THE UNIVERSITY OF MARYLAND’S STUDIO ART degree combines a liberal arts education with practical career skills that last a lifetime. Students are taught the technical and conceptual tools needed to make innovative contributions to visual culture and, in the process, develop creative and critical analysis, revision and refinement skills. These skills are crucial for any career and specifically for the next generation of artists, designers, scholars, educators, arts administrators and arts advocates.

STUDIO ART CURRICULUM
The undergraduate curriculum offers a solid foundation in the fundamentals of composition in two and three-dimensional applications and later encourages experimentation in advanced courses. Studio art majors work alongside world-class faculty in five areas of concentration: Painting & Drawing, Print Media, Sculpture, Digital Media and Graphic Design. Immersive media design majors combine digital art and computer science in the Emerging Creatives and Innovative Coders tracks. 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 students to pursue a wide variety of interests and to combine their studio art degree with other major and minor programs at the university.

SAMPLE COURSE TITLES
- Advanced Drawing
- Digital Printmaking
- Art & Electronics
- Advanced Interactive Design
STUDIO ART DEGREES IN ACTION

92% 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:

- APCO Worldwide, Graphic Designer
- Updater, Senior Front End Engineer
- University of Minnesota, Master of Fine Arts

*Placement rate is based on the May 2019 university graduation survey

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. We’ll work with you to assess your skills, values and interests and use them to find opportunities that meet your goals. Academic and career advisors will help you incorporate internships, living-learning programs, global experiences, research and more into your academic plan. Research shows that having one or more internships increases your ability to land a full-time position after graduation. Learn more at careers.umd.edu.

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.”

BE WORLDWISE. GET WORLDREADY. CAREER INITIATIVE

The “Be Worldwide. Get Worldready.” initiative prepares students to adapt and thrive in the workplace and shapes the kind of global citizens they can become. It creatively integrates career development in the ARHU academic experience by offering strategic career preparation and academic advising; engages faculty to develop new and reimagined courses, majors and minors; and provides opportunities to apply scholarship to practice. Students learn to communicate the real-world value of their arts and humanities degree through this initiative.

ABOUT THE COLLEGE OF ARTS & HUMANITIES (ARHU)

ARHU is home to 14 departments and 79 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 an 8 to 1 student to 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.