
<tr>
<td></td>
<td>Vita Art Center</td>
</tr>
<tr>
<td></td>
<td>Walt Disney Animation Studios</td>
</tr>
<tr>
<td></td>
<td>Warner Bros. Pictures</td>
</tr>
<tr>
<td></td>
<td>Watershed Center for Ceramic Arts</td>
</tr>
<tr>
<td></td>
<td>Weber Shandwick</td>
</tr>
<tr>
<td></td>
<td>Whole Foods Market</td>
</tr>
<tr>
<td></td>
<td>Wolff Olins</td>
</tr>
<tr>
<td></td>
<td>Yahoo!</td>
</tr>
</tbody>
</table>
**MICApreneurship**

MICA offers entrepreneurial skills and $105,000 in prize money to undergraduate and graduate students and to recent alumni who want to launch or grow their businesses.

Our MICApreneurship program is building a network of professionals, go-to experts, and mentors to help our students and young alumni turn innovative ideas into successful businesses. The program is led by an Entrepreneurship Evangelist, who mentors and works with students to create business plans, hosts an entrepreneur-in-residence, and sponsors an annual venture capital competition that awards up to $105,000 to entrepreneurial teams.

The Philip E. and Carole R. Ratcliffe Foundation has provided MICA with grant funding to launch the development of the college-wide entrepreneurship initiative that will capitalize on the unique talents of our students and recent graduates.

The MICA Up/Start Venture Competition is a pitch and start-up contest for undergraduate and graduate students and for recent alumni who want to launch or grow their businesses. In spring of 2016, eight teams competed before a panel of judges. Four teams received investment funding up to $30,000, and audience members selected the winner of the $5,000 People’s Choice Award.
TNP Studios, founded by Jay Jackson ’16 (MPS in the Business of Art + Design), received $30,000. TNP is a media company which produces talk shows that focus primarily on film, gaming, and politics.

MODERNature, founded by Julie Buisson ’15 (MBA/MA in Design Leadership) received $30,000. MODERNature uses a trailer as an urban agriculture grow room to grow tiny produce packed with nutrients year-round.

Two Bolts Studios, founded by Sam Acuff ’15 (General Fine Arts) and Brendan Choi ’16 (Interdisciplinary Sculpture), received $25,000. This small fabricating shop hopes to bring work back to artisans and aspiring craftsmen.

Joint Youth Movement (JYM), founded by Juansebastian Serrano ’16 (General Fine Arts), Renz Balagtas ’14 (Painting) and Sam Reitenbach ’16 (General Fine Arts), received $15,000. JYM is an interactive space, gallery, and retail vehicle to unite and promote emerging artists in Baltimore.

Pi, founded by Jordan Bradley ’16 (Interactive Arts), received $5,000 as the People’s Choice Award winner. Pi is an entirely new kind of visual day-planning app for creative people. It helps users set manageable plans for the day, without sacrificing health and wellness.
A Degree that Opens Doors

<table>
<thead>
<tr>
<th>70%</th>
<th>100%</th>
<th>84% + 11% = 95%</th>
</tr>
</thead>
<tbody>
<tr>
<td>OF MICA STUDENTS HAVE HAD AT LEAST ONE INTERNSHIP BY THE TIME THEY GRADUATE, INCLUDING CORPORATE INTERNSHIPS.</td>
<td>MICA art education graduates had a 100% pass rate on the Praxis exams required of teacher candidates, and a 100% placement rate for those who sought teaching positions.</td>
<td>OF UNDERGRADUATE ALUMNI REPORTED THEY WERE EMPLOYED IN GRADUATE SCHOOL OF CLASS OF 2014 WORKING OR IN GRADUATE SCHOOL WITHIN ONE YEAR OF GRADUATION</td>
</tr>
<tr>
<td>93%</td>
<td>51% → 8 TIMES</td>
<td>51% of MICA graduates identify as self-employed.</td>
</tr>
</tbody>
</table>
A CREATIVE, FLEXIBLE CURRICULUM

studio arts

liberal arts
MICA'S BREADTH OF OFFERINGS AND FLEXIBLE CURRICULUM LET YOU CUSTOMIZE A PROGRAM OF STUDY TO YOUR PERSONAL INTERESTS AND LONG-TERM CAREER GOALS.
MICA is a nationally recognized leader in innovative art and design education. We have spent decades refining our programs and curriculum so that our students are well prepared for the growing opportunities that exist for artists and designers in today’s and tomorrow’s creative economy.

Our demanding curriculum provides the intellectual challenges and practical experiences you need to develop your unique creative vision.
Your first-year foundation program explores coursework that develops core competencies and exposes you to a range of disciplines, practices, and possible directions for a major. At the end of your freshman year, you will choose from 16 studio majors, two liberal arts majors, 19 studio concentrations, and six liberal arts minors. Use the generous number of studio electives built into your major to combine disciplines and mediums to personalize your own program of study. Dive into an area of study and plumb its depths by selecting increasingly challenging and focused upper-level courses. Master technique, become expert in your field, and create your own unique visual language.
STUDIO MAJORS (BFA)

Animation
Architectural Design
Ceramics
Drawing
Fiber
Film & Video
Game Design
General Fine Arts
Graphic Design
Illustration
Interactive Arts
Interdisciplinary
Sculpture
Painting
Photography
Printmaking
Product Design

STUDIO CONCENTRATIONS

Animation
Architectural Design
Book Arts
Ceramics
Curatorial Studies
Experimental Fashion
Film & Video
Filmmaking
Game Arts
Graphic Design
Illustration
Interactive Arts
Painting
Photography
Printmaking
Sequential Art
Sound Art
Sustainability &
Social Practice
Theater

LIBERAL ARTS MAJORS (BFA)

Art History, Theory,
& Criticism
Humanistic Studies
(integrated double major
with a studio discipline)

LIBERAL ARTS MINORS

Art History
Creative Writing
Critical Theory
Culture & Politics
Gender Studies
Literary Studies

5TH-YEAR DUAL-DEGREE CAPSTONE PROGRAMS

Art Education 5-Year (BFA/MAT)
Business of Art & Design
(Online MPS)
Critical Studies (MA)

Information Visualization
(Online MPS)
Social Design (MA)
UX Design (Online MPS)
Dare to Explore

**CHOOSE** a studio major to focus on your passion. Add a studio concentration to complement that interest or to cross disciplines.

- 16 UNDERGRADUATE STUDIO MAJORS
- 19 STUDIO CONCENTRATIONS
- 1,000+ STUDIO COURSES

**CHALLENGE** your intellect by tailoring your liberal arts classes and adding a liberal arts major or minor to follow your interests in depth.

- 2 LIBERAL ARTS MAJORS
- 6 LIBERAL ARTS MINORS
- 200+ LIBERAL ARTS COURSES

**EXPAND** your world view by taking a summer, a semester, or a full year abroad.

- 40 STUDY ABROAD OFFERINGS

**BUILD** career expertise and your résumé with a mix of internships, student leadership experiences, or by taking advantage of MICA’s entrepreneurial resources and programming.

- 800 INTERNSHIPS
- 150 iLEAD POSITIONS
- 1 BUSINESS MATTERS BOOT CAMP

**DESIGN** your own creative pathway to success.
Chart Your Own Path

The depth and breadth of MICA’s offerings let you customize your program of study to meet your specific interests and long-term goals.
Animation

Major, Studio Concentration

The interest in animation is greater than ever. Groundbreaking animation is in demand, from computer games and entertainment to courtroom reconstruction and science education. At MICA, you can focus on 2D, 3D or stop-motion animation, or combine approaches, and then dive into what best suits your creative vision. Our program provides a balance between the handmade and new technology, with a focus on storytelling and critical thinking to help sharpen your vision.

SPACE AGE ANIMATION

As an Animation major, you will have the opportunity to work on real-world projects such as our collaboration with the Fermi Gamma-ray Space Telescope team at NASA’s Goddard Space Flight Center in Maryland. MICA students recently worked with scientists to translate astrophysics concepts into animation. The results—five short films that explore themes such as binary stars and cosmic rays—are helping NASA educate the public about the Fermi telescope mission and the science behind it.

RECENT ALUMNI

• Animators for Industrial Light and Magic, The Discovery Channel, Firaxis Games, Paramount Studios, and Nickelodeon Animation Studio
• Animator that’s part of the Doodle Team creating Google’s homepage animation.
• Production assistants at MTV, Walt Disney Animation Studios, and DreamWorks Animation
• 2D and 3D animator at Simulation Technology and Environment Lab at Washington Hospital Center
• Artists showing films at the Maryland, Phoenix, and Seattle film festivals

DURING THE SUMMER TRAVEL INTENSIVE IN PARIS, STUDENTS EARNED ANIMATION CREDITS INVESTIGATING THE CONCEPT OF MOTION WHILE EXPLORING THE CITY OF LIGHT.
Kat McNally, chief creative officer at Max and Haley, is lead artist for the Kata Project, an initiative of the Johns Hopkins School of Medicine Neurology Department’s Brain, Learning, Animation, and Movement Lab (BLAM!). There, an incredibly diverse group of professionals has come together to solve complex scientific and medical problems. The team created Shark Eaters: Rise of the Dolphins, a simulation video game in which players control “Bandit,” a young bottlenose dolphin. The game is designed to help stroke patients recover from brain injuries and motor impairments.

Kat first met computer engineers Omar Ahmad and Promit Roy as a MICA student, when she interned for their game company. Now, she specializes in comics and animation, creates storyboards, character designs, 3D models for characters, backgrounds, logos, menu layouts, and a lot of the narrative. On a small team, working closely and productively with her collaborators, she wears many hats, something she believes MICA prepared her to do.

Her collaborators on the game included brain specialists, biomedical engineers, physicians, computer engineers, and psychologists. But it is her abilities as an artist that give her a unique perspective when solving problems. She spent thousands of hours at the National Aquarium in Baltimore observing and sketching live dolphins to create the animated “Bandit.”

“I bring a very different skill set and knowledge base to the table compared to, say, a roboticist or a computer graphics engineer, and that allows us to challenge each other and approach solutions in unexpected ways.”
Born and raised in Brazil, Theo Pinto was drawn to MICA’s Environmental Design program because, to him, it was the perfect blend of architectural design and fine arts. “What really stood out to me was the sense of interdisciplinary freedom at MICA that I didn’t see at any other college.”

Throughout his studies at MICA, Pinto has pushed himself to step out of his comfort zone and excel as a designer and artist, enrolling in classes that allowed him to dabble in a variety of mediums. He credits the “incredible resources” of MICA’s career development office for helping him to succeed as both a designer and an exhibiting artist.
Architectural Design

Major, Studio Concentration

One of the few architectural design programs set in a college of art and design, our major offers you the unique opportunity to acquire architectural expertise while developing a complementary focus in another creative discipline. You will work in a socially conscious, project-based design curriculum that includes the kind of productive interaction with fine arts and other design disciplines that few programs in the field can match.

You will interact with community partners through a range of course-based real-world projects. Many of these will be led by faculty drawn from the area’s architectural community, allowing you to gain professional contacts as well as hands-on experience.

PROFESSIONAL PREPARATION

Graduates of our Architectural Design program are well prepared to continue onto graduate school to earn a professional degree leading to licensure or to branch out into related design fields.

RECENT ALUMNI

• Architect at Perking-Eastman Architects PC, one of the largest architecture firms in New York City
• Architect at PLY Architecture in Ann Arbor, MI
• Professionals pursuing interior design, industrial design, urban design, and related fields
• Graduate students in architecture at Yale, SCI-Arc, the University of Pennsylvania; in interior architecture at RISD; in landscape architecture at the University of Pennsylvania; and in sculpture at the University of Georgia.
• Site supervisor for Habitat for Humanity of the Chesapeake

COURSE SAMPLING

Advanced Drawing Concepts
Architecture Lab I-IV
Art, Artists, and the City
Building Technology I,II
Digital Drawing I,II
Digital Fabrication
Fabrication Methods
Integrated 3D Design
Modern Architecture & Urbanism
Object Design: Body/Material/Form
Practices of Architectural Drawing
Professional Development
Urban Design
Visual Histories of the City

RECENT INTERNSHIPS

Architectural Design and Research Institute of Tsinghua University, Beijing, China
Architectural Alliance, Santa Fe, NM
TerraCycle
Seidenfaden Design, Copenhagen
Nathan’s Forge
Art Education

5-Year, *Dual-Degree BFA/MAT*

Through our unique five-year program, you can complete an intensive BFA studio program, earn a master’s in teaching, and be eligible for certification to teach in 48 states. What distinguishes MICA’s program from university-based art education and certification programs are its setting in an exceptional college of art and design and the quality of our studio education. Our students take 90 credits in studio art, 42 in liberal arts, and 29 in education courses and student teaching. Our goal is to develop outstanding art teachers who are also skilled artists.

**BEST TEACHERS**

Our students are inspired to be the best teachers because they are taught by the best teachers. Our nationally recognized Center for Art Education has assembled a faculty unmatched in the number of prestigious regional and national awards they have received.

**RECENT ALUMNI**

- Award-winning art teacher and recipient of Governor’s Teacher of the Year Award in New Jersey, the Middle School Art Teacher of the Year for Baltimore County Public Schools, and the Middle School Art Educator of the Year for the State of Maryland
- Assistant principal at Baltimore Design School
- Teacher in the distinguished arts magnet program at South Miami Middle School in Florida
- Art educators at Xiamen International School in Xiamen, China, and the International School of Dakar in Dakar, Senegal; and developing online courses for Bath School of Art & Design in Bath, England
- Exhibiting artist and recipient of a Pollock Krasner Foundation Grant
- Chair of foundation and assistant professor at Moore College of Art & Design in Philadelphia

---

**COURSE SAMPLING**

Art and Human Development
Critical Response to Art, K–12
Foundations of Education
Introduction to Special Education
Introduction to Teaching Art in the Schools
Issues in Contemporary Art & Education
MAT Graduate Seminar
MAT Studio Thesis
Philosophy & Pedagogy
Professional Seminar
Teaching Internship I
Teaching Internship II
Strategies for Teaching Art, K–12
Student Teaching
Urban Teaching Seminar
Visual Thinking through Media, K–12

---

MICA GRADUATES HAVE A 100 PERCENT PASS RATE ON THE PRAXIS EXAMS REQUIRED OF TEACHER CANDIDATES, AND A 100 PERCENT PLACEMENT RATE FOR THOSE WHO SOUGHT TEACHING POSITIONS.
“MICA’s MAT program is respected as one of the nation’s leading art education programs. I was able to hone my skills as an educator, while building a strong network of exceptional teachers.”

MICA’s reputation for producing leaders in art education is exemplified by Meghann Harris, an award-winning teacher at the Baltimore Design School (BDS), a middle-high school offering specialized study in architecture, fashion, and graphic design. Harris, who is in her fourth year teaching design thinking at BDS, found success quickly. During her first year, the Maryland Art Education Association honored her with the New Teacher Award for Baltimore City.

“As a designer and educator, I work to show others the importance of design within K-12 public schools. Throughout my career as a design educator, I have pushed for: digital literacy in education, especially on the part of the educators themselves—integrating design into academic subjects for better understanding, and using design as a vehicle for students to better understand, explore, evaluate, and change their world.”
Originally drawn to MICA for the Art Education program, Aden switched to Art History with a Curatorial Studies concentration when she realized she wanted to become a museum curator. Now, with many internships under her belt and the opportunity to explore her interest in African art—in class and her senior thesis—she had landed a job as a curatorial assistant at the renowned Baltimore Museum of Art.

“My art history classes have pushed my research, critical thinking, writing, and curatorial skills, which will greatly aid my abilities to pursue a career in art history, writing, and curating. Plus, I gained hands-on experience in the yearlong Exhibition Development Seminar, in which we created the multi-site exhibition *Baltimore: Open City.*"
ART HISTORY MAJORS HAVE ACCESS TO MANY OFF-CAMPUS OPPORTUNITIES, SUCH AS THE MICA/SACI PROGRAM IN FLORENCE, WHICH OFFERS COURSES IN CONSERVATION, ARCHAEOLOGY, AND MUSEUM STUDIES.
Book Arts

Studio Concentration

MICA’s interdisciplinary concentration in Book Arts allows you to focus on the book as a means of artmaking and personal expression. Open to majors in graphic design, illustration, photography, printmaking, art history, and general fine arts, the program provides a thorough grounding in the theory of bookmaking and in the craft—including papermaking, hand binding, letterpress, photography, and more. You will emerge from the program with the conceptual and technical skills necessary to produce powerful, handcrafted works of art.

PROFESSIONAL PRESS

Dolphin Press & Print, a premier printmaking atelier housed in MICA’s printmaking department, promotes collaboration among visual artists, writers, and students to produce limited-edition letterpress books and broadsides. The mentorship offered by renowned artists- and writers-in-residence who work side by side with MICA students makes Dolphin Press & Print truly distinctive among its peers.

MICA’s recent acquisition of the Globe Poster Company allows you to access an impressive working collection of wood type, images, and illustrations used for letterpress printing—giving you the opportunity to learn traditional printing practices firsthand while you explore contemporary methods in the digital age.

CAREER OPPORTUNITIES

Alumni work professionally in museums, as fine artists exhibiting their work, as book conservators, as educators, and as self-published authors.
Dolphin Press & Print, a premier printmaking atelier housed in MICA’s printmaking department, promotes collaboration among visual artists, writers, and students to produce limited-edition letterpress books and broadsides.
Morel Doucet, whose ambition was to find work in a gallery or museum while establishing himself as an exhibiting artist, did just that. While at MICA, he explored multiple creative disciplines through coursework, earned a creative writing minor, and interned for artist Abdi Farah in his New York studio. He was also a student leader, co-directing MICA’s Annual Benefit Fashion Show during his junior year. His experience at MICA paid off, and Doucet is an educator at the Perez Art Museum in Miami, and an exhibiting artist whose work has been seen in the US and abroad.
Ceramics

Major, Studio Concentration

The Ceramics major is a highly individualized program of study that provides a thorough, hands-on investigation of clay in its traditional and contemporary forms. Our core requirements help you build mastery, moving from structured learning to increasing levels of independent research and self-direction. The generous number of open electives lets you explore other disciplines, such as sculptural studies, and work collaboratively with other students. Ceramics electives provide focused, thematic, or technical options and experiences ranging from more traditional ceramic formats to mixed media, installation, and performance.

FABULOUS FACILITIES
MICA’s 6,000-square-foot ceramics facility includes a spacious work area, separate senior studios, and a mixing and glaze preparation and application area. Among the department’s specialized equipment are pneumatic extruders, a mold-drying cabinet, 12 electric kilns, a 21-cubic-foot large kiln, two Baily gas kilns, and two 8-cubic-foot kilns in an outdoor courtyard for Raku firings. Our new ceramics tech lab houses exciting new equipment, including a digital decal printer, CNC router, and 3D clay printer.

RECENT ALUMNI
- Educators in community settings and K-12 schools
- Heading ceramics departments at major universities
- Exhibiting artists with solo and shows across the United States
- Architectural/historical restoration and renovation specialists
- Founders of ceramics studios
- Commissioned craftsmen and studio assistants
- Our graduates land competitive residencies and fellowships, and study in the best MFA programs, including RISD, the University of Wisconsin-Madison, Cranbrook, and the International Ceramic Research Center in Denmark.

COURSE SAMPLING
- Cast Ceramics
- Ceramics Studio I, II: Cut and Paste
- Figuring Bodies
- Intimate Object
- Material Contexts
- Digital Fabrication: Studio Research
- Glaze Workshop
- Hybrid Methods
- In Situ: Site Specific Work
- Introduction to Hand Building
- Introduction to Wheel-Thrown Form
- Kiln Workshop
- On the Surface
- Problems in Design
- Raw Materials Workshop
- Special Topics in Ceramics
- Wheel Throwing: Altered Form

RECENT INTERNSHIPS
- Baltimore Clayworks
- Crane Arts in Philadelphia
- Greenwich House Pottery in New York City
- John Michael Kohler Arts Center in Sheboygan, Wisconsin
- Red Dirt Studios
- Smithsonian Institution in Washington, D.C.
Curatorial Studies

Studio Concentration

The interdisciplinary Curatorial Studies concentration prepares students to design transformative exhibitions that promote meaningful connections between artist and audience. The program, which is open to all majors, expands students’ experiences, research, and knowledge in the field of museum and curatorial practice.

Major components of the program include the Exhibition Development Seminar (EDS) and an internship. Electives may be drawn from a rich body of relevant courses offered in the undergraduate degree program, School of Professional and Continuing Studies, and by area colleges participating in MICA’s academic exchange program.

EXHIBITION DEVELOPMENT SEMINAR

All students in the Curatorial Studies concentration take part in the EDS. A diverse team of students from MICA’s undergraduate, graduate, and continuing studies programs develops and implements major exhibitions. Projects have included *Under Cover*, which explored how private dwellings and public spaces have begun to merge; *Baltimore: Open City*, a free exhibition and series of public programs and interactive events; and *At Freedom’s Door: Challenging Slavery in Maryland*, at the Maryland Historical Society and the Reginald F. Lewis Museum of Maryland African American History & Culture.

RECENT ALUMNI

• Graduate study at the Visual and Curatorial Studies program at Nuova Accademia di Belle Arti in Milan, Italy
MICAt’s Exhibition Development Seminar (EDS) attracts students from MICA’s undergraduate, graduate and continuing studies divisions and from other area colleges and universities. Participants are involved in every aspect of mounting a major exhibition—including research, planning, and production.
“At MICA we accept each other for who we are. We each have our own personal ideas and direction and that’s what fuels us. We share ideas, inspire each other, support each other. That’s how we connect—that’s what builds community.”

Lydia came to MICA as a Drawing major, but also was curious about other media. MICA’s flexible curriculum made it possible to take an introductory film and video course to begin her exploration. After graduation she moved across the country to Los Angeles, California, to establish herself in the film industry. Today, she works as a freelance video editor on personal passion projects, short films, music videos, and commercials. She is interested in editing engaging narratives for both documentary and fictional motion pictures.
Drawing

Major

At MICA, learning to draw means learning to discern the qualities of visual forms and the spaces they occupy, and to explore ways to invent and arrange sensuous signs for images in order to convey meaning and experience. Drawing is also fundamental to the core of many art disciplines and can be put to use in a wide range of applications, from painting to printmaking, illustration to animation, and game arts to book arts. Drawing majors can choose from a host of courses that expands the scope of what drawing can be. Courses stress the development of sound draftsmanship and strategies for personal expression, allowing you to master skills that are important whether you plan to pursue a career in fine or applied arts.

STUDIO SPACE

The program’s facilities at MICA’s Studio Center, a historic industrial building located in Baltimore’s Station North Arts & Entertainment District, include independent studio space for upper-division students in drawing, painting, and GFA. The facility also features student-run gallery space and the opportunity to rub elbows with MICA’s graduate students.

RECENT ALUMNI

• Artist-in-residence at the Vermont Studio Center and Goldman Sachs Fellow at the Smithsonian Museum of American History
• Teaching art on a TASK Foundation Grant in Kenya
• Courtroom/forensic sketch artist
• Commissioned portrait artist
• Game animator and filmmaker
• Co-founder of Holler & Whistle, a company specializing in paper cut greeting cards and wall art

DRAWING IS FUNDAMENTAL TO ALL MAJORS — PAINTING TO PRINT-MAKING, ILLUSTRATION TO ANIMATION, BOOK ARTS TO GAME ARTS.
Experimental Fashion

*Studio Concentration*

The Experimental Fashion concentration gives MICA’s fiber majors a structured framework in which to explore the overlapping cultural domains of fashion, clothing, performance, and costume. You will focus on fashion as an art medium through a course of study that balances practice and theory, and also investigates the relationships among art, performance, and clothing production. In the process, you will gain practical knowledge in drafting, patterning, and garment making.

**THE FASHION EVENT**

Hands-on opportunities include the annual Experimental Fashion Event. Members of the class work together for two semesters designing and crafting their own body of work; they also work collaboratively to produce a live show, the annual spring fashion show. Students present their innovative fashion and costume design during the show which features visually stunning live performances and projected video.

**RECENT ALUMNI**

- CAD designers and pattern designers
- Entrepreneurs launching their own clothing lines
- Designers in fashion houses, sports apparel companies, shoe lines
- A milliner, featured in fashion magazines including *Vogue*, *W Magazine*, and *L’Express*

---

**COURSE SAMPLING**

Costume: Materials & Technique
Digital Garment Patterning
Fashioning Culture:
  - Readdressing Clothing
Garment Design & Production
International Collaboration/
  - Wearable Technology
Material Construction
Millinery Workshop
Multi-Media Event I, II
Soft Circuits
Retooling the Cottage
Hoi Polloi, the 2016 Experimental Fashion Event, was designed, directed and produced by artists and designers in the Fiber Department’s yearlong Multi-Media Event class. This annual extravaganza explores the intersection of fashion and art through the creation of innovative clothing, costume design, performance art, and soft sculpture. More than 300 people—including designers, their models and performers—participated in the show.
Emily’s work focuses mainly on costume and performance with a special interest in puppetry. She has studied and participated in ritual theater and contemporary puppetry in Indonesia, as well as political puppet theater and processional events in Baltimore. She has designed and constructed puppets and coordinated costumes for traveling Broadway shows. She also worked on an independent stop motion animation film created by fellow MICA graduate and puppet maker Austen Weitzel ’14.

“I think that artists are still the world’s number one adventurers, paving the way for all the changes that are happening. Not many people are going to have set careers where they do one thing their whole life. Instead, we get to test out lots of different areas and realize that you can be good at more than one thing.”
Fiber

Major

The Fiber major at MICA emphasizes appreciation and examination of textile structure, the expressive and physical characteristics of a pliable, flexible plane, and its uses. Although there is a strong sculptural emphasis in the major, you'll explore both 2D and 3D approaches, and many fiber students create work that involves installations, performance, video, and other cross-disciplinary approaches. Coursework introduces you to conventional and unconventional processes, including dyeing, sewing, screenprinting, weaving, the manipulation of three-dimensional forms, pliable construction, collage, and sculptural surfaces.

FIBER ARTS CENTER
Facilities in the Fiber Arts Center include studios, a large dyeing facility, and seminar rooms. Equipment includes industrial and household sewing machines, sergers, computerized embroidery machines, looms, digital textile printers, knitting and pleating machines, a steam cabinet, open-burner stove, a darkroom for photoscreen work, and carding machines for felting. Majors also have access to a Smart Textiles Lab as well as a 3D fabrication lab equipped with laser cutters and 3D printing.

RECENT ALUMNI
• Designers at Calvin Klein, Nautica Sportswear, Adidas, Anthropologie, and Under Armour
• Entrepreneurs launching their own design studios and lines of textile products and jewelry
• Successful milliner whose work has been featured internationally in magazine spreads with Rihanna, Lady Gaga, Kate Moss, and Elizabeth Olsen.
• Visual arts coordinator at Millennium Park in Chicago
• Educators at the university level
• Nationally and internationally exhibited and collected artists

COURSE SAMPLING
Accumulation and Metaphor
Collage and Sculptural Surface
Costume Materials and Technique
Digital Garment Patterning
Fabric of Conscience
Fashioning Culture/Readdressing Clothing
International Collaboration/Wearable Technology
Material Construction
Millinery Workshop
Multi-Media Event I, II
Pattern and Digital Print/Textile
Piecework and the Quilt
Silkscreening on Fabric
Smart Textiles
Soft Sculpture and Inflatables
Surface Resist Dyeing
The Expanded Body/Performance
Weaving: Color and Pattern

RECENT INTERNSHIPS
Wheaton Arts and Cultural Center in New Jersey
Baltimore Museum of Art, textile collection
Calvin Klein Interiors, NY
Marni SRL fashion house, Milan, Italy
Film & Video

Major, Studio Concentration

MICA’s Film & Video major gives visual artists the skills to produce, examine, and critique moving images of all kinds. You will study the history of fine artists working in the medium and gain sound technical skills in creating time-based art through projects in the field and in the studio. The ability to delve into a variety of electives and film genres—from experimental to installation to documentary—lets you explore and experiment as you realize film and video’s full potential for personal expression. If you are interested in narrative and documentary film, you can pursue the department’s Film-making concentration.

LEARN FROM THE PROS

Film & Video majors learn from faculty who are leaders in every area of the field, including noted cinematographer Allen Moore, who shot Ken Burns’ Emmy-winning documentaries *The Roosevelts: An Intimate History,* Stephanie Barber, who has had films included in festivals including the Rotterdam International Film Festival; and David East, co-producer and associate editor of 2010’s Oscar-winning short documentary, *Music by Prudence.*

RECENT ALUMNI

- Independent filmmaker based in New York who worked on the Oscar short-listed documentary *Golden Boys*
- The youngest cinematographer ever to shoot an Oscar-winning film and cinematographer for *American Promise,* which won a special jury award for U.S. Documentary at the 2013 Sundance Film Festival
- Production assistant for Portal A Interactive, a content studio in San Francisco
- Broadcast VFX and motion graphics artists
- Founder and editor in chief of the English language online art and culture magazine *Seoulist Mag*
Calvin started out as a painting major but soon changed to film when he realized he not only loved filming but could make money working freelance while still in school. His first internship was at Mission Media, editing commercials for STX Golf. Next he worked in the digital studio at National Geographic.

Today, Calvin is a freelance cinematographer. His most recent project was working as remote head tech on *American Ultra*, a full-length feature film, starring Kristen Stewart and Jesse Eisenberg, shot in and around his hometown, New Orleans.
Filmmaking

**Studio Concentration**

MICA’s concentration in Filmmaking, offered in partnership with Johns Hopkins University’s (JHU) Film and Media Studies program, trains students in the movie-making process—from pre- to post-production on professional, collaboratively-made documentaries and narrative films.

Filmmaking requires broad and varied knowledge; this enriching program gives students from both campuses access to a faculty with numerous cinematic strengths and areas of expertise. As you gain skills in all aspects of making and distributing film—from budgeting and scouting to screenwriting and editing—you can choose electives to build a focused area of study.

**CAREER OPPORTUNITIES**

Film & Video majors who pursue the filmmaking concentration enter the film industry as editors, cinematographers, directors, producers, production managers, and more or pursue further graduate-level training. Students have gone on to work at MTV, HBO, Nickelodeon, and F/X.

**COURSE SAMPLING**

- Advanced Editing (MICA)
- Alternative Narrative (MICA)
- Cinematography & Lighting (MICA)
- Comedy & Its Discontents (MICA)
- Directing Actors (JHU)
- Documentary Production (MICA)
- Filmmaking I (MICA)
- Filmmaking II (MICA/JHU)
- Moving Image I (MICA)
- Road Movies & Travelogues (MICA)
- Screenwriting by Genre (JHU)
- Screenwriting: Introduction to the Scene (JHU)
- Sketching the Scene: Image as Narrative Tool (JHU)
- Story (MICA)
- The Business of Film (JHU)

MICA has a strong connection to the Maryland Film Festival, whose base in Parkway Theatre is steps away from the Film Centre. The annual five-day event brings prominent filmmakers with their cutting-edge film and video work from all over the world to Baltimore.
FILM CENTRE
MICA shares a new, state-of-the-art facility—the MICA/JHU Film Centre—with MICA’s MFA in Filmmaking program and JHU’s undergraduate and graduate film and media programs.

The 18,000-square-foot Film Centre houses production and post-production spaces that include:
- A 49-seat screening room
- A 600-square-foot sound recording studio
- A 2,000-square-foot cyclorama green room soundstage
- A film room, which houses the 16mm Steenbeck film editing table
- Dedicated individual high-definition editing suites, a computer room with 20 Macs, classrooms, and lounge and meeting areas
- An equipment cage to support the Centre’s academic programming
Game Arts

Studio Concentration

MICA’s concentration in Game Arts gives you the technical and artistic skills necessary to create professional interactive game experiences. You will make, play, and analyze games as you study the technical, narrative, and artistic underpinnings of the form. Plus you will develop the ability to create highly compelling interactive environments that can be used across a range of fields—from medicine to museums, education to entertainment, including the digital and traditional game industries.

Partners in Play

The concentration’s range of potential partners includes: the Institute of Play, a New York City-based organization for the research and development of games as teaching tools; MICA’s Center for Design Practice; Come Out and Play, an annual international festival for big and experimental games; regional game companies, including Big Huge Games and Firaxis; and the Computer Science Department at Johns Hopkins University’s Whiting School of Engineering.

Recent Alumni

Game Arts graduates go on to work professionally as interactive media artists and in the game industry as designers, programmers, sound designers, script writers, testers, critics, character artists, and animators.

Course Sampling

- Advanced Concept Art
- Character Design
- Concept Art
- Experimental Games
- Fantasy Art
- Game/Play
- Game/Play 2: Digital Games
- Narrative: Words and Pictures
- Sequential Art and Character Development
Game Design

Major

Games have moved from popular entertainment into their own art form. In our Game Design program, you will explore games as a creative practice that can entertain, educate, and create social change. Working in a team-based, open lab model, you will learn to make games from prototype to finished form and to focus on individual areas of interest—including game design, narrative, programming, art production, animation, sound, and more. You will work on collaborative projects with a variety of external partners. The curriculum, which expands upon MICA’s successful concentration in game arts, reflects the multidisciplinary nature of game development. It also draws upon our renowned faculty in interactive arts, illustration, and animation so that you can gain an outstanding technical and conceptual skillset in preparation for a career in game design.

Baltimore: Game Central
Baltimore is home to a wealth of gaming studios, educational institutions, medical centers, nonprofit organizations, and government agencies—giving our students access to a multitude of partners for collaborative classroom projects. It also provides alumni with an ideal base to launch successful startups, such as Brinkbit, an HTML5 game platform, and Friends of the Web, a web and mobile app design firm.

Career Opportunities
The Game Design major was built upon our highly successful game arts concentration. Alumni work in gaming and related industries:

• Founders of game, mobile app, and web design companies
• Working at Firaxis Games, Super Boise Studios, and Sparkypants Studios
• Interactive designers, art directors, web developers, and production artists for creative design agencies
• Exhibit designers and technicians for museums and galleries

Course Sampling

2D and 3D Game Animation
2D and 3D Game Design
3D Character Animation
3D Environments
Character Design for Games
Experimental Game Interfaces
Fantasy Art
Game Theory and Tabletop Game Design
Installation Games
Intro to Sound
Level Design
Sequential Art
UI Design for Games and Apps
Branden League ’15 (*Interactive Arts*)
is a **UI DESIGNER & DEVELOPER AT SPARKYPANTS STUDIOS** in Baltimore, MD, where he has worked on the game *Dropzone*.

Shawn Cook ’14 (*Interactive Arts*) is a **UX/UI DESIGNER** at who has worked at several studios developing games for both Android and iOS mobile devices. Currently at Kung Fu Factory in Los Angeles, two of his projects, *DomiNations* and *Card King: Dragon Wars*, were released in 2015 and were featured on the App Store’s Editor’s Choice list.

Willem Rosenthal ’10 (*Illustration*)
is **CO-FOUNDER AND LEAD DESIGNER AT PROTO GAMES, AND CREATOR OF PAKKA PETS**, a pet simulation game for iPhone and Android. Before striking out on his own, he was a game designer at Kabam and Wild Shadow Studios, and a level designer at Three Rings Design.

Charles Carr ’07 (*Graphic Design, Animation concentration*) is an **INDEPENDENT GAME DEVELOPER** in Los Angeles, CA, who previously was a game producer for Nickelodeon, where he contributed to more than 30 video games. He recently developed a new app on his own, *Doomsday Craft*, a racing game that lets you jump in a vehicle and try to outrun the apocalypse.
The Baltimore metropolitan area is home to a wealth of game studios, and our alumni can be found as interns and fulltime employees at local game developers including Sparkypants Studios, Mindgrub Games, BatteryStapleGames, ZeniMax Online Studios, Pure Bang Games, and Firaxis Games, among others.
General Fine Arts

Major

In keeping with MICA’s emphasis on interdisciplinary exploration balanced by solid training in traditional skills, the GFA major lets you shape a unique major from the full range of courses offered by the College’s fine arts departments. Students who choose to major in GFA tend to be independent, enjoy incorporating various mediums into their work, and are highly motivated to become versatile, resourceful artists. As a GFA major, you select courses to create a program of study that is interdisciplinary, theme centered, or of some other cross-media or multimedia construction.

Professional Development

The department’s Intermedia Studio connects MICA students with musicians from the Peabody Institute of The Johns Hopkins University to investigate a range of multimedia projects. A summer travel program in New York allows students to live as practicing artists with studio spaces located in DUMBO, Brooklyn.

Recent Alumni

- Owners of art galleries and design studios
- Exhibiting artists showing their work in solo and group exhibitions nationally and internationally
- Educators and digital content managers at museums such as The Metropolitan Museum of Art and The Whitney Museum
- Interior designers at Anthropologie
- Filmmaker whose work, Moth, was screened at the HBO Film Festival and premiered on HBO
- Director of animation for Nickelodeon’s Nick, Nick@Night, and Nick Preschool, nominated for five Emmy awards
General Fine Arts major Abbi Jacobson is best known as one-half of the creative team (with Ilana Glazer) of *Broad City*, an offbeat comedy centered on the misadventures of two female best friends. The show developed a cult following as a web series online and caught the eye of *Saturday Night Live* and *Parks and Recreation* star Amy Poehler, who teamed up with Jacobson and Glazer to take the show to television. With Poehler on board as an executive producer, the quirky half-hour comedy has just been renewed for a fourth season.

Her GFA major at MICA was great because “I had so many interests and, initially, couldn’t really figure out exactly what I wanted to do. I was interested in maps and writing, in performing, and exploring nostalgia. The program allowed me to take all sorts of classes and form a body of work. The video courses introduced me to a lot of different ways of telling stories. The combo was really invaluable to me.”

“MICA taught me how many different ways there are to look at the world and that your specific point of view is worth exploring and sharing.”
Gabriela Farina took advantage of every opportunity at MICA. She spent a semester abroad studying web design in Spain and found internships in Baltimore, Washington, DC, and South America.

“The Graphic Design department chair is amazing. She would send us weekly emails about possible jobs in the area, which was so helpful. I ended up with lots of freelancing opportunities—which I never imagined would happen while I was still in school. Having real projects makes all your coursework more relevant. When I first came to MICA, I had a huge fear because everyone was saying, ‘Are you sure you want to do art? Are you ever going to get a job?’ But it turned out that I had more work opportunities while I was still a student than my sister had with a master’s degree. That’s kind of unbelievable and really awesome.”
Graphic Design

Major, Studio Concentration

Graphic Design at MICA explores the commercial, social, public, and political aspects of design. You will gain the creative, technical, and intellectual skills to become the design visionaries of the future while shaping the form and content of media—from magazines and books to websites and social media applications. You will study digital imaging and photo manipulation, typography and layout, animation, dslr photography, and other techniques for communicating and shaping culture.

Professional Experience

Our faculty are practicing professionals, helping to shape the field of graphic design, and the department brings award-winning designers into the classroom to art direct real-world projects through the Flex Design Studio. Other professional development opportunities include the student-published magazine, *Formica*; and the Exhibition Development Seminar, in which students design a major exhibition including all graphics and collateral publications.

Recent Alumni

- Production designer and art director whose work includes Emmy-winning creation for NBC’s *Sunday Night Football*
- Principals at design studios, such as New York City-based Paperwhite
- User experience designer and design manager at Apple Inc.
- Graphic designers for Kate Spade in New York, The Sundance Film Festival, and National Public Radio
- Product designer for Facebook and package designer at Hasbro
- Entrepreneurs launching design studios and innovative typography and design shops
- Creative services director at *O, The Oprah Magazine*

Course Sampling

- Branding
- Design Coalition
- Design for User Experience
- Design Thinking
- Designing Toys
- Digital Editorial Workshop
- Experimental Typography
- Fashion Graphics
- Interface Design
- Lettering & Type
- Motion Graphics
- Package Design
- Publication Design
- Sustainable Design
- Typography/Color
- Web Design

Recent Internships

- Baltimore-Washington Electric Vehicle Initiative
- The Cartoon Network
- Urban Outfitters
- University of Maryland Medical Center
- *National Geographic* magazine
- Under Armour
- Weber Shandwick, a multinational public relations firm
Humanistic Studies

Integrated Double Major with a Studio Discipline

This integrated major fully combines in-depth course work in academics and studio to prepare practicing artists who will contribute to our culture as creators and thinkers. Under the guidance of an impressive faculty of scholar-teachers, you gain a first-rate liberal arts education and build a depth of understanding in such areas as philosophy and ethics or social sciences and political history, while pursuing advanced artistic investigations in a studio major. In four years, you will complete all requirements for a BFA in a studio discipline simultaneously with a challenging liberal arts major in Humanistic Studies, allowing you to begin graduate study a year earlier than 5-year BA/BFA programs.

CUSTOMIZED PROGRAM
Through electives, you can personalize your major, build a wealth of knowledge in subjects that will complement your artmaking.

If you are interested in illustration, you may focus on creative writing, or a painter might focus on philosophy. And if your studio component is photography, you might focus your liberal arts study on social and political history. The possibilities are almost endless.

RECENT ALUMNI
After graduating from MICA, recent Humanistic Studies alumni have gone on to pursue Master of Arts and Master of Arts in Teaching degrees; they are also exhibiting fine artists and practicing designers, and they work in a number of fields—for technology startups, and in higher education, communications, news media, and nonprofit organizations.

COURSE SAMPLING
Advanced Poetry Workshop
B Movies
Biodiversity
Civic Humanism
Classical Greek Philosophy
Contemporary Fiction
Crowds, Riots, & Mass Society
Deep Ecology: Environmental Ethics
Early Historical Western Religions
Edgar Allan Poe
Europe in the Dark Ages
French Feminism
From Humanism to Post-Humanism
Harlem Renaissance
History of Existentialism
Mathematics as Experience
Media Ethics
Native American Studies
Nietzsche in His Time and Ours
Palestinian-Israeli Conflict
Personal & Abnormal Psychology
Poverty and Homelessness
Reading Nabokov
Revolutions
Scientific Reading: Human Anatomy
Scientific Reading: Physics
The Age of Shakespeare
Writing for Performance
Writing in Humanities & Arts
Amelia Hutchison was deeply involved in MICA’s community arts program and determined to make Baltimore a better place through her work. She was awarded a Baltimore Collegetown LeaderShape Scholarship and is a C.V. Starr Foundation Scholar in recognition of her outstanding artistic achievement as an international student. But most importantly, she understands the power of artmaking.

Amelia took an internship at the Baltimore City Detention Center, teaching art to male inmates. That experience led her to expand her unique ability to use art to uplift people who may be losing hope, and to develop plans to establish an arts program in the detention center’s women’s facility, and a youth program in east Baltimore.

Hutchison also started a blog related to her work in the detention center, showing the world how the arts can help people cope with feeling trapped. One of her activities with the inmates was to ask them to put together poetry that expressed their hopes and fears. Their writing, she said, helped her reaffirm her “faith in art, compassion, and the resilience of the human spirit.”

Hutchison wants to continue to make an impact by using art to inspire people and communities. She plans to pursue a master’s degree in community arts and become a teacher or art therapist.

“Painting allowed me to make sense of senseless actions in the only genuine way I could find. It taught me to be intuitive and comfortable with my emotions. I can’t imagine growing up without art in my life because my work has become so much a part of the way I interact with the world. Art school was a risk, but certainly one worth taking.”
“If you are the kind of person who just loves art, needs to be surrounded by art, and needs to make art, come to MICA and you will be surrounded by artists just like you. Everything is entirely about being creative.”

ILLUSTRATOR LANDS BOOK DEAL WHILE STILL A STUDENT AT MICA

While at MICA, Noelle developed a webcomic, *Nimona*, which soon generated more than 15,000 followers. During her junior year, Noelle posted on her blog that she was looking for an internship, and followers at BOOM! Studios in LA offered her one on the spot. Then, through a connection with the internship and MICA, she met with HarperCollins who offered her a book deal for *Nimona*. The novel debuted #1 on Amazon and became a *New York Times* bestseller.

*Nimona* has been nominated for a Harvey Award for Best Online Comics Work, won the Cartoonist Studio Prize for Best Webcomic by *Slate* magazine, and has been named to *GQ* magazine’s Ten Best Graphic Novels of 2015 list. The book was shortlisted for a 2015 National Book Award for Young People’s Literature, and Noelle was named the Comics Industry Person of the Year by *The Comics Beat*.

Meanwhile, Fox Animation purchased the rights to produce the film version of the story and also is developing a live action feature based on Noelle’s graphic novel *Lumberjanes*.

“I always wanted to tell stories with my art. At MICA, I learned how to illustrate digitally and I learned about comics as a storytelling medium and just fell in love with them.”

Noelle Stevenson ’13

COLUMBIA, SOUTH CAROLINA

ILLUSTRATION MAJOR

AWARD-WINNING, BEST-SELLING COMIC BOOK ARTIST/WRITER AND ILLUSTRATOR

LOS ANGELES, CALIFORNIA
Illustration

Major, Studio Concentration

Illustration majors at MICA gain strong technical and conceptual skills, allowing them to create work with a personal voice that resonates with contemporary culture and markets. The curriculum explores a variety of traditional and digital approaches to illustration, fostering technical proficiency along with imaginative, entrepreneurial thinking. Tracks in sequential art and preproduction offer focused study for students interested in the comics, graphic novel, video game, and film industries. Interdisciplinary options for specialized study include studio concentrations in book arts, animation, graphic design, and printmaking.

ONE OF A KIND

Unique-to-MICA opportunities include the publication program of Dolphin Press & Print, a collaboration of the College’s Printmaking and Illustration departments; MICA’s honors studio program in New York City; and study abroad programs tailored for Illustration majors, such as the recent summer programs in London and in the West African island nation of São Tomé and Príncipe.

RECENT ALUMNI

• Emmy winner for Outstanding Main Title Design for HBO’s Bored to Death
• Character technical director at Pixar Animation Studios
• Assistant designers for Target
• Cartoonists and illustrators of graphic novels, including The New York Times best-selling graphic novel version of Rick Riordan’s The Red Pyramid
• Illustrators for publishers such as Random House and Penguin, and authors of their own children’s books
• Successful freelance illustrators with clients such as Apple, Whole Foods, and Rolling Stone
• 3D, 2D, and texture artists in the game industry

COURSE SAMPLING

Advanced Concept Art
Advanced Sequential Art
Book Illustration
Character Design
Concept Art
Digital Illustration
Fantasy Art
Hand Letters
Lifestyle Illustration
Narrative Collage
Non-Print Editorial Illustration
Sequential Art
Studio Remix:
  Fine Arts Illustration
  Performance
  Portrait
  Storyboards
  Technical Illustration
  Visual Journalism

RECENT INTERNSHIPS

Enoch Pratt Free Library
Poe House and Museum
The Cartoon Network
Smithsonian Museum of Natural History
Random House Children’s Books
Marvel Entertainment
Interactive Arts

Major, Studio Concentration

The Interactive Arts major at MICA prepares students for careers in the field of interactive design or as fine artists who use interactive media to create expressive experiences and objects. You learn to integrate art, technology, and design into a creative practice where you build interactions among people and websites, electronics, objects, and systems. The curriculum gives specific attention to interface and user experience design, interactive exhibit design, and physical computing methodologies. Our students work in areas ranging from interactive installations to game design, mobile technology, and social networking.

CAREER OPPORTUNITIES

You can gain professional experience through internships, and some of our majors have recently landed at CODE2040, a nonprofit organization dedicated to helping underrepresented minorities find professional and entrepreneurial success in technology; at Discovery Communications; the San Francisco Museum of Modern Art, and a range of design firms and agencies. One student turned an internship at Bully! Entertainment in Baltimore into a full-time job after graduation.

RECENT ALUMNI

Artists finding expansive opportunities in the educational, entertainment, and design industries for companies such as Google, Big Huge Games, Email on Acid, Friends of the Web Design Studio, Port Discovery Children's Museum in Baltimore, and Mission Media, LLC. MICA alumni have founded successful web-based companies—from studios specializing in Flash animation to full-service web design firms to web radio stations.
“MICA has supported me in countless ways—from the passionate professors, amazing range of classes, to the open degree plans. MICA has allowed me to fine tune my skills and concepts while still exploring different forms of artmaking. At MICA some of my biggest dreams came true and other dreams are constantly being worked and reworked until they’re ready to be shown and explored.”

Harry creates environments—through the use of smart textile garments, robotics, graphic design, 3D printing, and sculptural installation.

“My work combines multiple disciplines so the end product is less about the category or medium and more about taking audiences away from reality for the time being.”

The summer after his sophomore year, Harry received a Meyerhoff Internship Fellowship that allowed him to pursue a summer internship in California at Landmark Entertainment Group, an entertainment design and production company. The company has created well-known themed attractions around the world.
STREET ARTIST CHANGES THE VISUAL LANDSCAPE

Gaia made *Forbes’* “30 Under 30 in Art and Style” list for 2015, and was named an “artist-of-the-moment” by *The New York Times*. He has exhibited internationally and participated in Art Basel Miami. His street work has been documented and featured in several books on urban art, including, most recently, *Beyond the Street: The 100 Leading Figures in Urban Art*. His latest curated projects, exhibitions, and murals have been in Istanbul, Austria, and South Africa, as well as Baltimore.

Gaia lives in Brooklyn and in Baltimore. He chooses to paint under the name of the Greek earth goddess partly because he identifies with the “Gaia hypothesis” formulated by scientist James Lovelock, which theorizes that Earth is an organism infected with people.

He curated *Open Walls Baltimore*, an unparalleled street art project managed by and located in the Station North Arts & Entertainment District. The finest and most widely recognized street artists from around the world mounted an outdoor exhibition which included extraordinary murals that enliven public spaces, stimulate community revitalization and national dialogue, and attract visitors and investors to Station North.

______________________________

Gaia
aka Andrew Pisacane ’11

NEW YORK, NEW YORK
INTERDISCIPLINARY SCULPTURE MAJOR
STREET ARTIST AND EXHIBITING ARTIST
BROOKLYN, NEW YORK AND BALTIMORE, MARYLAND
Interdisciplinary Sculpture

Major

Majors in MICA’s Interdisciplinary Sculpture program build a solid base of constructive and technical skills by working in such areas as wood, metal fabrication, mold-making, casting, assembling, laser cutting, 3D printing, rapid-prototyping, welding, carving, and construction. As an interdisciplinary sculpture major, you will explore both established approaches to artmaking as well as experimental approaches—including video installation, performance, time-based art, 3D computing, and other newer genres. Major coursework prepares you to realize content in inventive ways; to develop trans-disciplinary multimedia approaches; and to invent collaborations with new audiences and communities.

MOUNT ROYAL STATION

The expansive studio facilities for sculpture are housed at Mount Royal Station, a converted B&O Railroad passenger station. New classrooms, a renovated metal shop, and a new glass kiln add to the well-equipped facilities, which include up-to-date computers and dedicated areas for work in plaster and wood and a metal foundry.

RECENT ALUMNI

- Exhibiting artists whose work has appeared at the Shenzhen Biennale of Urbanism/Architecture in China; the Walker Art Center in Minneapolis; the Museum of Contemporary Art in Sydney, Australia; the Berkeley Art Museum in California; and the Guggenheim in New York
- Artists featured in *The New York Times*, *Artforum*, and *Art in America*
- Senior Food & Drinks Editor, TIME Inc.
- Entrepreneurs who run their own custom fabrication businesses
- Gallery owners and curators
- Vice president of the board of the Bozeman Sculpture Park in Bozeman, MT

COURSE SAMPLING

- Advanced Wood: Primal Instinct
- Design Method Studio
- Green Wood Working
- Installations
- Intermediate/Advanced Figure Sculpture
- Introduction to Digital Fabrication
- Masks and Headaddresses
- Metal Casting/Foundry Process
- Performance/Action/Event
- Professional Practice:
  - Photographing Artwork
- Public Art and Art Intervention
- Puppets & Prosthetics
- Reality TV
- Sound Installation Art
- Sustainable & Recyclable Materials
- Time-Based Art: Kinetics

RECENT INTERNSHIPS

- Bernice Steinbaum Gallery in Miami
- Graham Projects, an independent public works organization headed by artist Graham Coreil-Allen
- Dusen Dusen fashion line in New York City
- Museum of Cultural Arts in Houston.
The Painting department at MICA is ranked as one of the best in the country, an accomplishment that provides painting majors with many opportunities and greater visibility for their achievements. The curriculum explores both traditional and contemporary conventions and methods, and the program’s studio- and critique-based design fosters technical proficiency, as well as independent and personal expression. Faculty and visiting artists and critics have a diverse array of aesthetic sensibilities, maintain active studio practices, and exhibit their work in various venues—and also act as role models and mentors as you find your own voice as an artist.

TOP ARTISTS
Our Painting majors are consistently accepted into the country’s top ten fine arts graduate programs, including those at MICA, Yale, Columbia, RISD, and the Cranbrook Academy. Many have received prestigious awards, grants, and fellowships, such as the Fulbright Fellowship, Jacob K. Javits Fellowship, and the Freeman-ASIA Award.

RECENT ALUMNI
• The youngest artist in the Hammer Museum’s first biennial, “Made in L.A.”
• Exhibiting artists featured in Art in America, Artforum, and Modern Painters
• Launching a line of hand-drawn, hand-printed wallpaper that has been featured in Elle Décor and The New York Times
• Educators at the university level
• Museum curators and gallery assistants
• Artist of Forbes’ “30 Under 30 in Art and Style”
Emma Fineman is a freelance photographer and painter based in the San Francisco Bay Area. She creates works across various media including painting, photography, leather goods, woodwork/furniture, and jewelry. But she came to MICA to paint.

“I came to MICA because it has the best painting program in the country. When I visited the campus I was blown away by the student work. I was also very impressed by the faculty and the warm and welcoming environment that I encountered. I was choosing between MICA, RISD, and UCLA’s art program. I ultimately chose MICA and have never regretted my decision.”

“You leave MICA with a resume, artist statement, bio, and a website – all the things you need, polished and professional. Through the career center and your classes, you see zillions of ways that artists are able to use their creativity and have success in the work field.”
“We are full-service storytellers who use our combined artistic abilities to handcraft narratives and shape authentic professional identities. It’s how we share what we’ve learned as business owners and give back to our creative community—because we believe that a world full of wildly successful artists is a better world.”

Jack Sorokin teamed up with fellow MICA graduate Liberty Riggs to create Jack & Liberty in Austin, Texas. Jack brings his photography and video skills to the partnership, while Liberty focuses on writing and design. Together they help artists tell their stories.

Their journey started at a concert, when Liberty turned and asked Jack what his dream job would be (even if it didn’t exist yet). “We looked up at the stage and knew the answer—working together to tell the stories of amazing artists like the ones we were watching. So we started learning everything we could about building a creative career and authentic branding, and we developed a system for people who want to get serious about their creative work and make a living.”
Photography

Major, Studio Concentration

The Photography major at MICA approaches the discipline as a fine arts medium with a curriculum that thoroughly examines all aspects of both still and digital photography. You will develop strong technical skills and a deep understanding of photography’s history and contemporary directions as you learn black-and-white printing and experiment with non-traditional processes, master the large format camera, and use the latest digital technology.

EXPERIENCED FACULTY
MICA photography faculty bring diverse interests and creative focus to the classroom. Just a few examples: Alex Heilner’s work includes digital photography, video, and installation; Lynn Silverman’s large-format photographs explore the intimate nature of inanimate things; and Regina DeLuise exhibits her fine arts photography internationally.

RECENT ALUMNI
• High-profile professional photographer with clients that include Beyoncé and Usher, Universal Studios, and the record label Def Jam
• Filmmaker whose debut documentary, the Twelve O’Clock Boys, was featured in over 100 film festivals worldwide
• Education Manager at the Jewish Museum of Maryland
• Exhibiting artists whose work and books have been reviewed by The New York Times, The Washington Post, Art Papers, and The Village Voice
• Winner of the $25,000 2013 Janet and Walter Sondheim Prize
• Documentary photographer whose work has been featured online on NPR’s The Picture Show and Photography for a Greener Planet
• Freelance photographer who has covered subjects such as the Palestinian Spring and fracking in northeastern Pennsylvania for publications such as GQ (Germany) and Bloomberg Business Week

RECENT INTERNSHIPS
Africa Media in Mossel Bay, South Africa
Roy Cox Photography
Thomas Robertello Gallery
Jewish Museum of Maryland
Baltimore City Paper

COURSE SAMPLING
Alternative Processes in Photography
Black-and-White Film Photo I, II
Conceptual Art and Photography
Constructing the Frame
Contemporary Directions in Photography
Digital Photography
Environmentally Concerned Photography
Image and Context
Landscape Photography
Large Format Photography
Mining the Archive
Narrative Strategies
Night Photography
Palladium Printing
Photojournalism
Socially Engaged Photography
Studio Lighting
The Body in Photography
The Fine Art of Digital Photography
Printmaking

Major, Studio Concentration

MICA’s Printmaking major offers a broad range of studio experiences, from traditional to experimental, in our exceptional printmaking facilities. The department’s approach to the four major printmaking disciplines—relief, intaglio, lithography, and screenprinting—is fine arts-based, allowing you to realize your personal vision. Exposure to techniques and directions such as book concepts, photo-printmaking, computer-assisted printmaking, collagraph, and monoprinting encourages interdisciplinary combinations of printmaking with other media. After a thorough exploration of various print media, you further develop personal content through independent experimentation and focus on the advanced processes of a chosen printmaking medium.

Professional Printmaking

Internships at Pyramid Atlantic in Washington, D.C., and at Dolphin Press + Print on campus allow you to produce limited edition letterpress books, broadsides, and editions in a variety of printmaking media, among other portfolio-building pieces. Our students also play a major role in the annual Baltimore Print Fair and work with major print galleries locally and in New York.

Recent Alumni

- Master printers at Tamarind Institute, Pyramid Atlantic, Goya Girl Press, and Harlan and Weaver
- Public relations and marketing manager for the International Fine Print Dealer’s Association
- Curatorial assistant in the Department of Prints, Drawings, and Photographs at the Baltimore Museum of Art
- A book conservator pursuing her MA in Conservation of Books and Library Materials at West Dean College in the United Kingdom
- Founder of Small Oak Press and Bindery in New York, NY
“There's a sense of pride that comes from being at MICA because of the artists that have come through this institution and the artwork that is created here. I am proud to be a part of this community because of the quality of the work.”

“The reason I chose MICA, and the reason I was attracted to MICA in the first place, was that sense of community that I saw when I visited. Just seeing the students interacting with each other, interacting with the faculty, the staff, everyone—the size of the school was also attractive for that reason. I think the community aspect of MICA is really important to what makes us stand out from other art colleges. There’s not—it’s not cold here at all; everyone is very warm and open—open. And I think—yeah, that’s the reason. I came from a very small high school, and I kind of wanted that same community aspect, and it definitely transfers here.”

Tori had an internship with Globe Collection and Press and works as a presswoman at Gilah Press + Design, an award-winning studio that focuses on branding, packaging, and making design tactile through letterpress printing.
Product Design

Major

The fusion of 3D design, technology, and making is expanding the definition of “product” and influencing how humans respond aesthetically and practically with every imaginable object today—from furniture and apparel to appliances and medical devices. And anyone with a Fitbit or smart phone recognizes that new connections between things and systems are changing the way we live. MICA’s Product Design program capitalizes on these revolutionary developments, offering a hands-on curriculum that gives you deep knowledge of materials, processes, and design thinking along with the ability to adapt to the changing needs of society. You become well-trained designers capable of reimagining objects or systems—and inventing new ones—that will shape the future.

DESIGN CENTRAL

Baltimore is an amazing place to be a designer right now. The city offers numerous opportunities to identify, develop, and test products that will help individuals and society. The region is also home to an enormous array of business, university, and government institutions offering educational partnerships, internships, and employment to design students and graduates.

CAREER OPPORTUNITIES

MICA graduates who majored in our Graphic Design, Architectural Design, Sculpture, Fiber, and Interactive Arts programs have gone on to successful careers as product designers. They include a design lead at the digital fabrication company Matter.io; a senior brand designer at Hasbro; a 3D designer for Under Armour; and the creator of BamBam Prosthetics, an orthotic/prosthetic system that can be made with local materials in countries with limited access to healthcare. As the program grows, our graduates will have an expanded range of professional opportunities.
Sequential Art

Studio Concentration

Students in MICA’s concentration in Sequential Art use images placed in sequence to create compelling visual narratives that tell stories or convey information. Open to all majors, the program allows students to gain visual storytelling skills that can be applied to an array of professional opportunities—from comics to storyboarding for games, films and animation, and from graphic novels to children’s books. The program’s curriculum is centered on visual narrative structure, and students study traditional and experimental narrative techniques as they learn to make effective, dynamic visual layouts that clearly transition between chronological images. Electives allow students to explore specialized subjects such as fantasy art, character design, book illustration, digital illustration, motion graphics, and more.

EXPERT FACULTY

Students in the Sequential Art concentration benefit from the expertise of award-winning faculty who work in fields including comics, book illustration, and animation. The program is coordinated by Jose Villarrubia, a nationally-renowned colorist and Harvey Award winner who works regularly with Marvel Comics, DC Comics, and Dark Horse Publishing. Other faculty’s illustrative work have been recognized by the Society of Illustrators, Spectrum, American Illustration, Altpick Awards, NAACP Image Awards, Communications Arts, Society of Illustrators NYC, and Society of Illustrators West.

CAREER OPPORTUNITIES

Illustration alumni are National Book Award finalists, winners of Will Eisner Comic Industry awards, designers at Nickelodeon, Emmy-award winning storyboard artists, illustrators creating New York Times best-selling graphic novels, and more.

COURSE SAMPLING

Sequential Art
Advanced Sequential Art
Studio Remix:
  - Storyboards
  - Narrative Color
Character Design
Digital Illustration
Book Illustration
Fantasy Art
Pre-Production
Character Animation
Illustrative Print
Storytelling and Mythmaking
Narrative Strategies
Narrative Filmmaking
Typography I, II
Graphic Design for Games
Motion Graphics
**Sound Art**

*Studio Concentration*

MICA’s concentration in Sound Art provides an in-depth grounding in sound as an expressive medium. The curriculum focuses on composition, improvisation, computer music, sound installation, psycho-acoustics, soundtrack work, instrument design, sound art, and radio art, as well as critical theory and history. Through the study of the sonic arts at MICA, you will develop an understanding of the countless ways musical composers, sound artists, and visual artists can conceive of and develop sound as a unique and powerful work of art.

**WORKING TOGETHER**

The concentration’s range of potential partners includes STEIM, an Amsterdam-based center for research and development of instruments and tools for performers and artists in the field of sound; New Radio and Performing Arts, which fosters the development of new and experimental work for radio and sound arts; WXPN FM out of the University of Pennsylvania; Megapolis Audio Festival, an annual week-long event dedicated to the craft of DIY radio; and the High Zero Festival, an annual event dedicated to experimental electronic music and sound installation art.

**CAREER OPPORTUNITIES**

Students who study Sound Art go on to work professionally as sound designers scoring music for television or film, as radio producers and music editors, as stage/theater sound designers, sound effects editors, sound artists, electronic musicians, studio owners, and as Foley artists, mixers, and recordists.
Sustainability & Social Practice

Studio Concentration

The concentration in Sustainability and Social Practice—the first of its kind among art colleges—prepares students to engage their creative practice with the social and ecological issues facing the world today. Open to all majors, the program allows seamless movement between applied, fine, and liberal arts, and the formation of hybrid models of study among disciplines. Students have access to studio and academic courses throughout MICA, allowing them to personalize their study through courses that focus on ecology, sustainability, and social engagement.

CLASS PROJECTS

• Baltimore Urban Farming is a project-based class that partners with six to eight urban farms to learn practical gardening skills along with an understanding of each farm’s unique strengths and challenges.

• Social Documentary is a community outreach project where students use the camera as a means of understanding people in relation to each other, their environment, and society.

CAREER OPPORTUNITIES

Our graduates enter many fields. They work as graphic designers, illustrators, entrepreneurs, educators, and fine artists, all at the forefront of a contemporary practice that engages issues of ecology and social justice.
Theater

*Studio Concentration*

The concentration in Theater offers hands-on experience for students interested in all aspects of theater production. Made up of a series of core courses where students “learn by doing,” the concentration is focused on the production of an annual live dramatic performance. The curriculum centers around two closely linked courses offered each spring semester that form the six-credit umbrella—The Play’s the Thing—under which each year’s full dramatic productions are conceptualized, developed, and mounted. The two linked courses culminate in ticketed, revenue-producing, multiple public performances in MICA’s BBOX in the spring semester.

*PUTTING ON A SHOW*

Students manage almost every aspect of the concentration’s dramatic production, including acting; costume design; set, prop, sound, and lighting design; stage management; and set construction. They also design, produce, distribute, and maintain publicity materials, from posters and programs to websites and media ads. Students do all of this under the guidance of highly credentialed faculty.

*CAREER OPPORTUNITIES*

Students who pursue the concentration in Theater go on to find work in a variety of fields, including in the theater and the entertainment industries—as art directors, costume and prop designers, filmmakers, graphic designers, and more.

**COURSE SAMPLING**

- Contemporary Drama
- Costume Materials and Technique
- The Expanded Body: Performance
- Multicultural Theater
- Moving Pictures
- Performance Poetry
- Production
- Projected Light
- Publication Design
- Puppets and Prosthetics
- Signs, Exhibits, Spaces
- Sound Installation Art
- Special Effects
- Storytelling and Mythmaking
- Technical Design
- Web Design
MICA’s BBOX—a black box theater used for a wide range of performing arts productions, including plays and musicals—is located in The Gateway residence hall.
5th-Year Dual-Degree Capstone Programs

MICA offers six 5th-Year Capstone Programs leading to master’s degrees. You can, in one year (not two), earn a master’s degree in any of these programs.

ART EDUCATION (BFA/MAT) — see page 112 for details on this nationally renowned program.

BUSINESS OF ART & DESIGN (ONLINE MPS)

Business of Art & Design is the first graduate business degree program focused on the unique needs of creative professionals. The curriculum emphasizes the practical business knowledge needed to start, sustain, and grow an art- or design-based business. Coursework includes finance and accounting skills, knowledge of relevant legal issues, and offers a foundation of strategic marketing skills that allows students to move their business plan from theory to the marketplace.

CRITICAL STUDIES (MA)

The Critical Studies program provides a pathway to professional practice or further study at the doctoral level through an in-depth grounding in critical theory and analysis. Prepare for a career influencing culture through writing and other forms of critical expression—as a writer, resident expert, archivist, critic, or other professional working in the field. Bridge your interest in the creative arts with a solid grounding in liberal arts and move beyond the purely academic by collaborating with artists in a creative environment. Learn both how and why art is created as you develop your own voice for discussing it in a way that advances the visibility, impact, and appreciation of arts and culture.
INFORMATION VISUALIZATION (ONLINE MPS)
MICA’s Information Visualization program, the first such program offered by an art college, prepares artists and designers for the visualization industry—where the management of complex data through images and infographics is essential—including architecture, urban planning, homeland security, health, social networking, business, and more.

SOCIAL DESIGN (MA)
The Social Design program prepares the next generation of leaders in community-focused design. The curriculum integrates hands-on practice with community leaders, Johns Hopkins Public Health researchers, and other partners using design to identify and address real-world challenges in the community.

UX DESIGN (ONLINE MPS)
The UX Design program prepares professionals to understand both the design and computer science sides of the user-experience equation. The program combines analytical problem solving and design thinking to enable student mastery of UX design principles. Completed in just 15 months, combining online learning with short residencies, the program allows students to study full time while maintaining their current work-life balance.
At MICA, it's all about the art.

In the mind is curiosity and imagination, but in the art, you'll discover power and revelation. This student artwork reveals the ideas, the passions, the dreams of the artists who work and study at MICA.
REALLY T THE ART...

FOCUS ON ART, IMMERSE IN IT COMPLETELY:
164-269 MEDIA ARTS & DESIGN
270-358 FINE ARTS
SARA SOWELL
Film & Video Major
*Adjusted Course*
Still from video
SARA SOWELL
Film & Video Major
Kings Teaser
Still from video
KIRSTEN LEPORE
Animation Major
*Sweet Dreams*
Stop motion animation
OLIVIA HUYHN
Animation Major
Borrowed Light
2D animation
TYLER TAMBURO
Interactive Arts Major

surfaceTouchEvent

Interactive sound installation
KATE STERFLINGER
Animation Major
*Epic Bear Bear*
Game design
BRYAN CONNOR, Graphic Design Major
PIO CANLAS, Illustration Major
JONATHAN LEVY, Painting Major
KATHERINE MCDERMOTT, Illustration Major

Legends of the Pony Express
Board game
ERIK DEVAULT
Animation Major
Ascension
3D short film
TURNER GILLESPIE
Animation Major
*Untitled*
2D animation
Why shouldn't you talk to your pets?

APRIL CHOU
Film & Video Major
*Why shouldn’t you talk to your pets?*
Stills from video
JACKSON GROVE
Film & Video Major
*After Midnight*
Still from video
NATALIE PAUTSCH
Photography Major
Box Adventures
Digital photograph
SOPHIE MONOSMITH
Photography Major
*Irreversibly Lost: Room with a View*
Digital photograph
RAÏSSA ROSENBAUM
Photography Major
*Muffled Car Radio Playing*
Archival pigment print
MICHELE CZERWINSKI
Photography Major
From the series This One Time
Digital photograph
JENNA GRAY
Photography Major
From the series Becoming Miss Jenna
Print from 35mm color film
EUGENIA BULAWKA
Photography Major
Modern Domestic Bliss
Digital photograph
BLAIR LASHLEY
Photography Major
Untitled
Digital photograph
TED SCHANTZ
Photography Major
Untitled
Digital photograph
AMALIA BUSSARD
Photography Major
From the series *The Wholesome Bowl*
Digital photograph
SCOTT BRADLEY
Photography Major
Deconscructivist
Digital photographs
JACKIE CADIENTE
Interdisciplinary Sculpture Major

One Small Step
Stop motion animation characters

Tree Spirit
Wood

One Small Step Robot Puppet
Mixed media

Pinocchio
Mixed media
ANDREW SHIM
Animation Major
The Keyboard
3D short film
EMMA ALBUQUERQUE
Photography Major
*Float*
Digital photograph
MORGAN CADY-LEE
Photography Major
Untitled
Silver gelatin print
BHAKTI PATEL, Animation Major
JILL MIYABARA, Animation Major

Mahabharat
3D animation
AVI JACOB
Animation Major
Sparda
Low Poly City Environment
SAM ROBINSON
Interactive Arts Major
Cigarettes and Swords
Game design
MICHELLE SHEN
Interactive Arts Major
*Flight of the Rocking Chair*
Game design
SHANA HOEHN
Painting Major
*Untitled*
Photo documentation of mixed-media installation

*Untitled*
Photo documentation of mixed-media installation
IVAN DAVID NG
Painting Major
The Familiar Horizontal
Composite digital print
TYNESHA FOREMAN
Animation Major
Corpus Research Institute
Stop motion animation
HAYDEN PATTERSON
Animation Major
Robbed
Stop motion animation
CHELSEA HARMAN
Film & Video Major

Creepy Layered Experiment
Still from video
COREY HUGHES
Film & Video Major
I think im gonna die
Still from video
SARA SOWELL
Film & Video Major
Sound Drawing
Still from video
CHELSEA HARMAN
Film & Video Major
Insomnia
Still from video
JUSTIN LIVI, Interactive Arts Major
SAM ROBINSON, Interactive Arts Major

Discoursi
Game design

If you travel too far from the other player your link will be broken and the game will be over.
JOHNNY CHENG
Interactive Arts Major
Glasses
Game design
RACHEL YALISOVE
Interactive Arts Major
Conversational Gestures
Gloves, accelerometers, kinetic sensors, human interaction
SHAWN COOK
Interactive Arts Major
shawncook.is
Website
MORGAN CADY-LEE
Photography Major
Untitled
Silver gelatin print
MICHAEL BUSSELL
Photography Major
Ever
Archival pigment print
MICHAEL SCHILLINGBURG
Graphic Design Major
Home
Game design
JON GORR, Interactive Arts Major
KOYA ONEDA, Interactive Arts Major
Vera Online
Game design
SARAH PEELER ADAMS
Photography Major
From the series Nova Scotia
Digital photograph

DYLAN BRACH
Photography Major
Senior Thesis
Photo collage
TED SCHANTZ
Photography Major
From the series Composites
Photo collage
HEDA HOKSCHIRR
Graphic Design Major
Palmistry
Installation
NINA ALLEN
Graphic Design Major
21 Guns
Installation
KACIE MILLS
Graphic Design and Humanistic Studies Major
Tim O'Brien Series
Book cover design
JEFF SHOR
Graphic Design Major
Deer Stalker
Packaging design
LISA KALICZAK
Architectural Design Major
Lounge Chair
Wood and metal
NICOLE ORTEGA
Architectural Design Major
Body Torus
Cardboard
SUDA SRIGATESOOK
Architectural Design Major
Schroder House
Wood model
CAROLINE KABLE, Environmental Design Major
CINDY JIAN, Environmental Design Major
AUSTIN PEPPEL, Environmental Design Major

Beach Canopy

Digital fabrication using computer numeric control tools
MONTANA BOWMAN
Graphic Design Major
Grab
Digitally printed, saddle stitched book
ANTHONY CHENG
Graphic Design Major
Katachi—Your Digital Outfit
Installation

Katachi is an app to dress up a avatar using wearable elements in a simple graphic clothing system. It allows users to create their own personal style.
ALEX INNOCENTI
Illustration Major

Opposite Page:
Journey to the Sun
Acrylic and airbrush

Armored Assailant
Oil

Geared Up
Acrylic and airbrush

This Page:
Lone Ranger
Oil

Treasure Island
Oil
SARAH LO
Fiber Major
Aegis
Knit and neopixels
SEBASTIAN RUIZ
Architectural Design Major
Con Nuestros Propios Esfuerzos
Salvaged materials
LESLIE XIA
Graphic Design Major
Kashink
Publication design
ZAK BICKEL
Graphic Design Major
Charm City Chinese
Publication design
PATRICIA FUENTES
Architectural Design Major
*Precedent Project: Sunflower House*
Left: Graphite on paper. Right: Balsa wood
RACHEL YALISOVE
Interactive Arts Major
Folkekakken
CAD model
PAIGE VICKERS
Illustration Major
Portrait of Allan

ANDREA ROSSI
Illustration Major
Untitled
DANIEL PAGAN
Illustration Major
*Puerto Rican Exodus*
Ink digital
KACIE MILLS
Graphic Design and Humanistic Studies Major
Iceland
iPad app
DANIEL CALDERWOOD
Graphic Design Major
Concept Album Art and Vinyl Packaging
for Feel It Break by Austra
Digital printing
MONICA AMNEUS
Illustration Major
*Badass Ladies of Literature - Alice in Wonderland*
Digital
LEONARD PENG
Illustration Major
Lost 4
Digital and graphite

Lost 2
Digital and graphite

Lost 3
Digital and graphite
MICA Annual Benefit Fashion Show
MICA Annual Benefit Fashion Show
PATRICIA FUENTES
Architectural Design Major
Canyon Pavilion
Wood, plexiglass, balsa wood
SHARON AN
Architectural Design Major
Ascension: A Tea House
Plans of public, semiprivate, and private spaces
DANIEL PAGAN
Illustration Major
*Fireman (Jawbreaker)*
Ink digital

*I Don’t Care (The Ramones)*
Ink digital
Where is My Mind (The Pixies)
Graphite digital

The Raven
Ink digital
# (hashtag)

Infographic book

KEVIN VALENTE
Illustration Major

Infographic book
JAN RICNY
Graphic Design exchange student
John Scofield
Infographic book
RACHEL YALISOVE
Interactive Arts Major
Dwelling
Foam core and illustration board
AKANE BESSHO
Architectural Design Major
Hanging Cafe
Cardboard
HESUH PARK
Graphic Design and General Fine Arts Major
What Hesuh Eats
Installation
AMANDA McMICKEN
Graphic Design Major
Shape Up
Mobile app
SONIA LIAO
Illustration Major
Current
Digital
SEUNG-HEE LEE
Illustration Major
Succubus
Gouache on paper

Medusa
Gouache on paper
DREW SHEILDS
Interdisciplinary Sculpture Major
Enki’s Marsh
Digital print on BFK paper, from hand drawn scan
BART BROWNE
Illustration Major
Cutting through the Park
Digital Photoshop

Hitting the Mall
Digital Photoshop
SHARON AN
Architectural Design Major
Pavilion for Two: An Overprotective
Mother and Her Daughter
Basswood, cardboard
BEN FANN
Architectural Design Major
Folding Inspired Project—
hand built model
Basswood, corrugated cardboard
GREG MURPHY
Illustration Major
Human Nature
Digital
PAIGE VICKERS
Illustration Major
*One Flew Over the Cuckoo’s Nest*
Book cover design

*Lolita*
Book cover design
EUN JOO BAE
Illustration Major
Story of Arang
Sequential art
AUSTIN PEPPLE
Environmental Design Major
3D Printable, Customizable, Musician’s Bow
Product design, digital fabrication
AUSTIN PEPEL, Environmental Design Major
KEVIN PAGDON, Environmental Design Major
*Headlamp*
Product design, digital design and non-functional prototype
AMY HUSHEN
Graphic Design Major
LP Vinyl Album Packaging
12” LP vinyl album
MARK CHAN
Graphic Design Major
Last Call
Packaging design
CHRISTINA CHENG
Environmental Design Major
Pedestrian Bridge
Digital fabrication
CARA WOHNSIGL
Environmental Design Major
Children’s Museum of Manhattan
Documentation of a bridge-building activity, made of wooden blocks for the Hello from Japan! exhibit at the Children’s Museum of Manhattan
JANE KIM
Illustration Major
Book Design
Paper
BESAN KHAMIS
Interdisciplinary Sculpture Major
*Bird’s Eye View*
Paper, wood, spackle buckets, motorized found objects, performance
CHRISTINA CHENG
Environmental Design Major
Regrowing Lost Cityscapes
Balsa wood, 3D renderings

The red shaded part represents the old existing walls and how massing in the new architecture would respond to the wall.
AKANE BESSHO
Architectural Design Major
Baltimore School of Life
Particle board, graphite and paper
KEVIN PAGDON
Environmental Design Major
Pressurized
Product design: fabric embedded with electronics

This area improves breathing patterns and helps to remedy sore chest muscles.

The pressure point on the outside of the arm remedies the bicep and forearm.

Activation of the pressure points on the ribs helps the body with digestion and chest pain.
EMILY CUDWORTH
Fiber Major
**LED Gallop Boots, Prototype**
Product design: Abetta
equine gallop boots, RBBB
Arduino, LEDs, resistors,
Li-on battery, conductive
thread, self-made bend/
purpose sensors (conduc-
tive thread, anti-static film,
neoprene)
JANET EO
Painting Major
*The Myth of Tragedy*
Mix medium on BFK paper
3 x 15 feet
ANDREW KUNZ
Printmaking Major
Enlightenment
Relief
NICOLE RODRIGUES, Printmaking Major
SOUMYA DHULEKAR, Art History, Theory, & Criticism Major

*Neither Here Nor There*

Accordion book, eight-layer screen print with four-layers on each side
CASSIS PITMAN
Ceramics Major
12 Hours (detail view)
Mixed clay bodies
8 x 16 x 2 inches

1,400 ceramic boxes: a visual representation of the number of children sold into slavery worldwide every 12 hours.
Katie Stone
Ceramics Major
*Lethal White*
White earthenware, watercolors

*Latitudes*
Brown stoneware, watercolor, ink, acrylic
EMMA FINEMAN
Painting Major

Dia
Chloe Red

Chloe
Elise

Dia Red
Tosh
All on oil on canvas
GIHEA NHO
General Fine Arts Major
Word with Thorns
Mixed media
MARIA SCHWEITZER
Drawing Major
Closed Guard Lapel Grip
(Time-out)
Acrylic, charcoal and oil pastel
on paper

Untitled I (Sense of Self & Defense)
Mono print and charcoal
PETER FERGUSON
Painting Major
Untitled
Charcoal on paper
83 x 124 inches
TARYN MINGEY
Interdisciplinary Sculpture Major
*Catawampus*
Foamcore, pipe cleaners
DONNA GABRIEL
General Fine Arts Major
Soñado
Charcoal and ink drawing on eggshell
ADAM LAFON
Painting Major
*Untitled*
Oil on canvas
CHRISTOPHER MCCARTHY
Painting Major
Sleepwalking
Oil on board
ART

KAY PORTER
Ceramics Major

*fffLoom*
Sandblasted porcelain with human hair

*Furvr*
Porcelain with glaze
EMILEE WOOTEN
Ceramics Major
Tway
Stoneware, acrylic paint, wax
25 x 36 x 25 inches
MILDRED CROW
Painting Major
May Tree
Oil on linen
12 x 15 inches
ADAM LAFON
Painting Major

*His mind, as always, somewhere else*

Oil on canvas
KALI PUDER, Fiber Major
MEAGAN JENIGEN, Fiber Major

Paracosm
Crochet, dyed industrial knit fabric
EMILY SCHUBERT
Fiber Major
One Man Show from Kisah Baru Lama: An Old New Story

SAM BLOOM
Fiber Major
Intimacy: A Collaboration
ETHAN HOLLENBAUGH
Interdisciplinary Sculpture Major
*Untitled*
Resin/fiberglass, steel
SAM OSHINSKY
Interdisciplinary Sculpture Major
*Untitled*
Maple, ebonized maple, and cedar wood, tung oil, wood glue

Mountain Banjo
Black locust and maple wood, goat hide, steel, nylgut strings, bone, screws, wood glue
SARAH OLMSTED
Ceramics Major
*Wheel 2*
Mid-fire clay
16 x 12 x 16 inches
GREGORY BROADWELL
Ceramics Major
*Series of Shot Clay Bodies*
Shot clay
36 x 44 x 7 inches
JORDAN PEMBERTON
Painting Major
Gym/Pool
Graphite, watercolor on paper
22 x 16.5 inches
CHRISTINE BERGERON
General Fine Arts Major
Bubble
Graphite on panel
12 x 12 inches
NATALIE EBAUGH
Fiber Major
Tude Krew
Clothing line
AMANDA MADRIGAL
Fiber Major
Las Muñecas
Installation: Hand-cut reflective mylar, found high chair, found clock, handmade large scale dolls, portraits, pillow clouds
SAMANTHA JO PETERSON
General Fine Arts
Hearth for the Pensive, Hearth for the Ethereal, Hearth for the Percipient
Mixed media
JACKIE RICCIO
Printmaking Major
Luxury
Screen print, etching, plate lithography, estisol transfer, trace monotype
22 x 30 inches
JACKIE RICCIO
Printmaking Major
Series: Creatures
Canvas, spray paint, oil pastel, screenprint, fabric, flocking
36 x 48 inches
VAL KARUSKEVICH
Photography Major
*Drawing in the Sand No. 32*
Unprocessed C-paper
DAISY FARRELL
Drawing Major
Spermicide
Paper sculpture
IAN REYNOLDS
Painting and Humanistic Studies Major
*Landscape with Wall, Window, and Radiator*
LOUIS FRATINO
Painting Major
Garage
Oil on canvas
SYMphonie Fan
Ceramics Major
Block
Stoneware
TATJANA KUNST
Ceramics Major
Floating Forest
Porcelain, fibers
MCKINLEY WALLACE III
Painting Major
Geisha
Charcoal, ink, and print on canvas
20 x 20 inches

Timelessness
Conté crayon, ink, and oil on canvas
40 x 36 inches
DAVID LEVER
Painting Major
Calm Place
Oil on canvas

Gathering
Oil on canvas
48 x 48 inches
NATOVIAN MCLEOD
General Fine Arts Major
And We Were No Longer Held Up
By The Same Structures
Wood, enamel
SAM ACUFF
General Fine Arts Major
Bench
Wood, metal
EMILY BURKE
Ceramics Major
Zoochosis
Wood, ceramic, epoxy, foam, acrylic
KATELYN SUGALSKI
General Fine Arts Major
Życie, śmierć, dusza (life, death, spirit) Ceramic Cocoon Series
Stoneware ceramic, matte and gloss glaze, iron oxides
JACOB WEINBERG
Painting Major
Pool
Acrylic and graphite on canvas
35 x 30 inches
JONATHAN LEVY
Painting Major
*Untitled*
Charcoal and enamel on canvas
48 x 48 inches
MARCELLO CUNHA, Interdisciplinary Sculpture
MORGAN BALFANZ, Fiber Major

Chair Back
Cherry, digitally printed cotton
ABBIE WISE
Interdisciplinary Sculpture Major
*Standing Among Tall Grasses*
Paper, thread, box fans
MATT DELONG
Interdisciplinary Sculpture Major
*Untitled*
Wood sculpture
JAKE WEISS
Interdisciplinary Sculpture Major
Untitled
Wood tables
LINDSAY IREDALE
Printmaking Major
Made in the USA
Mixed media book and silkscreen
CHRIS WILLIFORD
Printmaking Major
Nick
Screenprint on paper
MILDRED CROW
Painting Major

*Altar*
Oil on panel
9 x 12 inches

*Wonders of Nature*
Oil on linen
MARIAM COOPER
Painting Major
Untitled
Oil on canvas
24 x 64, 42 x 64 inches

Untitled
Oil on canvas
38 x 64, 38 x 64 inches
SAM RIETENBACH
General Fine Arts Major
*Self Portrait Number II*
Acrylic on found materials
Sammie Miller
Fiber Major
What's that for?
Tampons, burlap, pine, steel, wire
ZACK INGRAM
Printmaking Major
Katrina
Lithograph on aluminum
MARK WILLIAMS
Printmaking Major
Skin
Collagraph and screenprint
MOON CHOI
Fiber Major
Pollination
MEAGAN JENIGEN
Fiber Major
Guts
Digital print on silk
ANDY VIBLE
General Fine Arts Major
World View
Mixed media

Watching Television
Mixed media
SARA DITTRICH
Interdisciplinary Sculpture Major
Call and Response
Wire, double bass bridge, acoustic pickup, amplifier, speaker, ladder
MORGAN BOLT
Ceramics Major
*Untitled*
Cone 6 porcelain, black slip, clear glaze
11 x 5 x 1 inches

*Row of Drains*
Commercial ceramic tiles, sandblasted
41 x 11 inches

*Manhole Cover Dinnerware (Baltimore III)*
Cone 10 B-Mix, gold shino glaze, wood fired
9.5 x 9.5 x 3 inches
EDEN HOVENGA
Ceramics Major
If You Stand in Just the Right Place, You Can Hear the Water Humble the Earth
Porcelain, enamel transfers, lustre
6 x 4 x 1 inches

If You Stand Long Enough, You Can Feel the Mud Between Your Toes #2
Porcelain, enamel transfers, lustre
6 x 4 x 1 inches
JEAN-LUC GALLIC
General Fine Arts Major
*Barrier No. 2*
Paint on concrete
SARAH TYSON
Interdisciplinary Sculpture Major
Innertube I
Ceramics, flocking
LIVIA ERWIN
Painting Major
Reincarnation: Glenn Dale
Oil on canvas
60 x 70 inches
CHRISTOPHER MCCARTHY
Painting Major
Ghosttown
Acrylic on canvas
EMILY SCHUBERT
Fiber Major
Mouth Monster
ISOBEL MODICA
Fiber Major
Nothing Beside Remains
Upholstered digitally printed fabric

Sun Bleached
Upholstered digitally printed fabric
MEAGAN JENIGEN
Fiber Major
The Artificial Suspension of Pegasus (Hung like a Horse)
Swan wings, resin cast pony fetus, handmade rope
SEAJIN YOON
General Fine Arts Major
*Untitled*
Lace, printed applique
AMANI LEWIS
General Fine Arts Major
Fight Back
Photo collage/painting
38 x 48 inches
RACHEL CHRISTENSEN
Fiber Major
Self Portrait in the Key of 76°
Longitude West
Hand-stitched cotton thread
11 x 13 inches
JEN LIU
Fiber Major
*Connected Sock*
Knitted yarn
18 x 10 x 1/2 inches

*Finger Trap*
Knitted yarn
10 x 8 1/4 inches
LOUIS FRATINO
Painting Major
*Red Room*
Oil on wood
SHELBY NORTON
Interdisciplinary Sculpture Major
*On the Sexual Enlightenment of Children (B)*
Stoneware and porcelain
NELLIE SORENSON
Ceramics Major
Grace
Ceramics
KANGHEE KIM
Painting Major
O0ps
Mixed media installation
APRIL CAMLIN
Fiber Major
*Optic Jumpsuit with Backdrop*
Digitally printed crepe georgette and ripstop nylon
STELLA LEE
Fiber Major
Hold on
Indigo, cotton, silk organza, nylon spandex
STELLA LEE
Fiber Major
*Drawing Pthalo*
Acrylic paint, ripstock nylon, vinyl, rayon, and various found fabric
KATHERINE KENNEDY
Painting Major
Experimentation
Oil on canvas, chair
LINDSAY AURA MILLER
Ceramics Major
*Modern Interpretation of a Tulip Vase*
Stoneware, commercial glazes, nasturtiums
JENN KIM
Interdisciplinary Sculpture Major
*SapSucker*
Mixed media
OLIVIA MCGAVISK
Ceramics Major
Vinebox
Pine wood, ivy plant
BLAINE ROBERTS
General Fine Arts Major
Obstruction
Wood
SARA KELLER
Fiber Major
*Untitled*
Dirt, toilet paper
KEVIN COOK
Interdisciplinary Sculpture Major
Ripple
Steel, wood, rocks, water
REGULATIONS, PROCEDURES, ACADEMIC POLICIES
For complete information on MICA regulations, policies, and procedures, please refer to www.mica.edu/policies.

SECURITY
The security of all students and employees is of vital concern to Maryland Institute College of Art. The Campus Safety Guide contains information concerning campus security and personal safety including pertinent policies concerning the reporting of crimes on campus and crime statistics. Copies of this document may be requested from the Office of Undergraduate Admission, and it is available online at www.mica.edu/LIFE (select Campus Safety).

COLLEGE’S RIGHT TO REPRODUCE POLICY
MICA reserves the right to reproduce without notification any artwork produced by students while attending MICA’s degree and continuing studies programs; this reproduction will be for non-commercial purposes only, and may include print publications, institutional websites, e-communications, multimedia presentations, and documents about the College for admission recruitment, fundraising, or institutional informational purposes.

PRIVACY RIGHTS OF PARENTS AND STUDENTS
Maryland Institute College of Art is in compliance with the Family Educational Right to Privacy Act (FERPA) of 1974. Students and others who wish specific information regarding their rights of access to institutional records maintained in their names are advised to contact the registrar. All entering students sign a waiver at Orientation that permits MICA to release information on a regular basis about the achievements of the student body through routine “hometown press releases.” Information released in this manner may include announcements of merit-based prizes and awards, honors for academic achievement (“dean’s list”), matriculation and graduation.

STATEMENT OF EQUAL OPPORTUNITY AND REASONABLE ACCOMMODATION
Maryland Institute College of Art is committed to its policy of providing equal opportunity regardless of race, color, creed, national origin, religion, gender, sexual orientation, marital status, age, disability, or status as a disabled veteran or Vietnam-era veteran. This policy applies to all programs, facilities, and activities provided by Maryland Institute College of Art, including but not limited to admission, educational programs, and employment. MICA is committed to providing individuals with disabilities access and reasonable accommodation to all MICA programs, services, and activities. For information, or to request disability accommodations, please contact MICA’s Learning Resource Center, 410.225.2416, lrc@mica.edu, or visit www.mica.edu/learning-resourcecenter for more information. All MICA forms for admission and financial aid application are available at www.mica.edu/ugforms for users of a screen reader.

INDIVIDUAL STUDIO SPACE
Available studio space is assigned on a space-available, and in some departments on a competitive, basis. Each department has its own policy for the assignment of available studio spaces to its majors. Although every effort is made to provide appropriate workspace for students, studio space is limited. The College cannot guarantee that every student will receive a studio space.

ACCREDITATION
Middle States Association of Colleges and Schools National Association of Schools of Art and Design

CONSORTIUM MEMBERSHIPS
• Middle States Association of Colleges and Schools
• Association of Independent Colleges of Art and Design
• Maryland Independent College and University Association, Inc.
Explore, Visit, Apply

To create a dynamic community of artists, we seek students who have made a commitment to art and design and who have the potential to become thinking artists who will leave their mark on the world.

Admission to MICA is highly competitive. Students who apply to MICA must, demonstrate their commitment through the development of a serious portfolio of artwork. In selecting from among the many outstanding applications we receive for a limited number of places, MICA’s Admission Committee considers a comprehensive set of factors. Central to our evaluations are the artistic and academic qualifications of our candidates, but we also consider extracurricular activities and achievements, art experience beyond required classroom instruction, and personal qualities.

www.mica.edu

For dates, times, and information on how to schedule a visit, call 410.225.2222 or go to www.mica.edu/ugvisit

For information on how to apply, go to www.mica.edu/ugapply

For information on financial aid, go to www.mica.edu/finaid

To ask a question go to www.mica.edu/ugcontact

Office of Undergraduate Admission
Maryland Institute College of Art
1300 West Mount Royal Avenue
Baltimore, MD 21217-4134

T. 410.225.2222
F. 410.225.2337
E. admission@mica.edu

Online request for more info: www.mica.edu/moreinfo