



STUDIO ART

Program Objectives

The B.A. in studio art is meant to give a substantial studio experience with a significant number of non-art electives. This degree encourages students to take a broad range of courses in conjunction with disciplines outside of the visual arts.

The BFA degree is offered for students who seek focused, undergraduate professional education in studio practice. There are degree concentrations in ceramics, digital art, drawing, painting, photography, printmaking, and sculpture. Students who intend to pursue professional careers in art and design or who plan to pursue graduate study culminating in the MFA degree are encouraged to seek admission to the BFA program.

USM ART programs offer a low student-teacher ratio, mentorship and peer learning. A sense of community flourishes within the department and is reinforced by the dedicated and attentive staff, who are all practicing artists or art historians.

Degrees & Concentrations Offered

Graduation Planner: usm.maine.edu/advising/degreeplanning

Degree Offered: Bachelor of Fine Arts, Bachelor of Arts

Major Offered: Studio Arts

Concentrations Offered: Ceramics, Digital Art, Drawing, Painting, Photography, Printmaking, Sculpture

Minors Offered: Art History, Studio Art

Art Department

Gorham Campus, 109 Robie-Andrews Hall
(207) 780-5460

Web Address: usm.maine.edu/artdepartment

Facebook: [USM Art Department Alumni](#)

Career Possibilities*

Archivists, Curator, and Museum Technicians
Art Director
Commercial and Industrial Designers
Costume Designer
Desktop Publishers
Fashion Designers
Floral Designers
Graphic Designers
Jewelers/Precious Stone and Metal Workers
Makeup Artist
Multimedia Artists and Animators
Painters
Photographers
Potter
Printmaker
Sculptors
Textile Designer

* Additional education, training or experience may be required.

Acquired Transferable Skills

Ability to Work in Teams or Independently
Complex Problem Solving/Analysis
Communication-Oral and Written
Establishing and Maintaining Relationships
Judgment and Decision Making
Manual Dexterity
Originality & Creative Thinking
Organizing, Planning, and Prioritizing Work
Selling or Influencing Others
Thinking Creatively
Visualization & Visual Color Discrimination

For more information on transferable skills go to:
usm.maine.edu/community-engagement-career-development/career-tools

What can I do with this major?*

| AREA | EMPLOYERS | INFORMATION/STRATEGIES |
|--|--|--|
| Art Museums and Galleries Administration Curatorial Conservation Publications Exhibit Design/Prep | Government or private museums Local historical societies Galleries | <ul style="list-style-type: none"> • Intern or volunteer in an art museum. • Develop strength in art history areas. • Earn a business minor. • Acquire strong skills in research, fund-raising, speaking, and writing. • Earn an advanced degree for greater career opportunities. • Each specialty has varying qualifications and required training. • Develop good interpersonal skills, including teamwork. |
| Commercial Art Painting Sculpture Illustration Printmaking Weaving Media and Techniques Including: Pottery, Glass, Ceramics, Textiles, Wood, Metal, Paper | Self-employed (62%) Shared studios Living historical museums and historic sites School/Community programs College and universities | <ul style="list-style-type: none"> • Prepare and continue to develop a strong portfolio. • Participate in juried shows and secure guild membership. • Consider developing a source of supplemental income. • Learn to network and make contacts. • Obtain experience through apprenticeships, internships, volunteering. • Maintain an up-to-date physical and digital portfolio of your work. • Gain relevant experience through part-time jobs and internships • Be prepared to relocate to the larger markets of metropolitan areas |
| Media Portrait/Nature Scientific/News Commercial/Industrial Fine Arts | Museums Websites Studios Self-employed Photo agencies | <ul style="list-style-type: none"> • Develop proficiency with photo editing software. • Minor in business to develop knowledge of business principles. • Apprentice with a free-lance photographer. • Maintain an up-to-date portfolio. • Obtain an internship or part-time job with the campus newspaper. |

*To learn about these areas and much more visit: whatcanidowiththismajor.com/major • © 2011 What Can I Do With This Major

Enrichment Opportunities

Internships

ART 400 Internship in the Visual Arts
 For more information Contact Department.
usm.maine.edu/community-engagement-career-development/internships

Study Abroad

For more information contact the USM Office of International Programs.
usm.maine.edu/international/study-abroad

Clubs & Organizations

Community of Arts -Living Learning and Life Style Floors, [Words and Images](#), [Free Press](#).

USM Corporate Partners

The USM Corporate Partners are over 350 business people, from nearly 100 companies. usm.maine.edu/corporatepartners



Helpful Career Links

USM Career Connections:

USM's career network for job and internship searches. usm.maine.edu/community-engagement-career-development/usmcareerconnections

O*NET OnLine:

Learn more about a career opportunity by researching it with O*NET. onetonline.org

Occupational Outlook Handbook:

Learn more about a career opportunity by researching it with OOH. bls.gov/ooH

PROFESSIONAL ASSOCIATIONS To name a few...

- [American Institute of Graphic Arts](#)
- [The Society of Illustrators](#)
- [National Cartoonists Society](#)
- [Association of Medical Illustrators](#)
- [American Alliance of Art Museums](#)
- [Society of Children's Book Writers and Illustrators](#)