UMD’s B.F.A. in Studio Art allows young artists to develop their unique creative vision while also providing rigorous and balanced training in aesthetics and techniques. While students may choose a single area on which to focus, they are encouraged to explore a range of media and are nurtured in an environment that fosters a cross-disciplined approach to image and form.

Students in Studio Art at UMD choose one of these emphases: Digital Art & Photography; Painting, Drawing & Printmaking; Sculpture & Ceramics; or General Studio.

Why UMD

UMD has something special!

- Traditional studio practices share equal footing with new and emerging technologies in an effort to best prepare young artists in the field
- Our distinguished faculty continue to create, exhibit, and publish research regularly, in addition to teaching and providing mentorship and career guidance
- UMD Art and Design is accredited by NASAD, the National Association of Schools of Art and Design

- Museum internships are often available through UMD’s Tweed Museum of Art

Acquired Skills

Students in the studio arts develop advanced expertise and extensive portfolios in their chosen focus areas. As a senior, each student creates a gallery exhibition that showcases their creativity and finely honed skills.

In addition, a study of art develops self awareness and cultural awareness, communication skills, creative problem solving, critical thinking, and the practice of incorporating feedback to improve your work -- skills which are valuable in any field.

Career Possibilities

The B.F.A. in Studio Art is ideal for students who wish to create and sell their own artwork as independent artists and entrepreneurs. Studio artists also collaborate with other designers to provide creative content for a variety of media and may work as production artists, freelance illustrators, web designers, digital artists, photographers, videographers, art directors, museum professionals, community art teachers, gallery owners, professors, and just about anything else!

Scholarships

Admission to Art & Design programs is based upon
standard UMD admission guidelines. No portfolio submission is required upon application to the program; however, freshman and transfer students are admitted in pre-major status before full admission to this major. Pre-Studio Art students must pass a portfolio review (ART 902) after completing a minimum of 15 art studio credits selected from the required pre-Studio Art core requirements and studio electives. After passing that review, the student continues as a fully-admitted major.

Several departmental scholarships are awarded to returning Art & Design majors after the first year; additionally, any student can submit creative pieces to the Student Exhibition each spring, which does include several small scholarships for outstanding selected artwork and/or research.

Student Clubs

Student clubs in the Department of Art & Design vary each year according to interests but typically include an Art Education Club, Student Photography Cooperative, Mud Guild (Ceramics Club), Art History Symposium, Media Arts Club, and Student Design Organization (SDO).

Requirements

All UMD Art & Design majors are required to bring a 15-inch Apple MacBookPro with Retina display. See specs: sfa.d.umn.edu/about/technology

Graduate Report

Recent UMD Graduates Job Placement Data & Employers

Here's a sampling of positions Studio Art BFA grads have attained six months to one year after graduation.

- Digital Artist - Howling Moon Software, Minneapolis, MN
- Videographer - Load Boards, Los Angeles, CA
- Costume Shop Intern - Lexington Children's Theatre, Lexington, KY
- Cinematographer - Woodland Productions, Duluth, MN
- Graduate School, Art Psychotherapy, University of Roehampton, London, United Kingdom
- Graduate School, Print Making, Syracuse University, NY

For more data see the Studio Art BFA Graduate Follow-Up Report.
For ideas about Studio Art BFA and other majors visit Career & Internship Services.