UNIVERSITY OF MARYLAND’S STUDIO ART DEGREE combines a liberal arts education with practical career skills that last a lifetime. You’ll be immersed in the technical and conceptual tools needed to make innovative contributions to visual culture, and, in the process, develop creative and critical thinking skills, flexibility, decision making acumen and art that reflects a strong visual literacy—qualities and skills crucial for any career and specifically for the next generation of artists, graphic designers, scholars, educators and arts advocates.

STUDIO ART CURRICULUM
The undergraduate curriculum offers you a solid foundation in the fundamentals of composition in two and three-dimensional applications and later encourages experimentation in a media concentration. Alongside world-class faculty, studio art majors explore an enormous range of subject areas including painting, sculpture, digital media, printmaking, video, art theory, photography and graphic design. The competitive Department of Art Honors Program allows select upper-level majors to work in private studios and participate in a thesis exhibition. The major is flexible, allowing you to pursue a wide variety of interests and to combine your studio art degree with other major and minor programs in the college and university.

SAMPLE COURSE TITLES
- Three-Dimensional Art Fundamentals
- Elements of Sculpture: Metal Casting
- Elements of Digital Media
- Graphic Design Processes
STUDIO ART DEGREES IN ACTION

95% of recent ARHU graduates are either working full time, interning or pursuing graduate studies. Here’s where some of our studio art graduates are working or studying:

- CEZ Worldwide, Creative Director
- APCO Worldwide, Graphic Designer
- Access Intelligence, Junior Account Executive
- Washington Project for the Arts, Membership Director
- The Hatcher Group, Design Associate
- CBS Radio, Sales
- Prince Georges County Public Schools, Art Educator
- Rhode Island School of Design, Master of Fine Arts, Printmaking
- Rutgers University, Master of Fine Arts, painting
- University of Maryland, Master of Education, Art Education

TIPS FOR CAREER SUCCESS

It’s never too early to start planning for your career after graduation. Make an appointment to talk with the University Career Center @ARHU where we’ll work with you to assess your skills, values and interests and use them to help find opportunities that meet your goals. Academic and career advisors will work with you to incorporate internships, living and learning programs, global experiences, research and more into your academic plan. Our location near the nation’s capital connects you to unparalleled opportunities to intern with a variety of museums, galleries and embassies.

FOR MORE INFORMATION, visit art.umd.edu or call 301.405.7790.

DEPARTMENT OF ART
1211-E Art-Sociology Building
College Park, MD 20742

EUN JUN ’15, STUDIO ART
Visual Designer, AKQA

“The UMD Graphic Design program is an excellent model for collaboration and diversity. This focus allowed me to gain a multi-layered, relevant experience. Learning the social impact of design revealed how tolerance and flexibility are essential to gain a wider perspective. As a designer, this experience continually inspires me to innovate and dream bigger.”

ABOUT THE COLLEGE OF ARTS & HUMANITIES (ARHU)

ARHU is home to 14 departments and 64 bachelor’s degrees, minors and certificate programs, so you can tailor your degree (or double major) across various fields of study, including performing and visual arts, languages, literatures and cultures. With a 10 to 1 student-faculty ratio, ARHU offers you the benefits of a tight-knit community with access to the resources of a large, public research institution near the nation’s capital.