

STUDIO ART

WHAT IS STUDIO ART?

Studio Art is a branch of Art that incorporates many aspects of creative life, focusing on producing a unique work of art. Studio artists learn to design and communicate a project plan to focus their energy, calendars to plan their time, and goal setting with specific, measurable benchmarks to evaluate their achievement. Skills needed to execute their vision are developed and utilized in unique solutions that result in original artworks. Reflection and adjustment are built into the process of creative studio practice, so each work builds on the learning and success of the previous piece. Teamwork in running the studio, professional communication, and career practices are taught at each step of the progression through the studio art program.

RELATED CAREER TITLES

Animator	Artist's Agent	Display Artist	Mural Artist
Architectural Model Builder	Arts and Humanities Council	Display Painter	Museum Artist
Architectural Renderer	Arts Fundraiser	Editorial Illustrator	Museum Curator
Art Administrator	Arts Lawyer	Exhibit Designer	Museum Publications Director
Art Appraiser	Assistant Curator	Fashion Artist/Designer	Museum Technician
Art Assistant	Book Illustrator/Designer	Floral Designer	Painter
Art Buyer	Bookplate Artist	Furniture Designer	Photographer
Art Conservator	Calligrapher	Gallery Owner	Printmaker
Art Consultant	Caricaturist		Product Designer/Illustrator
Art Critic	Cartoonist	Grants Specialist	Public Artist
Art Dealer	Catalog Illustrator	Greeting Card Artist	Salesperson for art materials
Art Director	CD/Record Cover Designer	Historical Preservation Coordinator	Sculptor
Art Exhibition Coordinator	Ceramic Artist	Illustrator	Set Designer/Illustrator
Art Teacher	Costume and Mask Designer	Landscape Architect	Sketch Artist
Art therapist (w/ additional licensure)	Digital Media Artist/Animator	Motion Picture Scenic Designer	Textile Designer
Artist/Artist-in-residence			

TRANSFERABLE SKILLS

Adapting techniques	Flexibility	Strong communication skills
Assessment and adjustment within a project	Goal setting	Studio art proficiency
Attaining a high level of craftsmanship	Imagination and creativity	Taking multiple approaches to problems
Basic reading, writing, and editing skills	Installation and spatial planning	Technology

TRANSFERABLE SKILLS (CONTINUED)

Collaborating with others	Knowing the qualities and limitations of each medium	Time management
Color theory	Mastering the use of color, space, and line	Utilizing available resources
Community engagement	Meet deadlines	Utilizing theories of composition
Conceptual thinking	Project planning	Visualizing shapes and spatial relationships
Craftmanship	Process-based thinking	Visual literacy/communication
Creative problem solving	Relating abstract ideas and visual forms	Visual storytelling
Critical analysis	Resourcefulness	Work ethic
Empathy and audience awareness	Sales	Working independently
Event and exhibition planning	Seeing, drawing, and understanding form	Working with a variety of media
Experimentation and risk-taking	Self-motivated/self-disciplined	

Attainment and demonstration of [NACE Career Readiness Competencies](#) help prepare for a successful transition into the workplace.

CONTACT FOR ADDITIONAL INFORMATION

School of Visual and Performing Arts - Schmidt Foundation Center for Art and Design 119 -
785.628.4247

RELATED CAREER EXPLORATION LINKS

United States Department of Labor: bls.gov/ooh/arts-and-design/home.htm

Art Exhibition Deadlines: www.artdeadline.com

Jobs in Higher Education: www.higheredjobs.com

National Council on Education for the Ceramic Arts: nceca.net

The American Ceramic Society: ceramics.org

FHSU Career Development Office: www.fhsu.edu/career/

Occupational Outlook Handbook: www.bls.gov/ooh



Click to explore additional career information