

CAREERS

in art and design





CAREERS IN ART AND DESIGN

C O N T E N T S

Creating Environments

Architecture
Interior Architecture/Design
Landscape Architecture
Display Design/Exhibit Design

Creating Communication

Graphic Design
Environmental Graphic Design
Package Design
Publication Design
Illustration
Photography

Fine Arts

Crafts & Decorative Arts

Art & Creative Related Industries

Creating Products

Industrial Design
Transportation Design
Fashion Design
Furniture Design

Creating Entertainment and Information

Film, Television, Video Design
Interactive/User Experience Design
Animation/Cartooning
Set and Stage Design

ARCHITECTURE

Creating Environments

Architecture is the creation of three-dimensional spaces in which people live, work, and visit. The creation includes all aspects of building use, construction, and aesthetics. These buildings include houses, offices, factories, stores, schools, and public facilities.

Education

Bachelor's degree required, often including a graduate degree.

Applicable MIAD Major(s):

Interior Architecture + Design

Employment

Common Job Titles:

Architect, Architectural Drafter.

Common Places of Employment:

Architecture firms, Computer-aided design services, Corporations, Engineering firms, Manufacturers.

Resources

American Institute of Architects: Career Center, www.aia.org/career-center/
Becoming an Architect, www.ncarb.org/Becoming-an-Architect.aspx/

Becoming an Architect: A Guide to Careers in Design by Lee Waldrep



INTERIOR ARCHITECTURE AND DESIGN

Creating Environments

Interior Architecture and Design and Interior Decorating

are the creation of all aspects of inside space in buildings. This includes floors, walls, and ceilings; components such as ventilation, lighting, windows, and doors; and accents such as furniture, carpeting, paint, and other accessories. These interiors are residential, commercial, or public.

Education

Bachelor's degree required for interior architecture & design. Some college preferred for interior decorating.

Applicable MIAD Major(s):

Interior Architecture + Design

Employment

Common Job Titles:

Facility Planner, Interior Architect, Interior Designer, Interior Decorator, Model Builder, Space Planner.

Common Places of Employment:

Architecture firms, Computer-aided design services, Corporations, Environmental design firms, Interior design firms (health care, institutional, office, residential, restaurant, retail), Museums, Retail businesses.

Resources

ASID - American Society of Interior Designers: Careers, www.asid.org/careers/

IIDA - International Interior Design Association, www.iida.org/

Becoming an Interior Designer: A Guide to Careers in Design by Christine Piotrowski
Starting Your Career as an Interior Designer by Robert Hale & Thomas Williams

LANDSCAPE ARCHITECTURE

Creating Environments

Landscape Architecture is the creation of exterior surfaces and land areas. This includes urban, suburban, and rural areas that surround buildings, neighborhoods, or natural areas. These areas range from residential yards and office parks to amusement parks and golf courses.

Education

Bachelor's degree preferred, often required.

Applicable MIAD Major(s):

Interior Architecture + Design

Employment

Common Job Titles:

Landscape Architect, Landscape Designer,
Theme-Park Designer.

Common Places of Employment:

Landscape architecture/design firms, Computer-aided design services, Corporations, Engineering firms, Environmental design firms.

Resources

ASLA - American Society of Landscape Architects: Career Discovery, www.asla.org/yourpath/

APLD – Association of Professional Landscape Designers, www.apld.org/



DISPLAY DESIGN AND EXHIBIT DESIGN

Creating Environments

Display Design and **Exhibit Design** is the creation of three dimensional spaces and items for human interaction purposes. Display design informs and persuades people about services and products where people visit. This is referred to as point-of-purchase display and visual merchandising. Exhibit design includes displays in trade shows, conventions, museums, show rooms, and entertainment venues.

Education

Bachelor's degree often required for display design and exhibit design.

Applicable MIAD Major(s):

Communication Design, Industrial Design, Interior Architecture + Design

Employment

Common Job Titles:

Display Designer, Exhibit Designer, Interior Designer, Model Builder, Showroom Manager, Space Planner, Visual-Merchandising Designer, Window-Display Designer.

Common Places of Employment:

Corporations, Display services, Environmental design firms, Exhibit design firms, Manufacturers, Museums, Point-of-purchase firms, Retail businesses.

Resources

EDPA - Exhibit Designers & Producers Association, www.edpa.com/

shop! – Shop Association, www.shopassociation.org/

VMSD - Visual Merchandising and Store Design, www.vmsd.com/

INDUSTRIAL DESIGN

Creating Products

Industrial Design is the creation of products used by people as consumers and professionals. These products include appliances, consumer electronics, computer equipment, housewares, lights, medical instruments and supplies, toys and games, scientific instruments, recreational and sporting goods, and tools. Industrial design also includes ergonomic and human factors specialties.

Education

Bachelor's degree required in most instances.

Applicable MIAD Major(s):

Industrial Design

Employment

Common Job Titles:

Ergonomist, Human-Factors Designer, Industrial Designer, Product Designer, Model Maker, User Experience Designer

Common Places of Employment:

Computer-aided design services, Engineering firms, Industrial design firms/consultancies, Manufacturers (consumer products - appliances, electronics, housewares, sporting goods, toys and games), Manufacturers of office products, Product design firms, Product development firms.

Resources

Coroflot, www.coroflot.com/

IDSA - Industrial Designers Society of America, www.idsa.org/

What Is Industrial Design, www.idsa.org/education/what-is-industrial-design/

Breaking In: Over 100 Product Designers Reveal How to Build a Portfolio That Will Get You Hired by Amina Horozic

TRANSPORTATION DESIGN

Creating Products

Transportation Design is the creation of vehicles used for moving people and objects. These vehicles include automobiles, trucks, trains, boats/ships, and airplanes. Transportation design also includes equipment used for recreational, industrial, agricultural, construction, scientific, military, and aerospace purposes.

Education

Bachelor's degree required,
sometimes including graduate degree.

Applicable MIAD Major(s):

Industrial Design

Employment

Automobile Detailer, Automobile Interior Designer,
Automotive Designer, Industrial Designer,
Model Maker, Transportation Designer.

Common Places of Employment:

Industrial design firms/consultancies, Equipment manufacturers
(construction, farm), Transportation manufacturers, (automotive,
public, recreational), Product development firms.

Resources

Car Body Design - www.carbodydesign.com/

Car Design News - www.cardesignnews.com/

IDSA - Industrial Designers Society of America, www.idsa.org/

FASHION DESIGN

Creating Products

Fashion Design is the creation of objects worn by people for living, recreational, and work purposes. This is the full range of shirts, pants, dresses, undergarments, and uniforms as well as the many accessories such as jackets, hats, belts, gloves, shoes, purses/wallets, backpacks, and eye wear.

Education

Bachelor's degree preferred, often expected.

Applicable MIAD Major(s):

Illustration, Industrial Design, Sculpture

Employment

Common Job Titles:

Fashion Designer, Fashion Artist,
Fashion Illustrator, Product Designer.

Common Places of Employment:

Apparel and clothing manufacturers, Fashion studios,
Retail businesses, Textile businesses.

Resources

CFDA – Council of Fashions Designers of America, www.cfda.com/about-cfda/

The Fashion Careers Guidebook by Julia Yates

Fashion & Textiles: The Essential Careers Guide by Carol Brown

Fashion: The Industry and Its Careers by Michele Granger

FURNITURE DESIGN

Creating Products

Furniture Design is the creation of objects used by people in private and professional settings. This includes chairs, tables, shelves, and desks as well as specialty items in kitchens, bathrooms/restrooms and meeting/conference areas. Furniture is also designed for educational facilities, health care centers, retail outlets, recreational areas, and outdoor public places.

Education

Bachelor's degree preferred.

Applicable MIAD Major(s):

Industrial Design, Interior Architecture + Design, Sculpture

Employment

Common Job Titles:

Furniture Designer, Product Designer,
and Visual-Merchandising Designer.

Common Places of Employment:

Architecture firms, Computer-aided design services,
Furniture design firms, Furniture manufacturers and dealers,
Industrial design firms, Interior design firms.

Resources

ASFD - American Society of Furniture Designers, www.asfd.com/

The Furniture Society, www.furnituresociety.org/

International Furnishings and Design Association, www.ifda.com/

NKBA – National Kitchen-Bath Association, www.nkba.org/

GRAPHIC DESIGN

Creating Communication

Graphic Design is the creation of print, broadcast, and digital images seen and read by people as consumers and professionals. Graphic design includes: Print pieces such as invitations, postcards, brochures, catalogs, logos, and packages; Print advertisements in magazines and newspapers and outdoor; Advertisements on television; Video images; and Images on Internet web sites and computer software.

Education

Bachelor's degree preferred.

Applicable MIAD Major(s):

Communication Design, Illustration

Employment

Common Job Titles:

Art Director, Creative Director, Graphic Artist,
Graphic Designer, Logo Designer,
Type Designer, Web Designer.

Common Places of Employment:

Advertising agencies, Advertising specialties, Apparel companies,
Corporations, Design studios, Graphic design firms, Manufacturers,
Marketing firms.

Resources

AIGA - American Institute of Graphic Arts, www.aiga.org/

Graphic Artists Guild, www.gag.org/

HOW: Design Careers, www.howdesign.com/design-career/

SPD - Society of Publication Designers, www.spd.org/

Becoming a Graphic Designer & Digital Designer: A Guide to Careers in Design by
Steven Heller & Veronique Vienne

Becoming a Successful Graphic Designer by Neil Leonard

Graphic Artists Guild Handbook: Pricing and Ethical Guidelines

Inside Art Direction: Interviews and Case Studies by Steven Brower

ENVIRONMENTAL GRAPHIC DESIGN

Creating Communication

Environmental Graphic Design is the creation of signs and symbols—the variety of displays for directions and information on streets, buildings, and large facilities such as hospitals, corporate centers, and amusement parks.

Education

Bachelor's degree expected.

Applicable MIAD Major(s):

Communication Design, Illustration, Industrial Design,
Interior Architecture + Design

Employment

Common Job Titles:

Graphic Artist, Graphic Designer, Environmental Designer,
Outdoor Advertising Designer, Sign Designer.

Common Places of Employment:

Advertising agencies, Advertising specialties, Corporations,
Design studios, Display design services, Environmental design firms,
Exhibit design firms, Graphic design firms, Manufacturers, Signage firms.

Resources

SEGD - Society for Environmental Graphic Design, www.segd.org/

Becoming a Graphic Designer & Digital Designer: A Guide to Careers in Design by Steven Heller & Veronique Vienne

PACKAGE DESIGN

Creating Communication

Package Design is the creation of three-dimensional surfaces that promote and/or protect products.

Education

Bachelor's degree expected.

Applicable MIAD Major(s):

Communication Design, Industrial Design

Employment

Common Job Titles:

Graphic Artist, Graphic Designer, Package Designer.

Common Places of Employment:

Advertising agencies, Corporations, Design studios,
Graphic design firms, Manufacturers, Package design firms.

Resources

Packaging Digest magazine, www.packagingdigest.com/

Packaging World magazine, www.packworld.com/

Becoming a Graphic Designer & Digital Designer: A Guide to Careers in Design by
Steven Heller & Veronique Vienne



PUBLICATION DESIGN

Creating Communication

Publication Design is the creation of magazines, books, newspapers, and the variety of booklets and catalogs used to advertise, inform, and instruct.

Education

Bachelor's degree expected.

Applicable MIAD Major(s):

Communication Design, Illustration

Employment

Common Job Titles:

Art Director, Editorial Illustrator, Graphic Designer,
Publication Designer, Type Designer.

Common Places of Employment:

Book publishers, Catalog publishers, Internet publishers,
Magazine publishers, Newspaper publishers, Printers.

Resources

Society for News Design, www.snd.org/

SPD -- Society of Publication Designers, www.spd.org/

The Publishing Business: From P-Books to E-Books by Kelvin Smith

ILLUSTRATION

Creating Communication

Illustration is the creation of original images using various media for commercial purposes of selling and/or informing. Illustrations are used in publications, advertisements, environmental graphics, packages, exhibits, displays, apparel, and in broadcast and digital media. Some illustrations are also self-sustaining as editorial images, cartoons, comics, caricatures, murals, stories, and technical, medical, or scientific images.

Education

Bachelor's degree preferred, often expected, sometimes including graduate degree.

Applicable MIAD Major(s):

Illustration

Employment

Common Job Titles:

Apparel Artist, Art Director, Caricaturist, Cartoonist, Children's-Book Illustrator, Comic-Strip Artist, Editorial Illustrator, Fantasy Illustrator, Greeting-Card Designer, Product Illustrator, Science Illustrator, Illustrator, Technical Illustrator, Web Designer.

Common Places of Employment:

Advertising agencies, Advertising specialties, Apparel manufacturers, Commercial art firms, Corporations, Design studios, Display design services, Environmental design firms, Exhibit design firms, Illustration studios/firms, Manufacturers, Publishers (magazine, book, electronic) Signage firms.

Resources

GNSI – Guild of Natural Science Illustrators, www.gnsi.org/
Society of Children's Book Writers and Illustrators, www.scbwi.org/
Society of Illustrators, www.societyillustrators.org/

Graphic Artists Guild Handbook: Pricing and Ethical Guidelines
Inside Art Direction: Interviews and Case Studies by Steven Brower
Starting Your Career as an Illustrator by Michael Fleishman

PHOTOGRAPHY

Creating Communication

Photography is the creation of original images using digital and traditional equipment for commercial and private purposes of selling and/or informing. Photographs are used in publications, advertisements, environmental graphics, packages, exhibits, displays, and in broadcast and digital media. Many photographs are self-sustaining as images to document and enjoy social and professional events. Photographs are also important for news and entertainment.

Education

Bachelor's degree preferred.

Applicable MIAD Major(s):

Communication Design, New Studio Practice (with photography classes)

Employment

Common Job Titles:

Corporate Photographer, Fashion Photographer, Food Photographer, Head Photographer, Photojournalist, Photographer's Assistant, Portrait Photographer, Product Photographer, Studio Photographer.

Common Places of Employment:

Advertising agencies, Audio/visual services, Corporations, Design firms, Manufacturers, Photography finishing businesses, Photography studios, Portrait studios, Publishers, Video and film studios.

Resources

Advertising Photographers of America, www.apanational.org/

American Society of Media Photographers, www.asmp.org/

Professional Photographers of America, www.ppa.com/

Crusade for Your Art: Best Practices of Fine Art Photographers by Jennifer Schwartz

Photography Careers: Finding Your True Path by Mark Jenkinson

Starting Your Career as a Freelance Photographer by Tad Crawford

FILM, TELEVISION AND VIDEO DESIGN

Creating Entertainment and Information

Film, Television and Video Design is the creation of images and stories for amusement and information purposes using broadcast and digital media. This includes the entire or partial sequence of images seen via movies, documentaries, television shows, videos, and news segments. This also includes the self-sustaining images seen in advertisements and videos.

Education

Bachelor's degree helpful.

Applicable MIAD Major(s):

Communication Design, Illustration, Industrial Design,
New Studio Practice (especially with digital media classes)

Employment

Common Job Titles:

Art Director, Artist, Background Artist, Film Artist,
Graphic Artist/Designer, Production Artist, Program Designer,
Illustrator, Title Designer.

Common Places of Employment:

Audio/visual services, Corporations, Design firms, Digital effects studios, Film/movie studios, Internet development firms, Television studios, Video production services.

Resources

GetInMedia: Career Profiles, Film & TV: www.getinmedia.com/industry/film-tv/

GetInMedia: Careers in Filmmaking, www.getinmedia.com/charts/GIM-Film-Industry-Chart.pdf/

MediaMatch: Job Descriptions: www.media-match.com/usa/media/jobtypes/job-descriptions.php/

Career Launcher: Film by Candace Gulko

INTERACTIVE/USER EXPERIENCE DESIGN

Creating Entertainment and Information

Interactive/User Experience Design is the creation of images and stories for amusement and information purposes using digital media. This includes sequences or single images seen in games, multi-media presentations, web sites, software, displays, exhibits, signs, kiosks, and products.

Education

Bachelor's degree helpful.

Applicable MIAD Major(s):

Communication Design, Illustration, Industrial Design

Employment

Common Job Titles:

Art Director, Background Artist, Game Designer, Illustrator, Multimedia Artist, Screen Designer, Web Designer, User Experience Designer (UX), User Interface Designer (UI)

Common Places of Employment:

Audio/visual services, Corporations, Design firms and studios, Digital effects studios, Game development firms and studios, Internet development firms, Special effects studios.

Resources

Game Career Guide: www.gamecareerguide.com/

GetInMedia: Career Profiles, Games: www.getinmedia.com/industry/games/

International Game Developers Association, www.igda.org/

IxDA: www.ixda.org

UXPA: www.uxpa.org

How to Become a Video Game Artist by Sam Kennedy

The UX Careers Handbook by Cory Lebson

Video Game Careers by Hardy LeBel & Lea Gallanter

Video Games: An Introduction to the Industry by Andy Bossom & Ben Dunning

ANIMATION AND CARTOONING

Creating Entertainment and Information

Animation and Cartooning is the creation of stories and single images with an emphasis on characters. The creation and invention of a character and story is simultaneous. This can be done with traditional or digital means. Examples range from lengthy feature movies to short television and video episodes to Internet movies and clips.

Education

Bachelor's degree often helpful.

Applicable MIAD Major(s):

Illustration (with digital media classes)

Employment

Common Job Titles:

Animator, Background Artist, Cartoonist, Comic Artist, Digital Designer, Film Animation Artist, and Game Designer.

Common Places of Employment:

Audio/visual services, Corporations, Design firms, Digital effects studios, Film/movie studios, Game development firms and studios, Internet development firms, Publishers, Television studios, Special effects studios, Video production services.

Resources

Animation World Network, www.awn.com/

Animation Career Review: www.animationcareerreview.com/careers-animation/

Comic Artists Direct: www.comicartistsdirect.com/

National Cartoonists Society: www.reuben.org/

Animating Your Career by Steve Hickner

Career Opportunities in Animation by Jeff Lenburg

Careers in Focus: Comic Books & Graphic Novels

SET AND STAGE DESIGN

Creating Entertainment and Information

Set and Stage Design is the creation of an environment used for movies and live performances. This includes properties (props), backdrops, costumes, lighting and make-up/hair.

Education

Bachelor's degree preferred.

Applicable MIAD Major(s):

Illustration, Interior Architecture + Design, and
New Studio Practice

Employment

Common Job Titles:

Costume Designer, Lighting Designer, Production Artist,
Property Designer, Puppet Designer, Scenic Designer,
Scene Painter and Set Designer

Common Places of Employment:

Film/movie studios, Television studios,
Performing arts organizations, Video production services.

Resources

United Scenic Artists, www.usa829.org/

Set Decorators Society of America, www.setdecorators.org/

The Craft and Art of Scenic Design: Strategies, Concepts, and Resources by Robert Klingelhoef
Starting Your Career as a Theatrical Designer: Insights and Advice from Leading Broadway Designers by Michael Riha

FINE ARTS

Fine Arts is the creation of one-of-a kind objects or a series. For the artist (creator) this is often for personal and expressive reasons, while the observer views the object for aesthetic, interpretative, and occasionally functional reasons. Common art media include Drawing, Painting, Performance Art, Photography, Printmaking, and Sculpture.

Education

Bachelor's degree helpful, often preferred.

Applicable MIAD Major(s):

Illustration, New Studio Practice

Employment

Common Fine Artist Job Titles:

Drawer, Illustrator, Master Printer, Painter, Papermaker, Photographer, Portrait Artist, Printmaker, and Sculptor.

Common Places of Employment:

Artist studios.

Resources

Art Organizations – WI: www.wisconsinart.org/archives/topic/art-organizations-wi-4.aspx/

Arts in Milwaukee: www.artsinmilwaukee.org/

Wisconsin Visual Artists: www.wisconsinvisualartists.com/

Career Guide for Creative and Unconventional People by Carol Eikelberry

Living and Sustaining a Creative Life: Essays by 40 Working Artists by Sharon Loudon

The Successful Artist's Career Guide: Finding Your Way in the Business of Art by Margaret Peot

CRAFTS & DECORATIVE ARTS

Craft Artists use a variety of materials and techniques to create art for sale. Craft artists create handmade objects such as pottery, glassware, textiles, jewelry and other objects that are designed to be functional.

Education

Bachelor's degree helpful.

Applicable MIAD Major(s):

New Studio Practice

Employment

Common Job Titles:

Artist, Ceramic Artist, Fiber Artist, Craft Artist, Glass Artist, Glass Blower, Goldsmith, Hand-Weaver

Common Places of Employment:

Artist studios.

Resources

American Craft Council, www.craftcouncil.org/

Studio Craft as Career: A Guide to Achieving Excellence in Art-Making by Paul Stankard



ART & CREATIVE RELATED INDUSTRIES

There are types of businesses that are directly connected to visual art and several types of businesses involved with arts and culture. Graduates with a degree in art or design have the qualifications for positions in these businesses. In addition, there are businesses not specifically related to the arts that also employ individuals with an art/design education.

MIAD graduates who studied New Studio Practice will have the educational background and the qualifications/skills for positions in these businesses. Bachelor's degrees are often preferred and sometimes required by many of these businesses. For some positions, graduate degrees are preferred.

Below are some of the most common types of businesses. Job titles vary greatly with responsibilities focused on administrating, assisting, coordinating, directing and/or managing.

Galleries

Businesses and organizations that primarily show and sell works of visual art, but can also show/sell other items. These could be physical spaces or digital online venues. Galleries can be public/non-profit or private/for-profit publicly owned museums that display selected collections of art. Galleries also can be used to host events and programs. Individuals with an art related education are primary candidates for positions in galleries.

Common Places of Employment:
Galleries, Art Centers

Resources

Art Dealers Association of American, www.artdealers.org/

Become an Art Gallery Owner by Brenna Pearce & Mitchell Warren
How to Get a Job in a Museum or Art Gallery by Alison Baverstock
Management of Art Galleries by Magnus Resch

ART & CREATIVE RELATED INDUSTRIES

CONTINUED

Museums, Cultural / Historical Organizations

Museums and cultural/historical organizations and centers are involved with the display, archiving, appraising, processing, cataloging and preserving of items, artifacts and documents. Every museum, not just “art museums” are not only visual experiences for visitors but also are involved with maintaining visual objects. So, a variety of positions exist in museums for which individuals with an art-related degree would qualify.

Specific Job Titles include:

Archivist, Conservator, Curator, Director, Exhibit Technician, Historian, Manager, Preparator, Registrar.

Common Places of Employment:

Museums, Art Centers, Historical Societies, Cultural Centers

Resources

American Alliance of Museums, www.aam-us.org/

Wisconsin Federation of Museums, www.wisconsinmuseums.org/

A Life in Museums: Managing Your Museum Career by Greg Stevens & Wendy Luke

Creative Careers in Museums by Jan Burdick

How to Get a Job in a Museum or Art Gallery by Alison Baverstock

Museum Careers: A Practical Guide for Students by N Elizabeth Schlatter



ART & CREATIVE RELATED INDUSTRIES

CONTINUED

Arts Administration And Marketing

Arts managers or arts administrators maintain the business operations of not-for-profit organizations, government agencies, foundations, or companies connected with arts and culture. Arts administrators facilitate the development and maintenance of the arts through managerial, financial and programmatic skills. An arts administrator often manages and promotes the activities of the organization.

Common Places of Employment:

Agencies/Councils, Associations, Centers, Education, Foundations, Government, Organizations, Performing Arts

Resources

Association of Art Administration Educators, www.artsadministration.org/

Arts Management: An Entrepreneurial Approach by Carla Walter
Careers in Art History from The Association of Art Historians

Art Markets and Collections

Markets and collections of art are commercial and private. Businesses and consumers hire art buyers and art consultants to locate and purchase art work. Art professionals are also hired by corporations and interior designers or facility managers to curate their collections.

Specific Job Titles include:

Art Buyer, Art Consultant, Art Dealer, Corporate Curator

Common Places of Employment:

Corporations, Health Care Facilities, Hotels, Auction Houses (Also contracted by interior designers and private collectors.)

Resources

Art Dealers Association of American, www.artdealers.org/
Association of Professional Art Advisors, www.artadvisors.org/

ART & CREATIVE RELATED INDUSTRIES

CONTINUED

Nature, Environment And Science

Nature, environment and science centers are attracted to professionals with an art education for both their understanding of visual concepts and their connection with their visual surroundings. Park services similarly can seek professionals with an art education for some of their positions.

Common Places of Employment:

Nature Centers, Environmental Learning Centers, Visitor Centers, Parks

Resources

Association of Nature Center Administrators, www.natctr.org/

Organizations & Associations

Nearly every profession has an organization or association that exists to advance that profession. Advocacy, education and training, conferences, and networking are primary functions of organizations and associations. Art and art related professions are no different. Individuals with art training are prime candidates for positions that manage and coordinate organizations and associations that focus on art and culture.

Common Places of Employment:

Organizations and associations that focus on professions such as the visual arts, art history, crafts, photography and digital media.



ART & CREATIVE RELATED INDUSTRIES

CONTINUED

Restoration / Conservation / Preservation

Professionals involved with restoration, conservation and preservation maintain and prepare objects for collections and displays/exhibits. Appraising, processing, archiving, cataloging and researching are often additional responsibilities. Objects can include artwork, artifacts and documents as well as historic, scientific and natural items. (Graduate degrees are preferred or required for many positions in restoration, conservation and preservation.)

Common Places of Employment:

Galleries, Museums, Historical and Cultural Centers, Educational Institutions, Libraries, Government Agencies

Resources

American Institute for Conservation of Historic and Artistic Works,

www.conservation-us.org/

International Institute for Conservation of Historic and Artistic Works,

www.iiiconservation.org/

National Trust for Historic Preservation, www.nationaltrust.org/

Preservation Directory, www.preservationdirectory.com/

Custom Production, Fabrication & Construction

Custom production and fabrication refers to businesses involved with “made to order” or “one-of-a-kind” products or a series of products. The production is usually by hand or with limited automation. This can be called “Boutique Manufacturing”. This includes a wide range of products and services including exterior architectural and interior objects, leather goods, jewelry, castings, engraving, glass making, metalsmithing, woodworking, packages, painting, models/prototypes, displays, paper products, promotional items, apparel, fabrics and textile, ornamental and decorative items, signs, tiles, foundries. Separate businesses produce the materials and equipment used for many of these products.

ART & CREATIVE RELATED INDUSTRIES

CONTINUED

Specialty Retail & Sales

Similar to the types of businesses mentioned earlier that produce and fabricate a variety of products, there are specialty retail businesses that sell creative products directly to consumers or to businesses. They could specialize in product areas such as fine artwork, stock images, art supplies, audio/visual and photography equipment and supplies, set/scenic displays and props, framing, promotional products, paper products, fashion/apparel, fabrics, decorations, memorials, awards/trophies, signs, novelties, souvenirs, musical instruments, software, games, toys. These retail businesses can operate at physical locations and/or via web sites and other digital platforms.

Education

Graduates with art/design degrees often are involved with education -- especially teaching. They hold teaching positions in elementary and secondary schools (public and private), professor and instructor positions in colleges and universities. Many graduates work full-time in art/design related professions and then teach part-time. In addition to teaching art/design graduates are equipped to take administrative/staff positions in areas such as academic services, admissions, advising, alumni relations, career services, communications, continuing education, event planning, international programs, registration and records, residence life, student activities and programming and student services. (A graduate degree is usually required for college and university teaching positions.)

Common Places of Employment:

Elementary Schools, High Schools, Colleges, Universities,
Technical Institutions

Resources

Academic360, www.academic360.com/

College Art Association, www.collegeart.org/

HigherEdJobs, www.higheredjobs.com/

National Art Education Association, www.arteducators.org/

Wisconsin Department of Public Instruction, www.dpi.wi.gov/schools-educators/

Wisconsin Education Career Access Network, www.services.education.wisc.edu/wecan/

ART & CREATIVE RELATED INDUSTRIES

CONTINUED

Social & Community Services

These organizations and businesses are involved with the development and support of members living or working in a given community. Youth, elderly and individuals with special needs or having unique circumstances are often those who are served. Activities and engagements can be related to a number of areas including advocacy, animal welfare, civil rights, environment, faith-based, neighborhood enhancement, government relations, human services, personal and professional development, recreation, social responsibility and volunteering. Art graduates have the skills and interests to work in various positions within social and community services organizations. Functions and responsibilities can include administration, training/teaching, community and member relations, grant research/writing, marketing and outreach, operations, membership services, programming/planning events and research.

Common Places of Employment:

Community Centers, Community Organizations, Galleries, Government Affiliated Programs, Humane Societies, Faith-Based Entities, Recreation Centers and Facilities

Resources

Corporation for National & Community Service, www.nationalservice.gov/

National Council of NonProfits, www.councilofnonprofits.org/

Society for NonProfits, www.councilofnonprofits.org/

ART & CREATIVE RELATED INDUSTRIES

CONTINUED

Art Therapy & Art Health Services

Art therapy is a health-related profession assisting clients and patients with emotional, cognitive and physical well-being through the use of art and the art making process. The objective is to restore or improve functioning and sense of self. (Graduate degrees are preferred or required for many positions art therapy positions.)

Common Places of Employment:

Hospitals, Psychiatric Centers, Rehabilitation Facilities, Wellness Centers, Schools, Senior Communities / Residencies, Community Centers

Resources

American Art Therapy Association, www.arttherapy.org/

National Coalition of Creative Arts Therapies Associations, www.nccata.org/



ART & CREATIVE RELATED INDUSTRIES

CONTINUED

More Creative Industries & Professions

Agents and Representatives

Caricatures

Color Analyst

Commercial Printing

Decorating

Event Planning

Employment / Recruiting

Libraries

Media Services

Modeling

Pastry / Custom Bakery

Performing Arts

Religious / Spiritual Services

Signage / Wayfinding

Silk Screening

Stained Glass

Stylists



