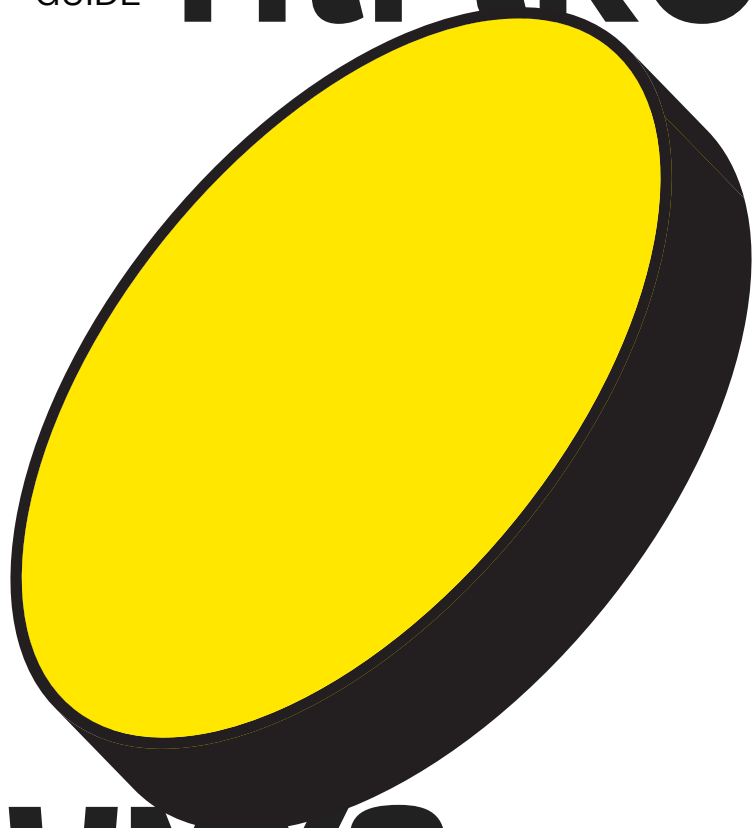


AN  
ARTIST'S  
GUIDE

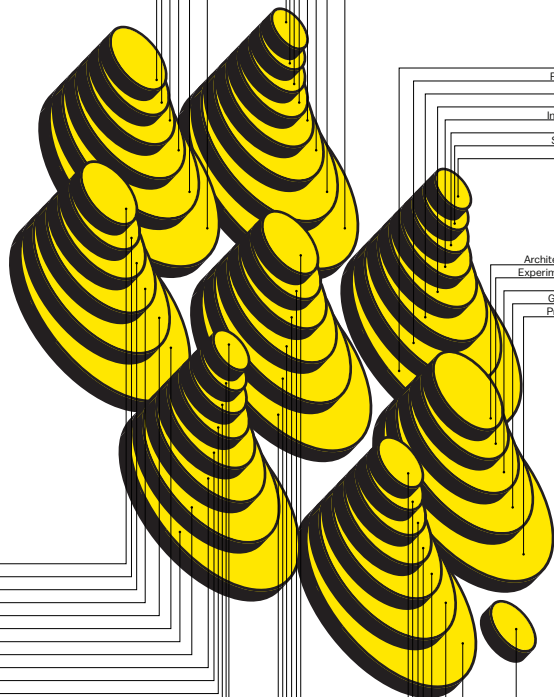
# HtFtRC



# WMYS

LIBERAL ARTS  
 Art History, Theory, and Criticism  
 Creative Entrepreneurship  
 Curatorial Studies  
 Humanistic Studies  
 Theater  
 Sustainability, Equity, and Environment

# AN ARTIST'S GUIDE



FINE ARTS  
 Book Arts  
 Ceramics  
 Drawing  
 Fiber  
 General Fine Arts  
 Painting  
 Printmaking  
 Interdisciplinary Sculpture

MEDIA ARTS & ILLUSTRATION  
 Animation  
 Film and Video  
 Filmmaking  
 Illustration  
 Interactive Arts  
 Photography  
 Sequential Art  
 Sound Art

DESIGN  
 Architectural Design  
 Experimental Fashion  
 Game Design  
 Graphic Design  
 Product Design

ART EDUCATION

Programs/Depth of Study  
 Flexible Curriculum  
 Reputation  
 Study Abroad  
 Size  
 Students  
 Faculty  
 Visiting Artists or Critics  
 Location  
 Campus & Facilities  
 Technology  
 Residence Life/Food  
 Student Life  
 Professional Exposure  
 Career Development  
 Internships  
 Alumni  
 Networking  
 Graduate Studies  
 Application Process

WHERE TO START  
 When to start looking at colleges  
 When/how to have a portfolio review  
 What to expect from campus interviews and portfolio reviews, and what to bring along with you  
 What you should include in your portfolio  
 What else, in addition to your art ability, is considered in college application evaluations  
 What you need to know about majors and how they may best suit your skills, interests, and personality  
 What can I do in my sophomore and junior year of high school to get a head start in preparing for my college applications?

Prompts

# A creative exercise before we begin

## WHAT MAKES YOU SPECIAL?

How do you see the world around you? It's a big question, and it deserves a big answer—one that only you can provide. Who you are, what you like to do, your abilities and your temperament—all are factors to weigh as you begin your college selection process. So before we dig into this important life choice, let's try a creative exercise. The following prompts are designed to tap into your senses, bolster your voice, and explore how your mind works. Think of these as a Swiss army knife, giving your brain the tools it needs to understand and celebrate you.



**PUT THIS  
BOOK IN THE  
FREEZER  
OVERNIGHT,  
THEN READ  
IT THE NEXT  
MORNING,  
ICE COLD.**

**STAND  
ON THIS  
BOOK WHILE  
TALKING  
TO YOUR  
FRIEND.**





**INTRODUCE  
THIS BOOK  
TO YOUR  
OTHER  
BOOKS.**







**RIGHT NOW,  
QUICKLY,  
CREATE A  
30-SEC.  
VIDEO WITH  
THIS BOOK  
AS THE LEAD  
CHARACTER.**

## PROMPTS

## FINDING THE

## RIGHT COLLEGE

BA/BS vs. BFA (18–19)

Art School vs. University (22–25)

Planning Guide (28–41)

Research &amp; Application

Timeline (44–47)

## PREPARING FOR A

## CAREER IN ART

Fine Arts (52–71)

Media Arts &amp; Illustration (72–91)

Design (92–103)

Art Education (104–107)

Liberal Arts (108–123)

## A CLOSER

## LOOK AT MICA

Questions (126–127)

Answers (132–147)

## PROMPTS





# Finding the Right College

## ***TO BFA OR NOT TO BFA?***

You've reached a fork in the road. Do you nurture your creative passion at a top art college or at a university or liberal arts college? How do you know which works better for you—a BFA or a BA?

The following pages compare both options and provide guidance as you look for the place that best matches your interests and goals.

Whatever you decide, find a community that celebrates the creative process while honoring the pursuit of knowledge. And, most importantly, find a place where you, the artist, are the rule and not the exception.

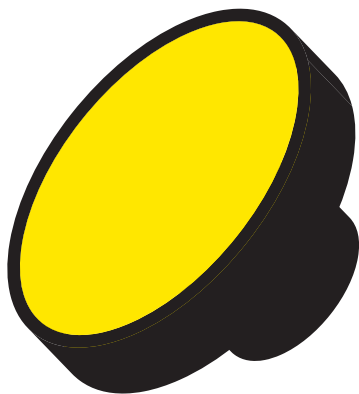


# BA/BS

***BA, BACHELOR OF ARTS  
BS, BACHELOR OF SCIENCE***

Degree offered by liberal arts colleges and universities.

Major in art with a greater emphasis on liberal arts.



55–70% of  
Coursework in  
Liberal Arts

30–45% of  
Coursework in  
Art & Design

# BFA

***BFA, BACHELOR OF FINE ARTS***

Degree offered by colleges of art and design and some liberal arts colleges and universities. Major in art with specialization in a field of interest such as painting, graphic design, illustration, video, fiber arts, or animation.



30–35% of  
Coursework in  
Liberal Arts

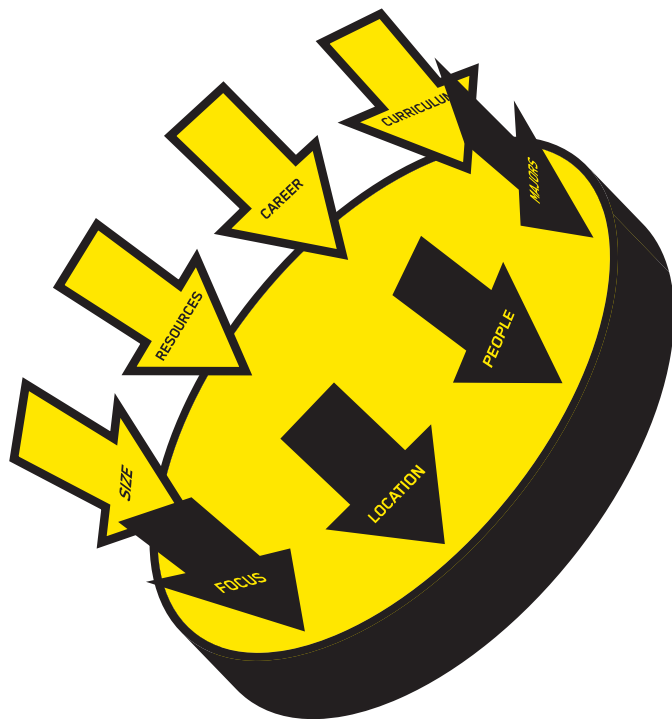
65–70% of  
Coursework in  
Art & Design





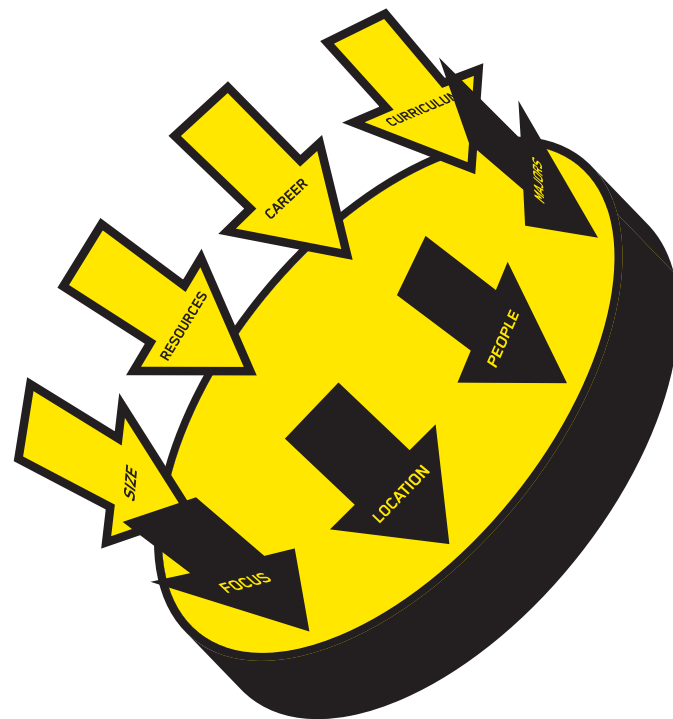
# Art School

*(LIKE MICA)*



# University

*OR LIBERAL ARTS COLLEGE*



# Art School

*(LIKE MICA)*

## FOCUS

You are committed to art, focused on a career in art, and are looking for a program that is equally focused. The creation and study of art are central to the educational experience.

## MAJORS

Most offer BFA degree programs. Broad range of art and design specializations available, including the option to major in a discipline-specific area or to create an interdisciplinary art major. Liberal arts program offers emphasis and depth in art history, literature, writing, and humanities; additional areas may be available through cross-registration with neighboring universities.

## SIZE

Relatively smaller, but focused campus community; opportunity to study and socialize with students who share a strong sense of purpose, talent, and interests.

## LOCATION

Usually located in major cities and urban centers.

## PEOPLE

Classes tend to be small in size—from one-on-one tutorials and independent study to small seminars and studio classes.

## CURRICULUM

Focused study in visual arts begins in the first year.

## CAREER

Career services focused specifically on visual arts and related fields.

## RESOURCES

Extensive art and design facilities, library, fabrication labs, technology centers, exhibition spaces, studio spaces.

# University

*OR LIBERAL ARTS COLLEGE*

## FOCUS

You want an education that exposes you to a variety of topics in addition to art. The ability to switch majors is a nice safety net if you are not 100% sure of your commitment to art.

## MAJORS

Most offer BA/BS degree programs; some offer BFA degree programs. Broad range of majors available, including art; art majors have option of dual major or minor in a field outside of art. Liberal arts programs have more options, including courses in mathematics, business, laboratory sciences, and computer programming.

## SIZE

Often a larger, more varied campus community; opportunity to study and socialize with students with a variety of majors and interests.

## LOCATION

Can be located in urban, suburban, or rural areas.

## PEOPLE

Classes range from small seminars to large lecture-style classes, with some opportunity for one-on-one study in upper-division courses.

## CURRICULUM

Core university requirements often precede focused study in visual arts.

## CAREER

Career services to suit a variety of majors.

## RESOURCES

Extensive sports facilities, libraries, computer center, theater, concert facilities.









## When to start looking at colleges:

Start researching colleges no later than your junior year. Starting as a sophomore, you can begin investigating colleges at such websites as *[nationalportfolioday.org](http://nationalportfolioday.org)* and *[aicad.org](http://aicad.org)*. Both sites can provide valuable information on accredited colleges and universities and the hundreds of art and design majors offered. Attend college fairs designed to help in your research such as NACAC Performing and Visual Arts College Fairs. As a junior, begin your college search along with your art teacher or guidance counselor on platforms such as Naviance or Cappex.

Visiting a college campus is another important part of your research in your junior year, especially if you're thinking about both art colleges and university programs. Having a personal experience on campus gives you a more accurate idea of what it's like to be a student at that college. Try to visit when school is in session, so you can drop in on classes, talk to students and faculty, and see their work exhibited.

When you visit campus, ask to have your portfolio reviewed so you can receive counseling as to how to make improvements and also have time to take additional art courses if needed. While you should definitely revisit your top college choices again in your senior year, narrow down your list now while you have time. Senior year goes by very quickly, and some college application deadlines begin in the fall semester.



## When/how to have a portfolio review:

When you make an appointment for a campus tour, arrange to meet with an admissions representative for a portfolio review. Be sure to make an appointment well before admission or scholarship deadlines so you'll have time to take advantage of suggestions made about your portfolio before you apply. A campus interview allows you to get feedback on your artwork, learn more about the college, and get to know your admissions counselor. This is an important relationship. The counselor you meet now may be presenting your application to the admissions committee in the future.

If you are unable to visit a college, consider meeting with a college representative at a National Portfolio Day in your area. These events are hosted throughout the U.S. and abroad. Two virtual events are also held each year. Information can be found at [nationalportfolioday.org](http://nationalportfolioday.org). You can also receive online advice on developing your portfolio through the Association of Independent Colleges of Art and Design at [aicad.slideroom.com](http://aicad.slideroom.com).



## What to expect from campus interviews and portfolio reviews, and what to bring along with you:

A campus interview allows you to learn what a college is all about and it gives the admissions counselor an opportunity to get to know you as a person and as an artist.

Colleges are looking for students who will thrive in their programs. You want a college that is a good match for your interests, so be yourself. Come prepared with a list of questions about the college and be prepared to talk about your artwork.

Bring your portfolio of artwork, including your sketchbook. Original work is best, although it's okay to bring a digital file of a very large work of art, a fragile sculpture, or a screen-based video, animation, or game design. Bring a number of pieces from the last two years, but be careful to edit so that you are showing your best work.

If you have time, bring a personal resumé that includes your achievements and activities related to art, academics, and your interests outside of class. Know your GPA and your current test scores.

And relax. At an interview, the counselor is not making an admissions decision, just getting to know you.



## What you should include in your portfolio:

Most art colleges require a portfolio. Some universities or liberal arts colleges may not. Preparing your portfolio should be an exciting and thoughtful process that you engage in both in art classes and on your own time.

Not all colleges ask for the same things in a portfolio. Some will give you a specific assignment to see how you solve a given problem. Some will ask to see sketchbooks and others will only want finished work. So make a list of your top college choices, and talk to their admissions counselors about what your portfolio should include and how to submit your work. Don't wait until the last minute. Give yourself plenty of time to put your portfolio together and have fun with it. Create enough work so you can edit the best portfolio for each school. You may have 3 finished pieces for every one that ends up in your final portfolio.

For more advice on preparing your portfolio, look for the "portfolio" link under #20 at [mica.edu/20questions](http://mica.edu/20questions).



## What else, in addition to your art ability, is considered in college application evaluations:

Selective colleges are looking for intelligent artists committed to learning; therefore, academic and extracurricular activities are seriously considered in the admissions process. Your academic performance is a very important part of your application. So plan your high school curriculum to take challenging courses, and make sure you're doing well academically.

Check the application procedures for each college. If tests are required, begin by taking PSAT or ACT tests in the 11th grade to prepare for the SAT or ACT tests you will submit as part of your application for admission. You may choose to retake the SAT/ACT tests if necessary to achieve the highest score possible. Students with the strongest portfolios and the best grades are most likely to gain admission and be eligible to compete for academic and art scholarships.

Colleges also value extracurricular activities that demonstrate a student's deeper experience and achievements in art—or activities that show leadership ability and commitment to community service, as well as interests in other non-art areas.



## What you need to know about majors and how they may best suit your skills, interests, and personality:

It's not really necessary to know what major you want to choose at this stage of the game. The best thing you can do is begin thinking about where your talents lie and what you really enjoy doing. Explore all your options before you commit to a major. Many art programs have a foundation or first-year program that builds your core skills in art, design, and technology while also allowing you to explore new concepts and media. This enables you to discover modes of expression that you never knew existed. You may also uncover new talents and skills that will help you choose a major area of study.



# What can I do in my sophomore and junior years of high school to get a head start in preparing for my college applications?

Stay active in your studio. Work, work, work—at school and at home. Look into after school or weekend art classes at local colleges or art centers. Visit museums and galleries and look at both historical and contemporary art. The best artwork is the product of talent, hard work, and experience. The more you make art, think about art, research art, and get critical feedback about your art, the better prepared you will be.

Also use your summers wisely as a rising junior or senior. Many visual arts colleges offer a residential summer program or Pre-College Program specifically for high school sophomores and juniors that allows you to live on campus, take classes, and produce artwork that can be used in your portfolio. You can also meet other high school students from all over the U.S. and the world who share your passion for art.

The time you invest in any of these activities will not only boost the quality of work in your portfolio, but will also look impressive on your application and demonstrate your commitment to art.

For information on MICA's Pre-College Program, visit [mica.edu/20questions](https://mica.edu/20questions).





# Sophomore Year

## FALL

- (✓) Take challenging classes in both art and academic subjects.
- ( ) Maintain good academic standing.
- ( ) Arrange to take your PSAT/SAT and/or PLAN/ACT.
- ( ) Enroll in extra art classes in the evening or on weekends at a local college or art center.
- ( ) Research colleges online, check Peterson's Guide to Colleges and Universities and other sources. Get on the mailing list of all the colleges that interest you.
- ( ) Make a list of the colleges you'd like to visit.
- ( ) Attend a National Portfolio Day event in your area.  
([nationalportfolioday.org](http://nationalportfolioday.org))

- ( ) Attend a NACAC Performing and Visual Arts (PVA) College Fair in your area.

## SPRING

- ( ) Schedule a student-parent meeting with your college counselor and your art teacher to discuss your college options.
- ( ) Visit some of the colleges on your visit list. Many colleges host spring open house programs.
- ( ) Make plans for the summer. Many colleges offer residential Pre-College Summer Programs designed to give you a sense of college life and to provide you with an opportunity to build your portfolio of artwork.

# Junior Year

- ( ) When you select your classes for senior year, continue to enroll in challenging courses in both art and academic subjects.

- ( ) In preparation for submitting your application in your senior year, ask your art teacher to help you properly document your current artwork. Most college applications are online and use the platform SlideRoom for viewing/evaluating your portfolio.

## SUMMER

- ( ) Use the summer to build a stand-out portfolio. Enroll in a Pre-College Program and/or studio art classes at a college or art center. If you have other commitments during the summer, continue to build your portfolio on your own. Keep a sketchbook, do research for future ideas, and use the local library or google search to read about your

favorite artists and to gain exposure to contemporary art. Visit museums and galleries to see a wide array of art.

- ( ) Visit colleges. Arrange to meet with an admissions representative to have a portfolio review. Get feedback on the new work you've added to your portfolio. Keep in mind that you may not see students in class or exhibitions of artwork by students and faculty during the summer. (At MICA, visit days and open houses in the fall and spring give full presentations, opportunities to talk to students, and one-on-one interviews with an admissions representative.)
- ( ) Review admissions, financial aid, and scholarship deadlines for the colleges you're considering.

# Senior Year

## FALL

- ( ) Maintain good academic standing.
- ( ) Fill in any missing areas in your portfolio.
- ( ) Update the digital files containing your portfolio of artwork.
- ( ) Take your SAT/ACT in the fall before application deadlines.
- ( ) Continue to visit colleges.  
Arrange to meet with an admissions representative to have a portfolio review.
- ( ) Meet with college representatives who visit your high school.
- ( ) Attend a National Portfolio Day event in your area.
- ( ) Investigate Early Decision and Early Action options.

- ( ) Create a calendar highlighting application deadlines for admissions, financial aid, and scholarships for the colleges to which you plan to apply. Be sure to give your high school guidance office enough time to submit your college materials in a timely manner.
- ( ) Select the individuals you will ask to write letters of recommendation on your behalf. Include both studio art and academic teacher recommendations. Give them the recommendation materials well in advance of the application deadline.
- ( ) Review essay questions, begin a draft of your application essay, and keep working on it.

## FALL/WINTER

- ( ) Double check admission deadlines for each college/university and submit application forms.
- ( ) Complete the Free Application for Federal Student Aid (FAFSA). Research and apply for all other forms of financial assistance available to you.
- ( ) Follow up to be sure letters of recommendation, transcripts, and test scores are sent to all the colleges to which you are applying.

## WINTER/SPRING

- ( ) Watch for acceptance and financial aid award letters.
- ( ) Visit campus again if you have trouble making a final decision. Many schools have special events for accepted students.
- ( ) Make your final decision and mail your commitment deposits by the Universal Candidate Reply Date, May 1.
- ( ) Notify schools you will not be attending.
- ( ) Take Advanced Placement Exams.
- ( ) Graduate. Enjoy your summer.

# Preparing for a Career in Art

## ***WHAT DOES YOUR FUTURE LOOK LIKE, AND HOW WILL YOU GET THERE?***

You are part of the next generation of artists and designers at a time when the very definition of art is expanding. Today, art and design are intersecting with medicine, science, business, culture, and communities in ways not previously imagined.

What kind of artist do you want to be?

When you're at MICA, you will have the freedom to discover that for yourself. The freedom to move between majors and concentrations, and between media and creative disciplines. You won't find strict academic boundaries here.

The curriculum is flexible, allowing you to customize your education to match your interests and career goals—and to reflect who you are as an artist.







*FINE ARTS*

**Book Arts**  
**Ceramics**  
**Drawing**  
**Fiber**  
**General Fine Arts**  
**Painting**  
**Printmaking**  
**Sculpture**

# Book Arts

## FINE ARTS

Kevin Ramirez,  
2019



### WHAT YOU STUDY

Students in MICA's interdisciplinary concentration in Book Arts study the complexities of the book as a material object and conveyor of artistic meaning. Open to all majors, the program provides a thorough grounding in the theory of bookmaking and in the craft—including papermaking, hand binding, letterpress, photography, and more. Students emerge from the program with the conceptual and technical skills necessary to produce powerful, hand-crafted works of art.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Students in the concentration have access to Dolphin Print + Press, a premier printmaking atelier housed in MICA's Printmaking Department that produces limited-edition letterpress books and broadsides. Renowned artists- and writers-in-residence provide mentorship and work side by side with MICA students, making Dolphin Print + Press truly distinctive among its peers. In addition, MICA's acquisition of the Globe Poster Company gives students access to an impressive working collection of wood type, images, and illustrations employed for letterpress printing, so they learn traditional printing practices first-hand even as they explore contemporary methods in the digital age.

### RECENT GRADUATES

Students who study Book Arts go on to work professionally in museums, as fine artists exhibiting their work, as book conservators, as educators, and as self-published authors.

#### SAMPLE COURSES

- Papermaking and Book Structure
- Artist's Books
- History of Graphic Design
- History of Prints
- Book Illustration
- Typography I, II
- Mixed Media Books
- Handletters
- Sequential Art
- Photography Book
- The Illustrative Print
- Letterpress
- Print Media:
  - Traditional Media
  - Contemporary Practice in Print Media



# Ceramics

## FINE ARTS



Emily Burke,  
2015

### WHAT YOU STUDY

MICA's Ceramics major provides a highly individualized course of study that encourages experimentation within the medium and fosters the development of a student's personal voice. Supporting technical skills within a framework of innovation and interdisciplinary thinking, the curriculum involves students in traditions and contemporary trends in the medium, as well as active engagement in critical inquiry. Ceramics majors work closely with departments across campus to explore their work through a variety of media. As they master core requirements, students move on to independent research and self-directed study.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Close institutional collaboration opens the door for internships at Baltimore Clayworks and nationally with prestigious placements at such sites as the Kohler Industrial and Ceramic Factory and Design Center in Wisconsin, where they keep an artist-in-residence on the factory floor. MICA students and faculty participate in the annual national ceramics conference—NCECA.

### RECENT GRADUATES

Studio artists, architectural/historical restoration specialists, and commissioned craftsmen; educators in K-12 schools and at the university level; a tableware and home furnishings designer for Macy's; a stop-motion animator for *Robot Chicken*; designers of murals, tile work, and decorative glazed ceramic surfaces; arts administrators; graduate students at top schools including Cranbrook Academy; Fulbright scholars; a Tulsa Artist Fellow; and an artist-in-residence at the African Heritage Cultural Center in Miami who also showed at Art Basel Miami.

### SAMPLE COURSES

Introduction to  
Hand Built Form  
Introduction to  
Wheel Built Form  
Workshops:  
Glaze  
Kiln  
Raw Materials  
Cast Ceramics  
Kitsch-n-Kraft  
On the Surface  
In Situ: Site Specific Work  
Figuring Bodies  
Hybrid Methods  
The Thing:  
Biomorphic Formula  
Advanced Wheel:  
Utilitarian Vessel  
Thesis and Seminar I, II

# Drawing

## FINE ARTS

Haley Manchon,  
Isaac,  
2018



### WHAT YOU STUDY

MICA's exceptional, in-depth Drawing major grounds students in the basic elements of drawing and provides the skills to convincingly express a personal vision. Students learn to draw by observing the visual properties of forms and the spaces they occupy and study subjects that have played central roles in Western art—the nude, still life, landscape, and light, among others. Upper-level courses encourage personal expression, and interdisciplinary study with painting and general fine arts majors allows students to explore the intellectual connections between their work and contemporary art and culture.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Drawing majors land internships with arts organizations, as studio assistants to renowned exhibiting artists, and with businesses specializing in hand-drawn and hand-printed wallpapers, among other impressive placements. MICA is known nationally for its emphasis on drawing as a foundation skill for students in all media; and those who hire MICA graduates continually indicate that strong drawing skills made a difference in the decision to choose our alumni over graduates from other colleges.

### RECENT GRADUATES

Biomedical illustrators; courtroom/forensic sketch artists; a teacher of art on a TASK Foundation Grant in Kenya; artist-in-residence at Vermont Studio Center; commissioned portrait artist; video game animator; filmmaker; and published illustrators.

### SAMPLE COURSES

Drawing for Thinking  
and Making  
Life Drawing  
Studio Drawing:  
Portrait  
Composition  
Illusionism  
Light and Shadow  
Color  
Sumi Ink  
Wash and Gouache  
Anatomy for Artists  
Mind-Body-Draw  
Experimental Drawing  
Drawing through the  
Lens of Sculpture  
Abstract Drawings

# Fiber

## FINE ARTS

Kathy Guo,  
The Weight Between  
You and Me,  
2018



### WHAT YOU STUDY

The Fiber major at MICA explores both two- and three-dimensional approaches to the medium, and allows students to gain the technical skills needed to fully explore the expressive and physical possibilities of textiles—from installations to wearables and from performance to video. Fiber majors build competence with a wide variety of materials, methods, and equipment, while courses cover conventional and unconventional processes such as dyeing, screenprinting, weaving, papermaking, pliable constructions, assemblage, and more. Electives allow majors to work across disciplines and investigate an array of media.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Recent internships have put students locally at the Baltimore Museum of Art's textile department and at Under Armour; in Washington, D.C., at the Kennedy Center; and in New York City at pattern studio Shilo Byrd and with Kate Spade. International internships have taken students to Knitwear Lab in the Netherlands and Malhia Kent in Paris.

### RECENT GRADUATES

A member of the Smithsonian Institution's Star Spangled Banner Restoration Project; an ager/dyer working on costumes for major movies including *Logan*; fashion designers with their own lines who have designed for Pink and Shakira; assistant designers at fashion houses such as Rebecca Taylor; a Fulbright scholar who launched a clothing line that employs women in Cambodia; the CEO and founder of a company providing thermal blankets to the aerospace industry; and an internationally exhibiting artist whose work was featured on the cover of *American Craft*.

### SAMPLE COURSES

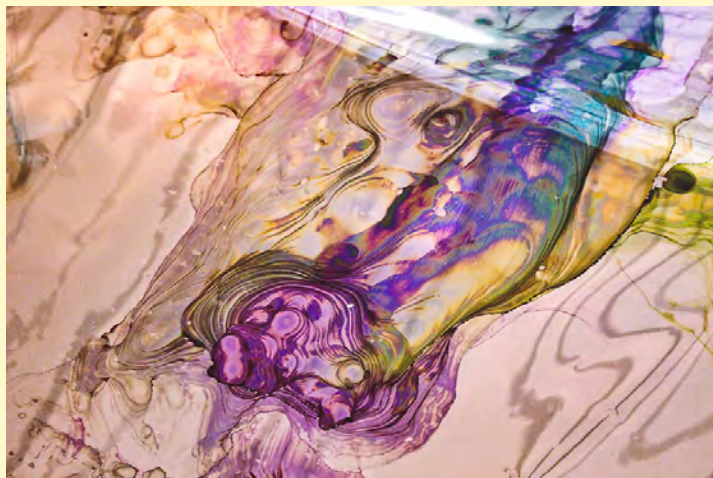
Digital Garment  
Patterning  
Soft Sculpture and  
Inflatables  
Material Construction  
Millinery Workshop  
Weaving: Color and  
Patterns  
Costume: Materials and  
Technique  
Silkscreening on Fabric  
Systems Thinking: Smart  
Textiles  
Digital Fabrication:  
The Pliable Plane  
Unravel the Code  
with a travel component  
to the Netherlands  
Collage and Sculptural  
Surface  
Puppetry and Performing  
Objects  
Woven Imagery  
Piecework and the Quilt





# General Fine Arts

**FINE ARTS**



Sue Lee,  
Multiverse,  
2019

## WHAT YOU STUDY

MICA's versatile GFA program allows students to shape a unique major from the full range of courses offered by the College's fine arts departments. Students pursue a personal vision as they gain knowledge, concepts, and skills from a broad range of courses and mediums selected to create a program of study that is interdisciplinary, theme-centered, or of other cross-media or multimedia construction. Many majors choose to add a concentration that further expands their curricular offerings in areas such as curatorial studies, film and video, sound art, and others.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Opportunities for hands-on experience within the curriculum include Intermedia Studio, where MICA students collaborate with musicians from the Peabody Institute of The Johns Hopkins University (JHU) to create multimedia projects. A summer travel program in New York allows students to live as practicing artists with studio spaces located in DUMBO, Brooklyn; while students also land internships—with Third Line Gallery in Dubai, UAE, and at JHU's Facial Prosthetics clinic in the Art as Applied to Medicine department.

## RECENT GRADUATES

Graduate students at prestigious MFA programs at Yale, Chicago, Cranbrook, and UCLA; a curatorial assistant at the Jewish Museum in New York City; a fashion designer showing in New York, Paris, and Milan's fashion weeks; founder of a successful handcrafted furniture studio; digital photo editor for American Media; vice president of animation and VFX at Nickelodeon; winners of the Sondheim award and the PULSE Presents award at the PULSE Contemporary Art Fair in Miami; and practicing artists featured in *Art in America*.

## SAMPLE COURSES

Papercuts 2D to 3D  
Photo as Muse  
Performance  
Collage and Assemblage  
Mixed Media Book  
Cultural Perspectives  
Climate Change and Sustainability  
Mining "Home"  
Hands-on Ideation  
Art of the Giant Monster  
Visual Commentary  
Watercolor Technique  
Phenomena of Color  
Response to Cinema

# Painting

## FINE ARTS

Andrew Gray,  
Self Defense,  
2017



### WHAT YOU STUDY

Students in MICA's highly energized Painting major develop the ability to give voice to their ideas through a rigorous curriculum that explores traditional conventions and more contemporary methods and forms. The program's studio- and critique-based design fosters solid training and technical proficiency as well as independent and personal expression.

A wide number of electives gives students freedom to personalize their course of study, while faculty and visiting artists and critics act as mentors, allowing students to build an extensive professional network while still in school.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Senior faculty regularly take painting majors to meet gallery directors and visit artists' studios in New York. MICA painters also have internships at major museums and galleries and show their work in a wide array of independent galleries. Internationally renowned visiting artists work closely with undergraduate painters, while summer programs allow students to earn credit and study abroad.

### RECENT GRADUATES

Graduate students at Yale and RISD; Fulbright scholars and recipients of the Jack Kent Cook Foundation Graduate Scholarship, United States Artist Fellowships, the XL Caitlin Prize, and the Jacob K. Javits Fellowship; program chair and assistant professor at the Pennsylvania Academy of Fine Arts; artists who show and have work in the Hammer Museum, Guggenheim, and other major museums; a 3D digitization specialist at the Smithsonian; a CNN Hero selected for launching a youth arts education program in New York City; and founder of a startup focused on 3D printed prosthetics covers.

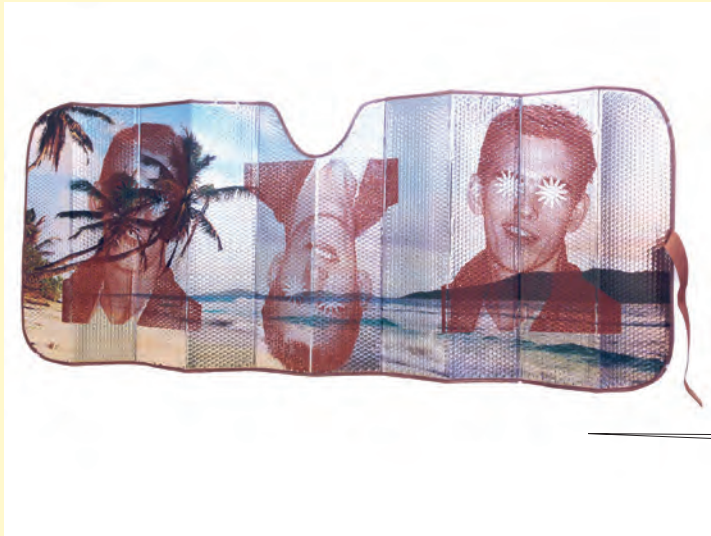
### SAMPLE COURSES

Color, Pigment, Surface  
Painting and Drawing:  
A Dialogue  
Material as Metaphor  
The Figure  
Landscape and Interior  
Keystroke/Brushstroke  
Community Based Murals  
Around Flat:  
2D and 3D Painting  
Coloration of  
Asian Painting  
Cultural Perspectives  
Painters Painting Today  
Portrait Painting  
Abstract Painting and  
Elements  
Storytelling and  
Mythmaking



# Printmaking

**FINE ARTS**



Christopher Williford,  
Sunshade II (Honeymoon),  
2015

## WHAT YOU STUDY

Students in MICA's Printmaking major can take advantage of a complete studio experience in the four major disciplines of the medium—relief, intaglio, lithography, and screenprinting—as they master traditional and contemporary printmaking techniques. Students also explore interdisciplinary directions such as book concepts, computer-assisted printmaking, collagraph, and monoprinting. Electives in printmaking and other disciplines allow students to pursue individual interests, while a year-long senior thesis helps majors build a body of work as they realize their personal vision.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

MICA's acquisition of the Globe Poster Company provides access to an impressive collection of wood type, images, and illustrations employed for letterpress printing as well as the ability to learn traditional practices first-hand even as students explore contemporary methods in the digital age. Internships at the Baltimore Museum of Art, Pyramid Atlantic in Washington, D.C., and MICA's Dolphin Press + Print allow students to produce limited edition letterpress books, broadsides, and editions in a variety of printmaking media. MICA students also play a major role in the annual Baltimore Print Fair.

## SAMPLE COURSES

Print Media:

- Photo and Digital
- Intaglio Printmaking
- Print and Technology
- Painterly Printmaking
- Monoprint
- Collagraph
- Letterpress
- Screenprinting
- Advanced Relief Printing
- Advanced Lithography
- Artists Books and Papermaking
- Paper/Book and Press
- Bookbinding Sewing
- Foundation
- Professional Practice for Printmaking

## RECENT GRADUATES

Winner of the inaugural Tito's Prize; Master Printers at Tamarind Institute, Pyramid Atlantic, Goya-Girl Press, and Harlan and Weaver; a designer for Wallquest, maker of high-end rotogravure and screenprinted wallpapers; gallery manager at David Krut Gallery in New York; book conservator at Columbia University and Paper Dragon Books in New York; marketing manager for *Art on Paper* magazine; a Fulbright scholar studying traditional shadow puppetry in Turkey.



# Sculpture

## FINE ARTS



Christen Chiosi,  
Face #2, Face #5,  
2018

### WHAT YOU STUDY

Interdisciplinary Sculpture majors at MICA explore a broad array of form, content, and concepts as they gain practical hands-on knowledge of materials and fabrication techniques, enabling them to produce work relevant to their personal vision. Classes combine theory with practice, and students are encouraged to develop traditional, interdisciplinary, and multimedia approaches to their work. Exploring a range of possibilities with material, spatial, and non-static art, students realize content in inventive ways—including object making, installation, performance, sitework, time-based art, and digital forms.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Faculty regularly take students to visit New York galleries and artists' studios, and collaborate with other colleges and universities. Recent internships include work at the National Aquarium in Baltimore, with Jonathan Adler Home Decor, at the prop shop Flix FX in Los Angeles; and internationally at Artspeak, a not-for-profit, artist-run, center in Vancouver, British Columbia, and with artist Yiull Damaso in South Africa.

### RECENT GRADUATES

Artists exhibiting internationally in China and Australia, in the Biennial Exhibition, Exit Art, and at Transport Gallery, Los Angeles; artists featured in *The New York Times*, *Artforum*, and *Art in America*; a community engagement manager at Art Center/South Florida; curators at Art Basel Miami Beach; an Emmy Award winner for MSNBC video graphics; program manager for the Robert W. Deutsch Foundation; an art therapist at Walter Reed National Military Medical Center; graduate students at Columbia University and Princeton; and artists honored by the International Sculpture Center and awarded highly competitive Skowhegan residencies.

### SAMPLE COURSES

Social Practice Studio  
Figurative Reflections  
Metal Casting/Foundry  
Process  
Introduction to  
Biofabrication  
Sustainable and  
Recyclable Materials  
Time Based Art  
Public Art and  
Intervention

**Animation  
Film and Video  
Filmmaking  
Illustration  
Interactive Arts  
Photography  
Sequential Art  
Sound Art**

***MEDIA ARTS &  
ILLUSTRATION***

# Animation

## MEDIA ARTS & ILLUSTRATION



Drew Shields,  
Figures from Nekyia,  
2016

### WHAT YOU STUDY

MICA approaches animation as an art form, but also teaches creative agility—helping students respond to the ways that technology and science are transforming the medium's potential.

Animation majors can focus on 2D, stop motion, or 3D animation, or combine approaches. One-credit, hands-on workshops let students master emerging technologies. Students are encouraged to develop a personal voice, take creative risks, collaborate, and become innovators in the field.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Animation students use state-of-the-art processes and industry-standard computer hardware and software as they explore multiple distribution opportunities for their work. Our curriculum allows them to work alongside outside partners, including scientists at NASA's Goddard Space Flight Center to translate astrophysics concepts into animation. They also pursue internships with a variety of organizations—including Firaxis Games, the Smithsonian, Nickelodeon, and DreamWorks Animation.

### RECENT GRADUATES

Animators for Industrial Light and Magic, Firaxis Games, and The Discovery Channel; a digital production designer at PBS KIDS; a visual designer at Yahoo; a background, CG, and prop artist for DreamWorks Animation's TV series *Voltron*; a storyboard artist at Walt Disney Animation; a junior animator on a daytime Emmy-winning team at Nickelodeon; and a 3D animator and team leader at the nonprofit Vancouver ACM SIGGRAPH. They have also shown films at the Maryland, Phoenix, and Seattle film festivals.

### SAMPLE COURSES

3D Computer Animation  
Stop Motion Animation  
Sound Design for Animators  
Animated Documentary  
Virtual Reality for Artists  
Storyboarding for Animation  
2D Character Animation  
3D Character Rigging  
Advanced Digital Tools  
Astro-Animation  
Puppets and Sets  
Animation in Unique Spaces  
Virtual to Real: Rapid Prototyping  
Stop Motion Open Studio

# Film and Video

**MEDIA ARTS & ILLUSTRATION**



Patrick Montegna,  
Emulator,  
2019

## WHAT YOU STUDY

Students in MICA's Film and Video gain the skills to produce, examine, and critique moving images of all kinds. In addition to studying the history of fine artists working in the medium, they gain sound technical skills in creating time-based art through projects in the field and studio. By diving into a variety of electives and film genres—from experimental to installation to documentary—students experiment and explore the medium's full potential for personal expression. Students interested in narrative and documentary film can also pursue the department's Filmmaking concentration.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Our department shares the MICA-JHU Film Centre, and its state-of-the-art production and post-production spaces, with the College's MFA in Filmmaking program and Johns Hopkins University's undergraduate and graduate film and media programs. We also collaborate with the Maryland Film Festival, while our majors take a required internship—most recently at the Cartoon Network, Brooklyn's Whiteboard Pictures, and Dasan Education in Seoul, South Korea—and show in galleries, museums, and juried festivals.

## RECENT GRADUATES

Artists working in feature-film production, as cinematographer, and in post-production for an Oscar-winning documentary short film; producing motion graphics; creating gallery-based projections and music videos; and pursuing advanced study in film. They have also screened their work at South by Southwest, and the Maryland, Sundance, and London film festivals, as well as the L.A. Freewaves, DC Asian Pacific, and Sidewalk Moving Picture festivals.

## SAMPLE COURSES

Art of the Story  
Sound Design for  
Moving Image  
Experimental Film  
Film Marketing and  
Distribution  
Projected Light  
Documentary Production  
Special Effects  
Advanced Editing and  
Post Production  
Narrative Filmmaking I, II  
Community Arts and  
Documentary  
Cinematography and  
Lighting  
Cinema History for  
Filmmakers  
Road Movies and  
Travelogues  
Alternative Narrative

# Filmmaking

**MEDIA ARTS & ILLUSTRATION**



Theo Gray,  
The Breath That Lives  
Within A Home,  
2019

## WHAT YOU STUDY

MICA's Filmmaking concentration, offered in partnership with Johns Hopkins University (JHU)'s 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. Students have access to expert faculty from both MICA and JHU as they learn all aspects of making and distributing film—from budgeting and scouting to screenwriting and editing—while electives allow them to build a focused area of study.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Students in the program work with a renowned faculty of professional filmmakers, gaining insight into the business of cinema as they begin to build a professional network. Faculty at MICA include Allen Moore, Emmy-winning cinematographer for Ken Burns, and Patrick Wright, who was co-producer on an Academy Award-winning short documentary. Collaboration with JHU gives students contact with such industry professionals as Matthew Porterfield, whose narrative film *Putty Hill* has received national acclaim. MICA routinely collaborates with the Maryland Film Festival, co-hosting screenings with visiting filmmakers throughout the year.

## RECENT GRADUATES

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).

## SAMPLE COURSES

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

# Illustration

## MEDIA ARTS & ILLUSTRATION

Jackson Schaeffer,  
A Place Between Life  
and Death,  
2019



### WHAT YOU STUDY

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. The department offers tracks in sequential art and pre-production 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.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Mentoring by faculty with active professional practices, alumni, and visiting artists with award-winning careers is built into the curriculum. Hands-on projects include courses such as Illustrating for Surface Design, where students interested in creating art-work for licensing create a final product sold in a pop-up short to the MICA Store. Students also accumulate awards and professional experience, including winning the Society of Illustrators' student competition and interning at Firaxis Games, DC Comics, and Barefoot Books.

### RECENT GRADUATES

Entrepreneurs heading studios from New York City to Tokyo; illustrators working on comics and graphic novels—such as *Infidel* and *Nimona*—that are being developed into movies by major studios. They include a storyboard artist for DreamWorks; a concept illustrator and art director for *Hamilton* and *The Greatest Showman*; and Google doodlers. They also land freelance assignments nationwide and have received the gold medal at the Spectrum Arts Annual on fantasy art.

### SAMPLE COURSES

Drawing as Animation  
Studio Remix:  
Technical Illustration  
Narrative Color  
Worldbuilding  
Character Design  
Photography  
for Illustrators  
Digital Illustration  
Concept Art  
Handletters  
Book Illustration  
Illustrating the Edible  
Fantasy Art  
Sequential Art and  
Character Development  
Illustrating Opinion





# Interactive Arts

***MEDIA ARTS & ILLUSTRATION***



Jaeho Lee & Jamie Park,  
Hæxcape,  
2019

## WHAT YOU STUDY

Students in the Interactive Arts major prepare for careers in interactive design or as fine artists who use interactive media to create expressive experiences and objects. Our majors integrate art and technology, build robots, make games, work with VR/AR, and create unique experiences in a variety of media and materials. The curriculum focuses on interface and user experience design, interactive exhibit design, and physical computing methodologies; and through creative inquiry based on learning by doing, students become comfortable with new and emerging technologies.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Interactive Arts students study in dedicated space in the Dolphin Design Center, where state-of-the-art fabrication and design spaces provide them with the materials and tools they need to design and make whatever they can imagine. Internships also provide professional experience, and our majors have recently landed at the Smithsonian; the San Francisco Museum of Modern Art, and the nonprofit CODE2040.

## RECENT GRADUATES

Artists finding expansive opportunities in the medical, educational, entertainment, and design industries for companies such as the LAIKA Animation Studios, Weber Shandwick, MedStar Health, National Museum of History, and Apple. They pursue careers as UX engineers and AR/VR specialists at Newsela and World Bank Group. MICA alumni have also founded successful web-based companies—from full-service web design firms to cloud-based game development platforms.

### SAMPLE COURSES

- Interaction as Art
- Network Art
- Interactive Spaces
- Chatbots
- Arduino and Beyond
- Raspberry Pi Workshop
- Code Clinic: c#
- Interactive Fiction
- Interactive Arts
  - Fabrication Lab
  - Robotic Arts Introduction
  - Virtual Reality for Artists
  - The Art of Electric Light
  - Smart Machines
  - Robo Vision



# Photography

## MEDIA ARTS & ILLUSTRATION



Sarah Eckstine,  
Rosemary Burtner,  
2018

### WHAT YOU STUDY

MICA's Photography major approaches the discipline as a fine arts medium with a curriculum that examines all aspects of still and digital photography while encouraging a diversity of approaches. Students master technical skills and develop a deep understanding of the medium's history and contemporary directions. They also benefit from a professional workspace which includes state-of-the-art digital facilities, a professional lighting studio and portable lighting systems, fully equipped black-and-white dark-rooms, and facilities for antiquarian and alternative processes.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

All Photography majors complete at least one photo-related internship, providing students with real-world experience in the full array of careers available in the field. Students have recently interned for artist/photographer Sheree Hovsepian in New York City; the Conservation Jobs Corps program at the Department of Natural Resources; the Aperture Foundation; the Jewish Museum of Maryland; the Baltimore Police Department; *Inside Lacrosse* magazine; M+B Gallery in Los Angeles; and Africa Media, based in Mossel Bay, South Africa.

### RECENT GRADUATES

Architectural, advertising, fine arts, portrait, crime, and studio photographers; curators at the Smithsonian Institution and Baltimore Museum of Art; Fulbright fellows; photojournalists; photographers with nationally reviewed books; exhibiting artists with and solo exhibitions at MoMA PS1 and appearing in the Whitney Biennial; recent Foam Paul Huf and Foodelia International award winners; faculty at Yale University; art educators at the K-12 levels; the photo editor for *The New Yorker*; and program manager for the Atlanta Photography Group.

### SAMPLE COURSES

Black and White Film I, II  
Digital Photography I, II  
Photo Journalism  
Studio Lighting  
Large Format  
Photography  
Social Documentary  
Photography  
Photographic Book  
Image and Context  
The Body in Photography  
Picturing the Third  
Dimension  
Narrative Strategies  
Color Photography  
Fine Art of Digital Printing  
Alternative Processes in  
Photography

# Sequential Art

## MEDIA ARTS & ILLUSTRATION

Virginia Gagnon,  
2019



### WHAT YOU STUDY

Students in the Sequential Art concentration learn to use compelling images placed in sequence to convey information and tell visual stories—in comic books, cartoons, graphic novels, illustrated storybooks, and more. Taught by expert and award-winning faculty who are active in the field, students gain a solid foundation in the art of sequential narrative while exploring traditional and digital forms in storytelling. Numerous electives provide the versatility to tailor study to a student's interests and goals, along with the skills needed to work professionally in a number of fields.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

With faculty that include children's book illustrators, Harvey Award-winning colorists, artists who work for major publishers such as Marvel Comics and DC Comics, and founders of game studios, students in Sequential Art begin to build an extensive professional network while at MICA. The concentration also has strong institutional ties to organizations in the field including Baltimore Comic-Con, Small Press Expo, Museum of Comics and Cartoon Arts, and the Toronto Comics Art Festival.

### RECENT GRADUATES

Artists illustrating graphic novel series—such as *5 Worlds*—and authoring bestselling comic collections—including *Adulthood is a Myth*. They are working for Disney Lucasfilm Press, Archie Comics, and DC Comics; publishing children's books; and executive producing *She-Ra and the Princesses of Power* for Netflix. They also land freelance assignments for The New Yorker, BBC, and Riot Games, and have been recognized by the Society of Illustrators and Spectrum Fantastic Art.

### SAMPLE COURSES

Sequential Art  
2D Character Design  
Reading/Writing  
Graphic Narratives  
Studio Remix:  
Storyboards  
Narrative:  
Words and Pictures  
Narrative Filmmaking I, II  
Animation  
Pre-Production  
Book Illustration  
Typography I, II  
Motion Graphics  
Handletters  
Advanced Character  
Design  
Advanced Digital  
Illustration  
Storytelling and  
Mythmaking

# Sound Art

## *MEDIA ARTS & ILLUSTRATION*

### WHAT YOU STUDY

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, psychoacoustics, 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, students 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.

### SAMPLE COURSES

Introduction to Sound  
Sound Art  
Studio Technique and  
Recording  
Live Electronic Sound  
and Media  
Sound Illustration Art

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

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; WXPB 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.

### RECENT GRADUATES

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.



Dan Ashirov,  
510 Studio,  
2017

**Architectural Design**  
**Experimental Fashion**  
**Game Design**  
**Graphic Design**  
**Product Design**

*DESIGN*

# Architectural Design

*DESIGN*



Ryan Parnell,  
Parabolic Equilibrium,  
2019

## WHAT YOU STUDY

MICA's Architectural Design major—one of the few such programs set in a college of art and design—prepares students to find imaginative solutions to the pressing issues of the built environment. Our majors consider the spatial, social, and cultural considerations of each project, and complement their rigorous study in architectural design with electives across multiple studio disciplines. Students explore through research, outreach, and practice, and leave the program with the multi-dimensional skills needed to create architectural ideas at the intersection of 2D and 3D media.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Students graduating in Architectural Design are well prepared to continue onto graduate school to earn their professional degree leading to licensure, and they also have the option to branch out into related fields. A range of course-based and real-world projects enables students to interact with other disciplines and community partners. Many of our faculty are drawn from the regional and national architectural community, allowing students to gain professional contacts as well as hands-on experience.

## RECENT GRADUATES

Professionals at Perking-Eastman Architects PC in New York City and Cho Benn Holback and Design Development Group in Baltimore; a prestigious internship at the Danish Institute of Scandinavia; an exhibit designer at the Smithsonian Institution's Hirshorn Museum; graduate students in architecture at Yale and the University of Pennsylvania, in interior architecture at RISD, and in landscape architecture at the University of Pennsylvania.

## SAMPLE COURSES

Introduction to  
Architectural Design  
Integrated 3D Design  
Structures  
Interior and Exterior  
Architecture Lab I, II  
Introduction to  
Object Design  
Digital Drawing  
Emerging Practices  
Radical Cartographies  
Building Technology  
Materials and Fabrication  
Advanced Drawing  
Concepts  
Affordable Housing:  
Here and Now (with JHU)  
Between Earth and Sky



# Experimental Fashion

**DESIGN**



Sarina Angell,  
Now Face North,  
2019

## WHAT YOU STUDY

MICA's Experimental Fashion concentration explores the overlapping cultural domains of fashion, clothing, performance, and costume. Focusing on fashion as an art medium, the program places the form in its broadest cultural context, from performance to the global marketplace. The curriculum balances practice and theory, while visual cultural research and critical thinking are an integral component of the course of study. Students gain practical knowledge in drafting and patterning, as well as foundational skills in garment making, as they learn to articulate their understanding of fashion, art, and culture.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Hands-on opportunities in the concentration include the Multi Media course. 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 Experimental Fashion Event. Students present their innovative fashion and costume design during the show, which features visually stunning live performances and projected video.

## RECENT GRADUATES

Students who study Experimental Fashion go on to work professionally in the fashion industry—as CAD designers and pattern designers; conducting trend research for name brand clothing lines; as entrepreneurs launching their own clothing lines; as designers in fashion houses, sports apparel companies, and for popular shoe lines; and as milliners whose work has been featured in fashion magazines including *Vogue*.

## SAMPLE COURSES

Fashioning Culture:  
Readdressing Clothing  
Multi-media Event I, II  
Costume: Materials and  
Technique  
Garment Design and  
Production  
Digital Garment  
Patterning and  
Millinery Workshop  
Material Construction  
Soft Circuits  
Retooling the Cottage  
International  
Collaboration/  
Wearable Technology

# Game Design

## DESIGN



Student Exhibition,  
2019

### WHAT YOU STUDY

Students in the Game Design program examine games from the unique perspective found at an art and design college, exploring the role of play in culture and questioning how games are used to entertain, educate, and create meaning. Working in an open lab model, they learn to make games from prototype to finished form, and ultimately focus on individual areas of interest—such as programming, narrative, or sound. The curriculum reflects the multidisciplinary nature of game development, providing access to the College's renowned faculty in interactive arts, illustration, and animation.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

In addition to bringing a Game Designer-in-Residence to campus each year, our program benefits from its location in Baltimore—where a wealth of gaming studios, educational and medical institutions, nonprofits, and government agencies provide access to a multitude of partners for collaborative classroom projects with real-world applications.

### RECENT GRADUATES

Game Design alumni go on to work professionally in the game industry as designers, programmers, sound designers, script writers, testers, critics, character artists, and animators. They work at companies such as Firaxis Games and Super Boise Studios; have founded game, mobile app, and web design companies; are interactive designers, art directors, web developers, and production artists for creative design and communication agencies; and design interactive exhibits for museums and galleries.

### SAMPLE COURSES

Game/Play  
Narrative Design  
Level Design  
Sound for Games  
2D and 3D Game Design  
Advanced 2D and  
3D Design  
Advanced Character  
Design  
Hybrid Games  
Installation Games  
Sequential Art  
Fantasy Art  
Network Art  
Advanced Concept Art

# Graphic Design

DESIGN

Rachel Dunn,  
Ephemeral Typography,  
2019



## WHAT YOU STUDY

As a Graphic Design major, you will gain the creative, technical, and intellectual skills to become the design visionary of the future while shaping the form and content of media—from magazines to websites to social media applications. We see graphic design as a comprehensive activity of visual problem solving, and students study branding, UI/UX, packaging, and publication and typeface design, among other techniques for communicating and shaping culture. A broad palette of electives in specialized areas is offered for students both inside and outside of the major.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Curricular opportunities include Flexible Design Studio, where juniors work with professional designers to investigate a variety of approaches to applied practice, while MICA's Center for Social Design connects students with clients such as the Maryland Energy Association. Students also land internships—including recent placements with the Johns Hopkins University (JHU) Applied Physics Lab, Paperwhite Studio in Brooklyn, the CW Network, and Google's YouTube TV team.

## RECENT GRADUATES

Designers for Calvin Klein in New York, the San Francisco Museum of Modern Art, and FleishmanHillard in Washington, DC. They are visual designers at Apple, motion graphics designers for Uber, UI designers at Big Huge Games and Anthropologie, graphic designers at JHU's School of Medicine, and apparel graphics designers at Under Armour. They launch e-textile startups; are principals/founders of their own studios; art directors at top firms; and winners of Emmy Awards and national design competitions.

## SAMPLE COURSES

Typography I, II, III  
Fashion Graphics  
Product Design and  
Prototyping  
3D/4D Graphics  
Design for User  
Experience  
Designing for  
Virtual Reality  
Publication Design  
Lettering and Type  
Materials and Methods  
Digital Editorial Workshop  
Media Languages  
Workshop  
Motion Branding  
Web Design  
Photoimaging

# Product Design

## DESIGN



Jiawen (Jade) Liu,  
2019

### WHAT YOU STUDY

The fusion of design, technology, and making is in high demand, expanding the roles available for creative professionals. MICA's BFA in Product Design capitalizes on the developing future visions of the industry, offering a hands-on curriculum that gives students a deep knowledge of design thinking methods, sustainability, entrepreneurship, materials, and manufacturing processes, along with the ability to be sensitive to the changing needs of society. They become well-educated designers capable of reimagining objects or systems—and inventing new ones—that will shape the future.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Product Design works with regional and national industry partners, including Procter & Gamble, Stanley Black & Decker, and Emeco. We also collaborate with many of MICA's departments such as Fiber, Ceramics, Interdisciplinary Sculpture, Graphic Design, and the groundbreaking Center for Social Design, developing curricular and co-curricular projects. Externally, students collaborate with engineers and business students at institutions including Johns Hopkins and the University of Maryland, as well as government, NGO, and local business partners.

### RECENT GRADUATES

Alumni from a variety of MICA's academic programs—including graphic design, architectural design, and fiber—are working as product and object designers. They include a design director at Procter & Gamble; a senior brand designer at Hasbro; a 3D designer for Under Armour; and the designer/founder of an orthotic/prosthetic system made with local materials in countries with limited access to healthcare. Graduates of the new BFA in Product Design are expected to pursue similar work as they establish their careers.

### SAMPLE COURSES

Introduction to  
Product Design  
Design Studio:  
Fundamentals  
Materials &  
Production  
Universal Design  
Human Factors  
and Ergonomics  
Design Ethics  
& Sustainability  
Collaboration +  
Furniture  
Design for Play:  
Toy Workshop  
Design Lab I, II  
User Centered  
Design Workshop  
Entrepreneurship  
Workshop  
Social Innovation  
Workshop  
Communication  
Platforms in Design  
Thesis Seminar:  
Megatrends

**ART  
EDUCATION**

# Art Education



# Art Education



Sara Reinhardt,  
Creature Costumes,  
2018

## WHAT YOU STUDY

Graduates of MICA's 5-year, dual-degree BFA/Master of Arts in Teaching are both accomplished artists and highly competent teachers of art who are intellectually informed and skilled in studio performance; knowledgeable in art history, criticism, and aesthetics; and able to communicate with and motivate students. Upon completion of the five-year, dual-degree program, MICA art educators will have completed an intensive BFA studio major and earned a master's degree that prepares them for teaching. They will have taken 90 credits in studio art, 42 in liberal arts, and 29 in education courses and student teaching.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

Internships at a variety of public schools and at MICA's Young People's Studios.

Paid opportunities for participation in community-based arts through MICA's Community Arts Partnerships program. Student teaching in K-12 classes in private, public, and art magnet schools. Presentations at national conferences and publication in MICA's online Journal of Art Education.

## RECENT GRADUATES

Teachers at all levels, K-12, in public, private, and magnet schools across the country (graduates are eligible for certification in 48 states). MICA MAT grads have nearly a 100% placement rate for those planning to teach after graduation and a 100% pass rate on the Praxis Exam. Many have multiple job offers from which to choose. MICA MAT graduates often take a leadership role early in their careers and many pursue active careers as studio artists in conjunction with their teaching.

### SAMPLE COURSES

Art and Human Development  
Foundations of Education  
Visual Thinking Media, PreK-12  
Developing Critical Literacies  
Strategies for Teaching Art  
Teaching Special Education  
Internship I, Seminar Internship II,  
Curriculum Design  
Educational Theory in Arts  
Internship III,  
Student Teaching  
Urban Teaching Seminar  
Arts Based Research  
Issues in Contemporary Arts Education  
Professional Seminar

**LIBERAL  
ARTS**

**Art History,  
Theory, and Criticism  
Creative Entrepreneurship\*  
Curatorial Studies  
Humanistic Studies  
Sustainability, Equity, and  
Environment\*  
Theater**

# Art History, Theory, and Criticism



Jenna Rayman,  
His Deed Will Never be Forgotten:  
Captain America and Collective Memory,  
2017

## WHAT YOU STUDY

The MICA Art History major allows students to become both artmakers and scholars of art. The program's rigorous liberal arts curriculum offers the most diverse array of art history courses at any art college and more course offerings than many university-based programs. As they pursue intensive study in the history of art, students also train to become artists and designers, taking the majority of their coursework in studio areas—a real and unusual advantage that allows them to analyze the process of art production as a component of their research.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

MICA art history graduates enter elite master's and doctoral programs, as well as top MFA programs. Recent internships have placed students at Artbyte magazine, The Hirshhorn Museum and Sculpture Garden, The Walters Art Museum's MICA docent program, and the Archaeological Expedition at Petra, Jordan. MICA's Exhibition Development Seminar offers hands-on experience planning, curating, and implementing a major exhibition. Summer study abroad opportunities include a month-long program in Italy.

## RECENT GRADUATES

Have gone on to graduate study and to successful careers in art history, museum studies, curatorial practice, and other related fields: associate web editor for Art in America; associate curator of Asian art, The Metropolitan Museum of Art; MA in museum studies, New York University; associate director, Ace Gallery, Institute of Contemporary Art, Los Angeles; children and family programs coordinator, The Walters Art Museum.

## SAMPLE COURSES

Arts of China  
Introduction to  
Art Criticism  
American Mural Traditions  
Fashion in the Avant-Garde  
Renaissance Through 1855  
Oceanic Arts and Cultures  
History of Animation  
Making Medieval Books  
Cubism  
Twentieth Century  
Latin American Art  
Istanbul:  
Art, Modernity, City  
Postwar Italian Cinema  
Problems in  
Contemporary Art  
Modern Architecture and  
Urbanism

# Creative Entrepreneurship

**LIBERAL ARTS**



## WHAT YOU STUDY

MICA's new concentration in Creative Entrepreneurship, in development for fall 2021, brings together budding entrepreneurs across a variety of disciplines. Students in the program will be housed together in a unique Live-Learn residential program as they gain in-depth business knowledge and prepare to develop creative solutions that meet local and global challenges. Students gain knowledge from entrepreneurs-in-residence and a host of guest lecturers drawn from the diverse industry and market sectors, while studio courses foster collaboration with peers to develop business ideas with social or cultural value in preparation for a final capstone project.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

All students in the program will take part in a focused, capstone course leading to MICA's annual Pop Up and Pitch event, the first round of MICA's annual UP/Start Venture Capital Competition. Finalists in this shark tank-style competition—which include current MICA students and recent alumni—compete to receive up to \$105,000 in seed funding. Creative Entrepreneurship students, who will develop an entrepreneurial project specifically for the Pop Up and Pitch event, will be given access to mentors and training to prepare for this exciting opportunity.

## CAREERS IN CREATIVE ENTREPRENEURSHIP

Graduates of the program are expected to develop and launch innovative business solutions across a variety of sectors to meet societal needs and contemporary challenges.

COMING 2021

# Curatorial Studies

**LIBERAL ARTS**



## WHAT YOU STUDY

The interdisciplinary Curatorial Studies concentration prepares students to design transformative exhibitions that promote meaningful connections between artist and audience. Open to all majors, the program expands students' experiences, research, and knowledge in the field of museum and curatorial practice. Components include the Exhibition Development Seminar (EDS) and an internship. Electives may be drawn from courses offered in MICA's undergraduate degree programs, the Division of Open Studies, and by area colleges participating in the College's academic exchange program.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

All students in the Curatorial Studies concentration take part in the Exhibition Development Seminar (EDS), which brings together a diverse team of students from MICA's undergraduate, graduate, and continuing studies programs. Participants develop and implement major exhibitions. Projects have included *Under Cover*, which explored how private dwellings and public spaces have begun to merge; 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.

## CAREERS IN CURATORIAL STUDIES

Students who study in this concentration go on to pursue graduate degrees at colleges around the country, work professionally as curators in museums and galleries, as fine artists exhibiting their work, and as educators.

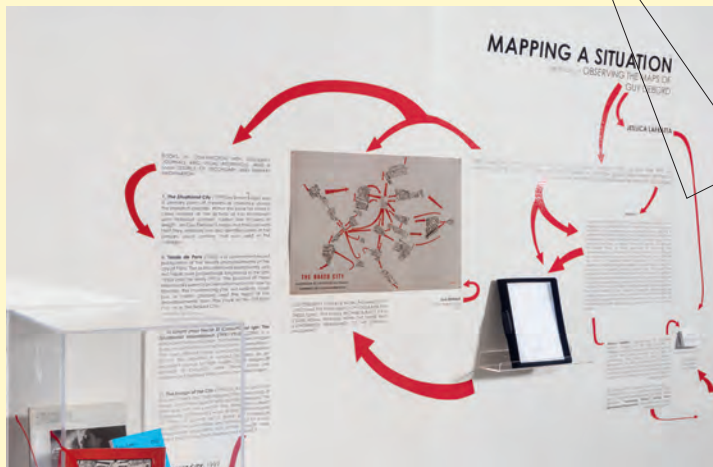
## SAMPLE COURSES

Art & Human  
Development  
Baltimore Maritime Studio  
Conservation of Modern  
and Contemporary Art  
(at JHU)  
Conservation Law,  
Business, and  
Management (MICA at SACI)  
Critical Response to Art  
Introduction to the  
Museum:  
Past and Present (at JHU)  
Material, Technique, and  
Conservation  
Media and Community  
(at University of Baltimore)  
On-Site Conservation  
(MICA at Student Art Center  
International)  
Italy: Traditional Artmaking  
Practices from the  
Renaissance to Today  
(MICA Summer Travel Intensive)



# Humanistic Studies

**LIBERAL ARTS**



Jessica LaFratta,  
Mapping a Situation,  
2018

## WHAT YOU STUDY

The Humanistic Studies 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. A faculty of scholar-teachers offer students a first-rate liberal arts education as they pursue artistic investigations in a studio major. Students in this major make connections between academic research, experiential learning, and creative/critical writing. Their ability to personalize the major allows them to explore their own research interests and complement their work in studio.

## PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

MICA students have many opportunities for hands-on experience: those interested in theater can collaborate on productions that bring together writers, designers, and theater professionals in the 6-credit course, The Play's the Thing. Through MICA's academic exchange program, students can select course offerings from 12 other colleges and universities in the Baltimore area, including Johns Hopkins, Loyola University Maryland, and Morgan State University, allowing for unique collaborations among academically focused peers. Students can also take advantage of summer study abroad programs—such as a recent opportunity that allowed students to experience a behind-the-scenes look at the Venice Biennale.

## CAREERS IN CURATORIAL STUDIES

Students who study in this concentration go on to pursue graduate degrees at colleges around the country, work professionally as curators in museums and galleries, as fine artists exhibiting their work, and as educators.

## SAMPLE COURSES

The Crusades  
Zines Workshop  
Bioethics  
Literature of the  
American South  
Scientific Readings:  
Astronomy  
The Open Source  
Revolution  
History of Buddhism  
Writing for Performance  
Activism and Social  
Theory  
Native American Studies  
Contemporary Political  
Philosophy  
Environmental Science  
Avant-Garde Film  
Anthropology  
of Secularism



# Sustainability, Equity, and Environment

Hanna-Mae  
Greenfield,  
Warm at Home,  
2018

## LIBERAL ARTS



COMING 2021

## WHAT YOU STUDY

MICA's new major in Sustainability, Equity, and Environment, in development for fall 2021, will prepare students to pursue solutions to contemporary social and environmental challenges through the use of creative skills and collaborative approaches—empowering them to build a more just and sustainable world as professionals. The program's focused yet highly flexible curriculum will equally combine rigorous liberal arts coursework with studio-based training

in sustainability, science, ethics, fine arts and design. Students will be able to

choose from a broad array of courses to customize their study as they prepare to become capable and ethical practitioners with the ability to apply their knowledge and skills to challenges across multiple disciplines.

## CAREERS IN SUSTAINABILITY, EQUITY, AND ENVIRONMENT

Student in the major will pursue a variety of career pathways as designers, as activists, as filmmakers, as animators, as painters—all engaged with social and environmental equity. Graphic designers will be prepared to convey identity and messaging for clients committed to a sustainability agenda. Fine artists will pursue public commissions and other opportunities to create a creative platform around a sustainability agenda. All graduates will be equipped to pursue employment as creative professionals in private or nonprofit organizations and in creative positions within the public and private sector.

Liberal Arts	SAMPLE COURSES	Studio
Intro to Environment, Equity, and Justice	Intro to Biofabrication	Architecture:
The Idea of Sustainability	Affordable Housing	
Climate Science	Documentary Filmmaking	
Culture and Systems of Power	Systems Thinking: Smart Textiles	
Deep Ecology	Designing for Virtual Reality	
Biodiversity	Between Earth and Sky	
Ecology of the City	Natural Dye as Intercultural Connector	
Human Geography	Product Design:	
Social History of Commerce	Ethics and Sustainability	
Environment and Justice	Public Art and Intervention	
Bioethics	Baltimore Urban Farming	
Design Ethics	Sustainable and Recyclable Materials	
Activism and Social Theory	Sustainable Graphic Design	
Lies & Damn Lies: Statistics	Climate Change and Sustainability	
Engagement Seminar II: Professional Practice/ Internship	Design for Change	

# Theater

## LIBERAL ARTS



From MICA's production  
of *Jailbait*,  
2016

### WHAT YOU STUDY

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 centers around 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.

### PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

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.

### RECENT GRADUATES

Our graduates enter many fields. They work as art directors, costume designers, filmmakers, graphic designers, (etc.) in a variety of fields, including theater and the entertainment industries.

### SAMPLE COURSES

Writing the Performance  
Special Effects  
The Age of Shakespeare  
Multicultural Theater  
Costume Design:  
Materials and  
Techniques  
Signs, Exhibits, and  
Spaces  
The Expanded Body/  
Performance  
Landscape and Interior  
Sound Installation Art  
Contemporary Drama  
Character Design  
Projected Light  
Publication Design  
Storytelling and  
Mythmaking





# A Closer Look at MICA

## **MICA ANSWERS YOUR QUESTIONS**

Established in 1826, MICA is the oldest independent, continuously degree-granting art college in the nation. We are fully accredited both regionally and nationally and have been consistently ranked in the very top tier of visual arts colleges in the country.

*For links to more detailed information on MICA's answers to all 20 questions, visit [mica.edu/20questions](http://mica.edu/20questions). You will also find more information on all of these areas in MICA's undergraduate admission prospectus. To request a prospectus and to receive future mailings, complete the form at [mica.edu/moreinfo](http://mica.edu/moreinfo).*



**1**

What programs and depth of study are available in my area of interest? How many and what kinds of courses are offered?

**2**

How flexible is the curriculum? Can I design my own program of study, combine programs, or take courses outside my major area?

**3**

What is the school's reputation? Are its programs and professors respected in the art world and by employers? What organization accredits the school's programs?

**4**

Does the school offer opportunities to study abroad? Where? In which areas of study?

**5**

What is the total enrollment and student-faculty ratio? How many people major in the programs that interest me?

**6**

Where do students come from? Is it a local or regional school, or does it attract students from across the country? Are students right out of high school or are there many transfer and nontraditional age students?

**7**

Who is on the faculty, and what colleges and universities did they attend? What about their experience and professional activities? Have they published or exhibited work recently?

**8**

Does the program feature visiting artists or critics so I can meet practicing professionals and learn the latest theories and techniques? Who are they, and how many visit each year?

**9**

Does the school's location suit my needs and preferences? Are there opportunities to view art in museums and galleries?

**10**

What is the campus like? What kinds of facilities are available, and do students have access to independent studio and gallery spaces? What kinds of collections are available in the library?

**11**

How does the school integrate technology into the curriculum? Are computers and wireless web access available in classrooms and residence halls?

**12**

What type of residence life experience is available —apartment style or dorm rooms? Does it include studio space? How's the food?

**13**

Is there an active student life program on campus? What activities and organizations are available?

**14**

What level of professional exposure is available? Are there exhibition opportunities on and off campus? Can I exhibit as a freshman, and are there opportunities for reality-based coursework?

**15**

What kinds of career development services are offered, and when do they start? Are they generalized or designed specifically for artists? When do career services begin?

**16**

Do most students pursue internships? What kind and with whom?

**17**

Are alumni working in their chosen field? What kind of entry-level jobs do recent graduates have?

**18**

What kinds of networking opportunities are available with faculty, visiting artists, and alumni?

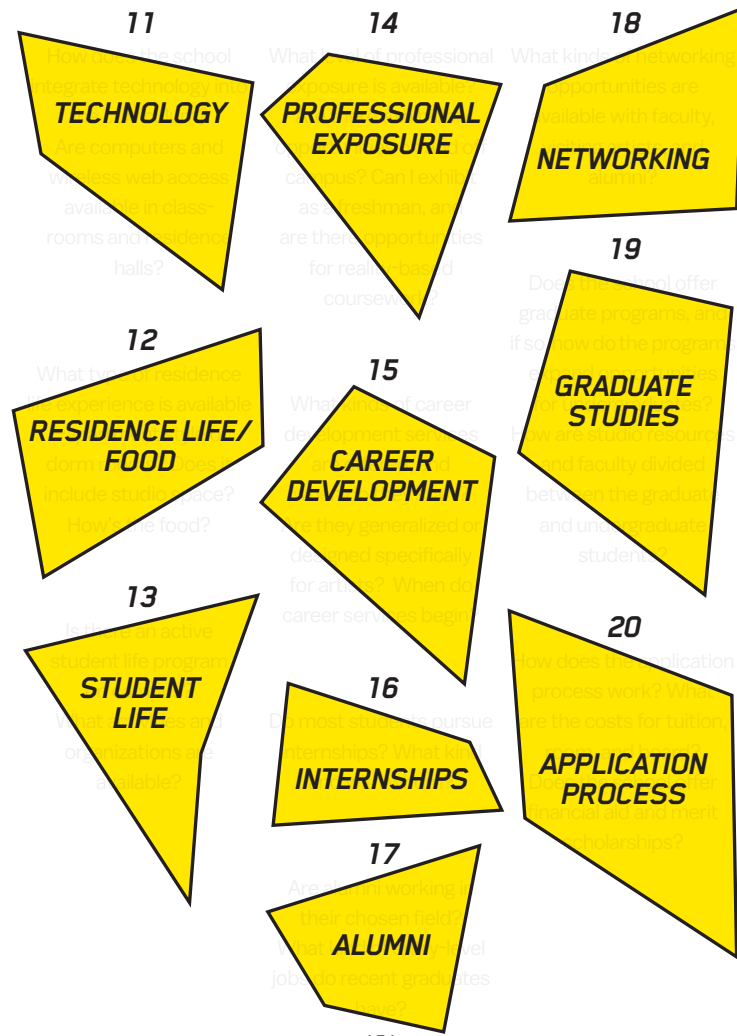
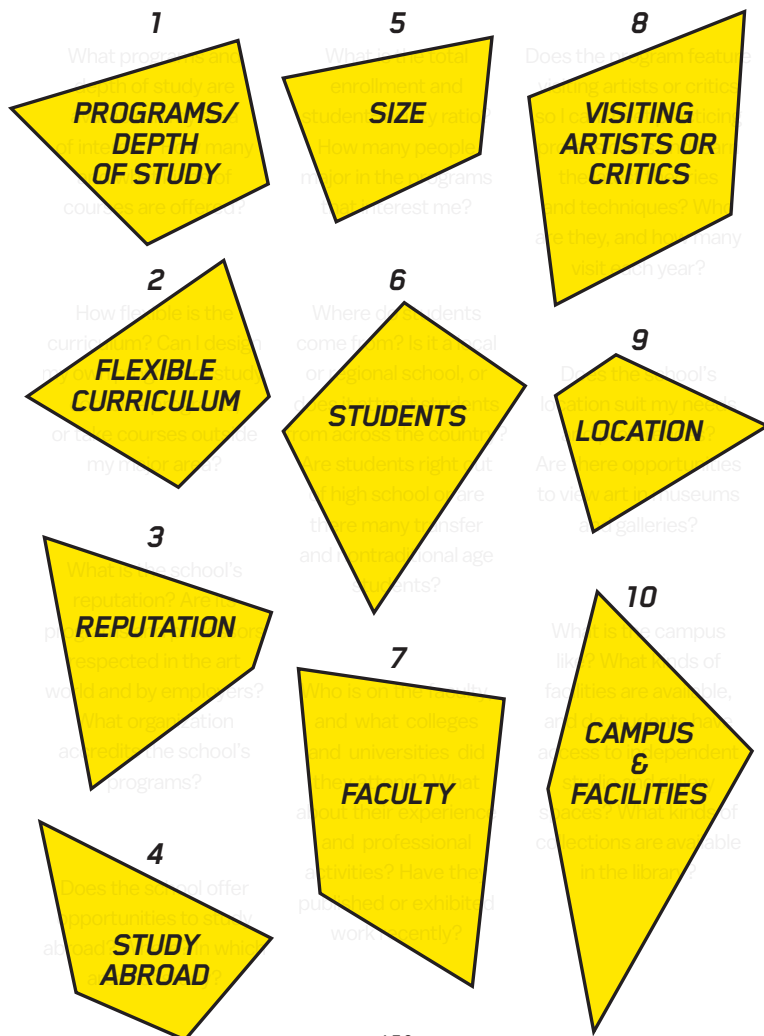
**19**

Does the school offer graduate programs, and if so, how do the programs expand opportunities for undergraduates? How are studio resources and faculty divided between the graduate and undergraduate students?

**20**

How does the application process work? What are the costs for tuition, room, and board? Does the school offer financial aid and merit scholarships?





## 1. PROGRAMS/DEPTH OF STUDY

MICA is breaking new ground in its curriculum, providing you with opportunities to work collaboratively on project-based enterprises, to build the intellectual sophistication needed for innovative thinking, and to develop professional skills for a successful career through real-world experiences and client-driven projects. An incredible breadth and depth of offerings allow you to pursue a truly interdisciplinary program of study—or to immerse yourself in a single avenue of artistic exploration. Visit [mica.edu/20questions](http://mica.edu/20questions) to see current course offerings.

### LIBERAL ARTS

MICA has made substantial investments to ensure that the quality of its liberal arts program equals that of its nationally recognized studio program. This commitment to quality is evident in MICA's course offerings and faculty appointments and sets the College apart from other art colleges. Each year, you can choose from nearly 200 courses offered in art history, literature, writing, humanities, social sciences, and sciences; you can also select classes at 12 other area colleges and universities in math, science, languages, and other liberal arts areas.

## 2. FLEXIBLE CURRICULUM

MICA's curriculum allows you to customize your education to match your interests and realize your career goals. The College minimizes barriers among disciplines and provides opportunities to explore a wide range of interests while experimenting with a variety of mediums and approaches to artmaking. The curriculum encourages and values cross-disciplinary work and also allows you to pursue a single avenue of in-depth study. As you chart a path specific to your interests and long-term plans, you can tailor your academic experience by combining a major, studio concentration, and liberal arts minor, and even take classes at a top liberal arts university or pursue study abroad.

You can choose from a wide variety of studio majors that mirrors the diversity of the contemporary art world. You might focus on time-honored and formal processes, finding your voice within a single discipline and creating object-based art. Or you might create art that is interactive, uses multiple mediums, or relies on collaboration with other artists—or scientists, or writers, or musicians—for its execution. At MICA, painting, sculpture, photography, and other traditional

### DEGREES OFFERED

Bachelor of Fine Arts  
Master of Fine Arts  
Master of Arts  
Master of Arts in Teaching  
Master of Business Administration/  
Master of Arts  
Master of Professional Studies

### CURRICULUM

70% studio  
30% liberal arts

### 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  
Sustainability, Equity, & Environment\*

### LIBERAL ARTS MAJORS

Art History, Theory, & Criticism  
Humanistic Studies

### STUDIO

### CONCENTRATIONS

Animation  
Architectural Design  
Book Arts  
Ceramics  
Creative Entrepreneurship\*  
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 MINORS

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

### FIFTH-YEAR DUAL-DEGREE CAPSTONE PROGRAMS

Art Education 5-Year (BFA/MAT)  
Business of Art & Design (Online MPS)  
Graphic Design (MA)  
Illustration (MA)  
Data Analytics and Visualization (Online MPS)  
Social Design (MA)  
UX Design (Online MPS)

\*In development for fall 2021



## 2. FLEXIBLE CURRICULUM (CONTINUED)

mediums co-exist with interdisciplinary and multimedia approaches to art and critical thought.

In addition, MICA offers six fifth-year capstone programs leading to a master of arts or master of professional studies degree. These intensive, professionally-focused programs are designed to prepare artists and designers to make the most of the cross-disciplinary career opportunities open to them today.

## 3. REPUTATION

MICA is consistently ranked in the top tier of visual arts colleges in the U.S. It is accredited by the Middle States Association of Colleges and Schools and the National Association of Schools of Art and Design. No other art college can boast the number or frequency of undergraduate students receiving prestigious awards. MICA is also consistently named a “top producer” of Fulbright award winners: in the past 10 years, more than 20 MICA students, alumni, and faculty have been selected for the Fulbright, traveling to India, Turkey, Tanzania, Czech Republic, Germany, Mauritius, Iceland, Cambodia, Panama, Denmark, Italy, Canada, Australia, Sweden, and Norway to study, do research, and make art. Many others have been awarded full fellowships for graduate study—including the prestigious and highly competitive Jacob K. Javits Fellowship, the Soros Fellowship for New Americans, and the Jack Kent Cooke Foundation Graduate Scholarship.

One reason employers recruit our graduates and why top graduate programs—from CalArts to Yale—actively seek them out is because they value our students’ creativity, ability to think critically, breadth of real-world experience, and exceptional artistic and technical skills.

## 4. STUDY ABROAD

To encourage young artists to work and live in other cultural settings, MICA has long administered more study abroad programs than any other art college in the U.S. Each year, the College offers an expansive range of international study options in a wide variety of disciplines both in MICA-administered programs and through exchange with other institutions. Offered for the summer, a semester, or a full year, recent study abroad and exchange programs have allowed students to travel to Australia and New Zealand, Canada, Chile, Czech Republic,

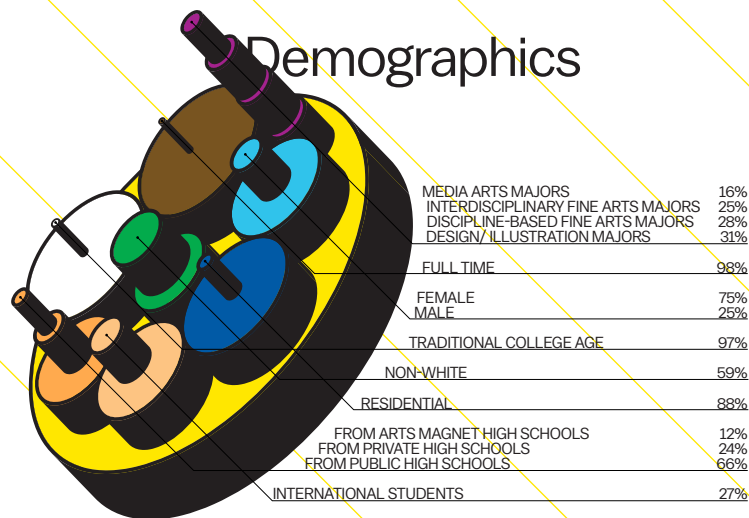
Denmark, England, France, Germany, Ireland, Italy, Japan, Korea, The Netherlands, Nicaragua, Poland, São Tomé and Príncipe, Scotland, Singapore, Spain, Sweden, Switzerland, and Turkey. MICA at SACI, offered in cooperation with the Studio Art Center International in Florence, Italy, offers a rigorous, interdisciplinary program. 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.

## 5. SIZE

2,200 students (1,800 undergraduate and 400 graduate) with a student/faculty ratio of 9 to 1

## 6. STUDENTS

MICA students come from 42 states and 52 foreign countries.





## 7. FACULTY

The faculty at MICA comprise over 400 professional artists, designers, art historians, poets, and writers hailing from Yale, Harvard, UCLA, Cooper Union, and other prestigious universities. They exhibit in national, regional, and international museums and galleries, and are represented in major public and private collections around the world. MICA faculty regularly receive highly competitive grants from such organizations as Creative Capital, Guggenheim, and other national and international funding organizations for their projects.

They are winners of every national prize offered to artists—from Fulbright Fellowships to Oscars, Louis Comfort Tiffany to Anonymous was a Woman, and Joan Mitchell Foundation Grants. They are represented in 250+ public and private collections—from MOMA to Stedelijk, and they lecture and are visiting artists in Japan, Russia, China, Ecuador, The Netherlands, Poland, Czech Republic, Scotland, Jamaica, Italy, England, and Guatemala. For faculty bios, go to [mica.edu/20questions](http://mica.edu/20questions).

## 8. VISITING ARTISTS OR CRITICS

175+ visiting artists, critics, scholars, designers, poets, writers, and art historians come to campus each year to share their work, meet with students, and critique students' work. For example, in recent years, renowned thinkers and artists-in-residence at MICA have included international renowned artist Xu Bing; Amy Sherald '04, who was commissioned to paint former First Lady Michelle Obama's official portrait for the National Portrait Gallery; filmmaker Barry Levinson; artist and activist Hank Willis Thomas; political activist Angela Davis; art impresario Jeff Koons '76; Syrian-born artist and Joan Mitchell Grant recipient Diana Al-Hadid; data visualization entrepreneur Lisa Strausfeld; filmmaker and co-founder of the Yes Men, Andy Bichlbaum; Jon Rubin and Dawn Weleski, co-creators of Conflict Kitchen; acclaimed painter Odd Nerdrum; noted multimedia artist Miguel Luciano; celebrated graphic designer Chip Kidd; the Robert H.N. Ho Family Foundation Associate Curator of Chinese Art at the Guggenheim, Xiaoyu Weng; virtual reality pioneer Scott Fisher; Pulitzer Prize winning art critic Jerry Saltz; conceptual visual artist Mel Chin; poet Ishmael Reed; *National Geographic* photographer Dick Durrance; and groundbreaking landscape architect Topher Delaney.

## 9. LOCATION

Baltimore is a city of 120,000+ college students offering an array of art resources, activities, hands-on professional opportunities, and access to inexpensive living for artists. It is a place of high-ceilinged, well-lit studio space and all-night diners, year-round city markets and avant-garde theaters, independent film festivals and beehive hairdos, and as many high-end salons as gritty clubs. When citing its reasons for naming Baltimore the nation's "Best Scene," Rolling Stone noted the "...many edgy acts hatched at the Maryland Institute College of Art," and some of the city's most innovative music and performance venues can be found within walking distance of campus in the Station North Arts & Entertainment District. Every day of the week, there is something exciting happening at or near MICA, and you can find it all through the Baltimore Collegetown Network, which includes 14 colleges and universities and offers a range of services and an online calendar that's the best source of what's happening in Baltimore. The city is also renowned as a showcase for cutting-edge work in visual arts, music, literary arts, film, theater, and performance—and venues such as the Creative Alliance, Maryland Art Place, School 33 Art Center, and an expanding array of galleries (many founded and run by MICA alumni) provide valuable exhibition opportunities. Baltimore is also at the center of the well-known East Coast art corridor, giving you easy access to collections of the finest museums and galleries in the country. By train, Washington, D.C., is 40 minutes south; New York City, less than 3 hours north. MICA offers regular weekend bus trips as an inexpensive way to see the latest exhibitions in the galleries and museums of New York and D.C.

## 10. CAMPUS & FACILITIES

MICA's residential campus, in Baltimore's historic Bolton Hill neighborhood, is at the heart of the city's cultural district a short distance from downtown. This expansive urban campus features green spaces and eclectic architecture and is only minutes from major museums, galleries, cinemas, theatres, and cafés. All but four of the College's 31 buildings were creatively renovated from existing structures and redesigned to meet the needs of artists. Founders Green, MICA's newest student residence complex, and the award-winning Gateway residence tower feature unique and inspired design elements, geared



## 10. CAMPUS & FACILITIES (CONTINUED)

to the needs of artists. Brown Center has been hailed as an architectural jewel by such publications as *The New York Times*, *The Washington Post*, and *Architectural Record*. Two of MICA's buildings are listed on the National Register of Historic Places.

MICA has recently doubled its residence life space, increased academic classroom space by nearly 50 percent, created a new high-end art/technology center, expanded student galleries, constructed an innovative multi-use performance space, and added 40,000 square feet of independent studio space for undergraduate and graduate students. 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 important historic structures for artists' needs. The Gateway was developed through the opposite strategy—an international design competition among top young architects yielded a cutting-edge design, refined with significant input from current students. All combined, the result is an architecturally diverse and distinctive campus that maintains the aesthetic integrity and European flavor of the surrounding neighborhood.

The College's named art galleries—Meyerhoff, Decker, Pinkard, Middendorf, and Rosenberg—feature exhibitions by students, faculty, and internationally esteemed artists. Galleries in nearly every campus building are devoted to showcasing student artwork. The 525-seat Falvey Hall was designed for performance art, video and film, dance, theater, poetry readings, and lectures and BBOX is dedicated to student performances and events. Our art-oriented library has 64,000 monographs and 325 current periodicals, while the library's website provides access to more than 5,500 full-text research titles in subjects such as music, film studies, folklore, religion, and the history of art and architecture. The Media Resources Collection includes 215,000 slides of contemporary and historical art, 35,000 digital images, and a video/DVD collection of more than 5,000 titles. Other MICA-specific resources include a nature lab. To see the campus, visit [mica.edu/20questions](http://mica.edu/20questions).

## 11. TECHNOLOGY

Brown Center, Art/Tech Center, the JHU/MICA Film Centre, and the new Dolphin Design Center embody MICA's commitment to state-of-the-art technologies for artists. Brown was designed specifically to accommodate the technology needs of artists in animation and graphic design. It includes up-to-the-minute computer labs, and a 525-seat auditorium, Falvey Hall, designed to accommodate the special requirements for showcasing digital work. The Art/Tech Center offers a wide array of archival, 3D, and large format output options and is home to the Technology Help Desk. The Film Centre is a one-stop-shop for the medium, with a comprehensive equipment cage, 49-seat screening room, a 600-square foot sound recording studio, a 2,000 square-foot cyclorama green room sound stage, and dedicated high-definition editing suites, among other tools. The Station Building houses state-of-the-art fabrication labs and a BioLab. Dolphin Design Center is home to programs in architectural design, game design, product design, and interactive arts; its facilities include flexible use spaces, fabrication lab, game lab, and meeting area with multiple display options, including touch-sensitive smart boards.

MICA provides web space for all students, as well as 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 art applications—from 3D modeling to computer-assisted printmaking. The College is constantly updating the existing systems on campus to meet the software needs of both students and faculty. WiFi is available in residence facilities and most MICA buildings, and high-speed Internet is the norm on campus. Go to [mica.edu/20questions](http://mica.edu/20questions) for a list of current computer hardware and software.

## 12. RESIDENCE LIFE/FOOD

### HOUSING

MICA's housing complexes are designed for artists, who need a balance of independence and community. Founders Green is specifically designed with the needs of new students to MICA in mind. The sprawling green space and common areas in the heart of the complex make it ideal for meeting new people and interacting with your classmates. Founders Green is home to more than 500 students and is less than a five-minute walk from the Main Building.

## 12. RESIDENCE LIFE/FOOD (CONTINUED)

Founders Green consists of Latrobe House, Spear Hall, Carter Hall, Glace Hall, and Leake Hall. Apartments have either two or three bedrooms—either single or double occupancy. The percentage of singles is much higher than regular residence halls. Each apartment has a living room, kitchen, and bathroom and each building surrounds the central courtyard. Throughout the year you'll always find something happening—performances, Ultimate Frisbee, basketball, barbeques, sculpture installations, most-creative snowman contests. Amenities include on-site laundry facilities and parking spaces. Latrobe House is a central meeting place, with comfortably furnished lounges for movie nights, parties, potluck dinners, and informal social gatherings. The complex is also home to a lecture hall, gallery space, and a black box performing space; studios are available for students who need space to work on their projects.

Upper-level students can ease into independent living in Meyerhoff House or the Gateway—cutting-edge residential life experiences. Each apartment in Meyerhoff House has a unique character: high ceilings, exposed brick, interesting geometries, and, especially from the upper floors, spectacular views. Every bedroom is single occupancy. The first floor houses MICA's new main dining facility and serves as the campus living room. The Gateway anchors the north end of MICA's campus (which is the gateway to Baltimore's cultural corridor) and offers apartments, a studio tower, and a landscaped central courtyard for residents. Public spaces include a coffeehouse/lounge, a public gallery focusing on student work, BBOX, a multi-use performance space focusing on student events and performances, and the new home for the Joseph Meyerhoff Center for Career Development.

### DINING

Meal service at MICA is provided by Parkhurst, a company that has earned its reputation as one of the nation's best collegiate food service providers by offering dishes made from the freshest ingredients and innovative recipes prepared by thoughtful and service-oriented staff. Meal plans and service have been tailored to the unique tastes and schedules of student artists, with a diverse array of options, including ethnic and exotic entrées, vegetarian and vegan offerings, fresh side dishes and salads, and homemade desserts. Parkhurst, a lead partner

in MICA's efforts to become a more environmentally sustainable campus, has implemented a number of changes—such as use of local produce and suppliers, degradable utensils and food containers, trayless dining, and a reusable coffee mug program—that reduce waste and save water and energy.

## 13. STUDENT LIFE

Animation Club	Improvisational	Mission In Christian
Anime Club	Music Club	Artists
Asian Student Alliance	Le Club Français	National Art Educators
Ballet Club	Maryland Institute Queer	Association (student chapter)
Black Student Union	Alliance	Outdoors Club
Breakdance Club	MICAppella	OY!
Buddhism in Action	MICArotica	Prisoner Writing
Disciples on Campus	MICA Book Club	The Rooster
The Food Project	MICA Burlesque Troupe	Salsa Club
Foundry Club	MICA Cycling Association	Sequential Arts Club
Gossip Girls	MICA Improv League &	Students of Sustainability (SOS)
The Guild	Friends	Student Voice
Haunted House Club	MICA Indoor Soccer	Association
Illustration Club	League	The Super Troupe (Circus Club)
Knitting Club	MICA Pokemon League	Thespian Club
Koinonia Christian	MICA Radio (WICV)	
Fellowship	MICA Viking Clan	
Korean Student	MICA Volleyball Club	
Association	MICROCOSM Publication	

## 14. PROFESSIONAL EXPOSURE

No other art college in the country not affiliated with a museum can boast the number of art galleries and exhibition opportunities available at MICA. With a schedule that includes nearly 170 exhibitions a year, MICA exposes students and faculty to a range of important work by contemporary artists and designers. Our exhibitions schedule also includes time and space dedicated to faculty exhibitions, and there are several galleries devoted to exhibiting student work beginning in the freshman year. You literally cannot walk to class without passing



#### 14. PROFESSIONAL EXPOSURE (CONTINUED)

an exhibition. Regular trips to New York and Washington, D.C., keep students in touch with the contemporary international art scene. Programs like MICA in New York: Summer Intensive put MICA students in the thick of it. MICA's curriculum also offers students many opportunities to gain hands-on experience and make connections with professionals in their area of interest. The Exhibition Development Seminar offers experience in all areas of the design and implementation of a major exhibition—from curatorial to exhibition design, public programs to art education; design and illustration students take on real-world projects for clients and collaborate with professionals to implement projects throughout Baltimore; community arts programs offer experiences in community arts programming to build leadership, teaching, and collaboration skills for students in any major. Many programs of study include opportunities for internships and reality-based coursework in students' major requirements.

#### 15. CAREER DEVELOPMENT

At MICA, you start planning for your future the day you arrive on campus. Professional development is integrated into every major and enhanced with community-based, hands-on opportunities. The full-service Joseph Meyerhoff Center for Career Development offers a comprehensive career planning program that focuses on the needs of artists and designers, including assistance with applications for graduate study and prestigious fellowships and a searchable database of more than 400 grants, residencies, and fellowships. The center also has an extensive resource library dedicated exclusively to the professional development of artists. Major Café helps you explore the career opportunities in different majors so you can choose a major to meet your goals and interests.

#### 16. INTERNSHIPS

More than 1,000 internship opportunities allow students to earn credit while working in art-related jobs. MICA students put their skills and professional interests to work as interns in many of the nation's top museums, galleries, product design firms, apparel companies, design and game studios, and performing arts centers. While internships give students valuable work skills, community-based art projects demonstrate the importance of art in our community. An online national database of opportunities allows you to post

your resumé and samples of your work. Visit [mica.edu/20questions](http://mica.edu/20questions) for up-to-date information on MICA career services and internships.

#### 17. ALUMNI MICA GRADUATES

MICA's Alumni Network connects you with MICA alums around the world, sponsors young alumni networking events in cities across the U.S., and brings successful artists and designers to campus through its visiting professional series. MICA's alumni live in 54 countries and have won international awards, attended prestigious graduate programs, exhibited in galleries and museums throughout the world, and are represented in public and private collections around the globe. They are entrepreneurs launching startups in a wide-array of fields, and hot designers with firms specializing in print and UX design. They have been honored as fine artists in Art in America and Artforum, and lead major arts and nonprofit organizations. They are illustrators with work featured in Communication Arts and other national publications, have published bestselling comic and graphic novels, and work on Emmy, Tony, and Academy Award-nominated and -winning art teams.

In addition to receiving Fulbright awards soon after graduation, MICA students have also regularly earned the prestigious Jacob K. Javits Fellowship for graduate study, the coveted Soros Fellowship for New Americans, and the Jack Kent Cooke Foundation Graduate Scholarship. Many other students have been awarded full scholarships to prestigious graduate schools. Others have won the Outwin Boochever Portrait Competition grand prize from the Smithsonian's National Portrait Gallery and received the MacArthur "Genius Grant."

#### 18. NETWORKING

Networking is very important for artists—this is how you make connections for exhibition opportunities and jobs. In addition to MICA's Alumni Network, mentioned just above, MICA faculty can provide guidance as you begin your professional career. They include artists, designers, critics, and scholars with stellar national and international reputations. For example, Graphic Design faculty member and director of MICA's Center for Design Thinking, Ellen Lupton, is a noted author and curator at the Cooper Hewitt National Design Museum in New York; Harvey Award winner and founder of the Sequential Art concentration in Illustration, José Villarrubia, is internationally renowned for his comics color work;



## 18. NETWORKING (CONTINUED)

and Annet Couwenberg in the Fiber Department has established internships in The Netherlands, France, and Germany. Chair of Game Design, Jason Corace, is a noted designer and media artist whose games are shown in exhibitions and festivals around the world. Animation chair Laurence Arcadias collaborates regularly with scientists from NASA. Fine art faculty, such as Tony Shore and Susie Brandt, have long-standing relationships with major galleries and exhibit frequently. MICA faculty in art education are among the most respected in the field worldwide, while faculty in the digital area, including James Rouvelle, Nate Larson, and Nadia Hironaka, are literally writing the book on art and emerging technologies. Liberal arts faculty publish widely, including scholar of cultural studies Mikita Brottman; Firmin DeBrabander, who has written commentary for publications including *The New York Times*, *The Washington Post*, and *The New Republic*; and curator and art critic Monica Amor.

## 19. GRADUATE PROGRAMS

MICA's internationally renowned graduate programs draw top students and faculty from around the world. One reason graduate students choose MICA is the opportunity to study in the energized community of artists created by one of the nation's top undergraduate programs of art and design. MICA's 19 graduate programs, leading to the Master of Arts, Master of Fine Arts, and Master of Professional Studies, currently enroll approximately 400 students.

For undergraduate students, the presence of a world-class graduate program means access to an expansive program of visiting artists and critics, internationally renowned graduate faculty who teach or critique in the undergraduate program, and the addition of a diverse group of professionally active graduate students, whose presence enhances campus life.

## 20. APPLICATION PROCESS, COSTS, FINANCIAL AID, MERIT SCHOLARSHIPS

### ADMISSION

MICA is highly selective. Our applicants have made a serious commitment to art and demonstrated that commitment through their accomplishments and a strong portfolio of artwork. To complete the application for admission go to [mica.edu/apply](http://mica.edu/apply) and complete the CommonApp. Visit our website at [mica.edu/20questions](http://mica.edu/20questions) for application procedures, deadlines, and current costs.

### FINANCIAL AID AND MERIT-BASED SCHOLARSHIPS

Approximately 90% of MICA students receive financial assistance in the form of a package that may include a combination of need-based aid, loans, work study, and merit-based grants. Families who may qualify for aid should complete the financial aid process. Application forms for financial aid are available online at [mica.edu/apply](http://mica.edu/apply). MICA offers a number of competitive scholarships for high school seniors who wish to attend the College. Students who wish to apply for these merit-based scholarships should check the appropriate box on the CommonApp. Scholarships are available to students from the United States and abroad. Some competitions are based solely on meritorious achievement in art and/or academics. Others are based on a combination of meritorious achievement and financial need. For more information, contact the Office of Undergraduate Admissions at 410.225.2222 or visit [mica.edu/20questions](http://mica.edu/20questions).

### VISIT THE CAMPUS

The best way to evaluate a college is to visit the campus. MICA offers a variety of programs, dates, and times to accommodate your schedule, including MICA Visit Days for high school students and open houses. Student-guided tours of our studios, classrooms, residential living complexes, and other facilities are available by appointment Monday through Friday. For the most up-to-date information about how to visit MICA, go to [mica.edu/20questions](http://mica.edu/20questions).

If you can't come to campus, consider attending a National Portfolio Day in your region. These events give you the opportunity to meet with representatives from more than 50 leading art colleges and universities to discuss your portfolio of artwork and other admissions requirements. For more information, visit their website at [nationalportfolioday.org](http://nationalportfolioday.org).

### MICA'S PRE-COLLEGE SUMMER RESIDENCY PROGRAM

Each summer, MICA offers a full five-week pre-college program, or three- and two-week options to fit your summer schedule. The MICA Pre-College Studio Residency, on campus in Baltimore, is a wonderful opportunity to build your portfolio, expand your art experience, and test your commitment to future study in the arts. College credit is awarded to students who successfully complete the program. Call the Office of Continuing Studies at 410.225.2217 or 410.225.2219, or go to [mica.edu/20questions](http://mica.edu/20questions) for a link to more information.





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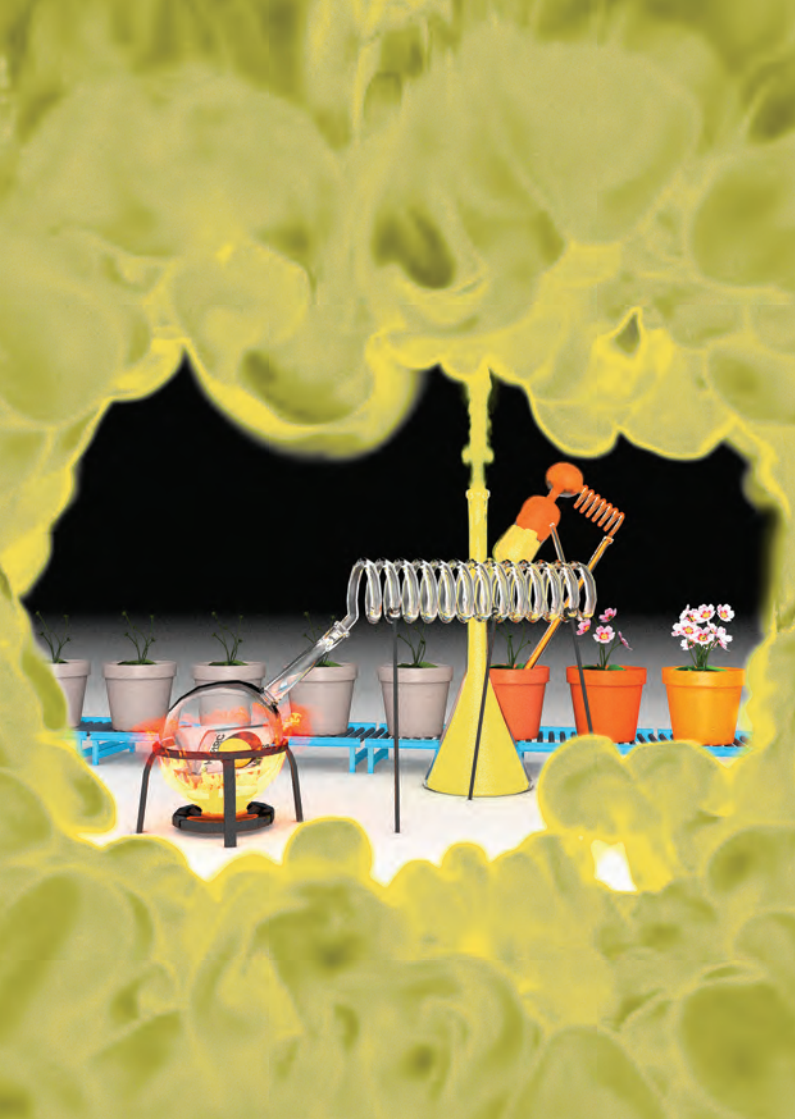
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3 DIFFERENT  
VOICES.**



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FEAR AND  
DRAW IT  
RIGHT HERE➤**



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BOOK APART  
AND CREATE  
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