School of Visual & Performing Arts
Art Program
University of Louisiana Monroe

The study of art develops essential transferable job skills including critical thinking, problem solving, higher order thinking, adaptability, curiosity, persistence, and resilience.

Career Paths in the Visual Arts

Fashion Design
- Shoe Design
- Accessory Design
- Textile design
- Dress or Pattern Making
- Costuming
- Make Up Artist

Product Design
- Interior Design and Home Staging
- Furniture Design
- Industrial Design
- Toy Design
- Model Making

Visual Design
- Graphic Design
- Advertising
- Public Relations
- Television
- Film
- Publication Layout
- Book Illustration
- Multi-Media
- Social Media
- Production Design
- Set Design
- Lighting Design

Fine Artist
- Sculptor
- Painter
- Illustrator
- Photographer
- Printmaker
- Ceramicist
- Jeweler
- Metalworker
- Fiber Artist

Administration and Business
- Arts Management
- Chief Innovation Officer
- Visual Information Specialist
- Marketing Manager
- Brand Manager
- Museum/Gallery Director
- Art Exhibit Curator
- Event Production
- Artist's Agent
- Community Art Director
- Corporate Art Buyer
- Art Appraiser

Numerous Other Careers
- Interactive Design and Game Development
- Preservation Design
- Immersive Design
- Urban Design
- User Experience Design
- Sustainable Design
- Muralist
- Portrait Painter
- Court Room Artist
- Cartoonist
- Master Printer
- Freelance Opportunities

Historian & Librarian
- Non-Profit
- Government Archives
- Museum Professional
- Gallery Education
- Researcher
- Conservator/Restoration

Creative Writing
- Art Critic
- Columnist
- Editor
- Art Journalist

Health Related
- Art Therapy
- Wellness Coordinator
- Activities Director
- Medical Illustrator

Artists in Education
- Art Teachers, K-12
- Professor
- Art Lecturer
- Artist-In-Residence
- Administrator
- Recruitment
- Academic Advisor
- Operations Logistics
- Lab Technician
- Museum Studies

Contact:
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