

Major Possibilities: Art and Art History



Career Services

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Summary

- Pairing your art degree with a strong computer background would open doors in the areas of graphic design and advertising.
- About 62 percent of artists and related workers are self-employed.

Studio Art major synopsis

The major in Studio Art is a pre-professional program in a liberal arts context and deals with art as an expressive medium. The goals of the major are that students acquire technical proficiency in a principal medium, knowledge of a variety of media processes as well as liberal arts breadth in critical and verbal skills. The program is a preparation both for students intending to apply to Master of Fine Arts programs and go on to professional work as artists, and for students who wish to acquire a liberal arts degree which can lead to work in fields such as art history, architecture, commercial art, design, arts administration, and teaching art in elementary and secondary schools. Entering students who are considering Studio Art as a major are required to take the beginning studios in ceramics, painting and sculpture in the course of their first three semesters, as well as start the drawing sequence with Drawing I. In order to finish within four years, students must decide upon their focus medium (ceramics, painting or sculpture) and take the first studio in that medium by the fall of their sophomore year. Studio art majors are required to obtain the 18-hour Art History minor and in their senior year must present a portfolio of their work for review by the sponsoring faculty member in the appropriate focus area.

Art History major synopsis

The Art History major is an academic liberal arts program that seeks to understand the significance of visual culture within specific cultural and historical contexts. The Art History major enables the student to develop visual literacy and to critically assess the complex meanings of material culture within diverse settings. To foster such understanding, Art History courses take a broadly contextual approach, situating art objects in relation to contemporaneous political and historical events; issues of race, gender, class and power structures; intellectual history and aesthetic criticism. The Art History program consists of six broad areas of study: Asian, Latin American, Pre-Modern (Ancient and Medieval), Early Modern (Renaissance and Baroque), Modern, and Design History. The program is strongest in the areas of Modern and Asian art, and Art History majors are required to take at least one course in each of these areas. Majors are encouraged to take courses in each of the remaining areas of study.

Sample occupational areas

Teaching

Art teaching positions allow artists the opportunity to use their creative abilities in a hands-on environment, but they are more restricted in their creativity because they must tailor their art projects to the students' ability levels. Art majors who receive their teaching certificates are qualified to teach art in K-12 schools. Teaching positions in higher education require at least a Master's degree in a specialized field.

Visual art

Artists who create art for the sake of art and seek customers on their own are referred to as visual artists. They are often self-employed but may hold a part-time job that is unrelated to art in order to have a steady income.

Commercial art

Graphic designers and illustrators who use their creativity to create works for a business are called commercial artists. They have less artistic freedom than visual artists, since they create works based on guidelines from their employer, but they have the benefit of a steady paycheck.

Art museums and galleries

Working in art museums and galleries requires knowledge of art without the ability to create art. The difference between art museums and galleries is that an art gallery depends upon the sales of its artwork to stay open, while art museums receive government funding and private donations in order to function.

Sample job titles

Arts, Media, Entertainment

Art Adviser
Art Representative
Cartoonist
Clothing Designer
Curatorial Consultant
Interior Designer
Music Executive
Photographer

Publisher
Set Designer

Government, Service and Edu.

Archivist
Art Journalism
Art Librarian
Arts Organization Consultant
Medical Illustrator

Museum Work / Preservation
Teaching
Visual Resources Curator

Art Law
Art Supply Store
Auction House
Corporate Curator
Freelance Collection Manager
Interior Designer

Printmaker
Textile industry

Industry and Commerce

Advertising Agencies
Antiquarian Book Trade
Antiques Dealer
Architectural Conservation
Art Investment

Sample internship employers of SU students

Ann Weber Interiors (Austin)
Beverly Knowles Fine Arts Gallery (London)
Bruce Pearson
Dougherty Arts Center (Austin)
European Film Festival
Flatbed Press (Austin)
Galerie W (France)
Infinity Broadcasting

Mobile Film School (Austin)
Pentagram Design, Inc (Austin)
Robert Blackburn Printshop
Spin Studios
SU Special Collections
TX Film Commission: Office of the Governor
Williamson County Crisis Center
Women and Their Work (Austin)

Possible internship sites

American Art Clay (Indianapolis, IN)
Arthouse at the Jones Center (Austin)
Austin Museum of Art
Bill Buttram Photography (Fredericksburg, WA)
Blanton Museum of Art (Austin)
Future Designs

George Washington University
Hachette Filipacchi Magazine
Portland School of Arts and Crafts
The Museum of Modern Art

Sample full-time employers of SU grads

Art Instructor (Rodriguez Juvenile Facility)
Designer (Unlimited 3D Design)
Framer (Hobby Lobby)
Graphic Designer

Operations Executive (London School of Marketing)
Potter (Francisco Pottery)
Potter Apprentice
Student Activities Coordinator (Southwestern University)

Professional associations

Alliance of Artists Communities: www.artistcommunities.org
American Institute of Graphic Arts: www.aiga.org
Confédération Internationale des Négociants en Oeuvres d'Art: www.cinoa.org
Graphic Artists' Guild: www.gag.org
The Art League: www.theartleague.org

Additional Web resources

Field information

Alliance of Artist's Communities: www.artistcommunities.org
American Institute of Graphic Arts: www.aiga.org
Americans for the Arts: www.artsusa.org
Art Museum Connection: www.amn.org
Internet Art Resources: artresources.com
National Endowment for Arts: www.nea.gov
Virtual Library for Art History: www.chart.ac.uk/vlib/
Worldwide Arts Resources: www.wwar.com

Career Information

Art and Technology Careers: www.intstudy.com/articles/saww4a12.htm
Career Information for Art Enthusiasts: drawsketch.about.com/mbody.htm
Career Options in Art History: http://havg.ucsc.edu/resources/career_options.html
Museum Employment Resource Center: www.museum-employment.com
Visual Nation Careers in Art: www.visualnation.com/arts/artjobs.html

Career Services' print resources

2003 Artists and Graphic Designers Market
The Artist's Resource Handbook
Become an Art Curator
Becoming a Graphic Designer
The Business of Being an Artist
Career Opportunities in Art-3rd Edition
Careers for Color Connoisseurs & Other Visual Types
Careers in Architecture

Great Jobs for Art Majors
How to Be a Successful Cartoonist
Opportunities in Commercial Art & Graphic Design
Opportunities in Interior Design and Decorating Careers
Opportunities in Printing Careers
Opportunities in Visual Arts Careers
Opportunities in Architecture Careers
Opportunities in Museum Careers