

Career Day: Links to your future ART, DIGITAL ART, and MUSIC

Digital Arts Program <http://www.roch.edu/dept/digiart>

Music Department <http://www.roch.edu/dept/music>

Art Department <http://www.roch.edu/dept/art>

For Digital Arts Program information, including Computer Art & Design, Graphic Design, Multimedia and Music Technology, in addition to other programs, including the Photography certificate, go to

<http://www.rctc.edu/catalog/2004-Fall-Archive/programs/index.html>

For more information or specific questions, please contact Linda Malec: phone 507-280-5031 or linda.malec@roch.edu

Fine Arts

<http://www.mnartists.org> – opportunities geared specifically for Minnesota Artists

<http://nyfa.org> – New York Foundation for the Arts

<http://nceca.net> – National Council on Education for the Ceramic Arts

The more well known art careers include fine art, portrait painting, art education, and illustration. However, there are many career opportunities that start in the basic drawing and painting and design classes that many people are not aware of, including: art therapy, medical illustration, art administration, and many, many more. Skills and perspectives acquired in the study of Fine Arts are important in all aspects of creation. Fine Arts can include visual, performance and audio art. The websites listed above are excellent resources for people interested in the arts. The New York Foundation for the Arts (www.nyfa.org) is a website with an incredibly comprehensive database including: job opportunities in the arts, residencies, exhibition opportunities, professional and business advice and articles for artists, grant and award opportunities, and so much more.

Photography:

<http://www.careeroverview.com/photography-careers.html> – Photographic careers

<http://www.studentphoto.com> – community of student photographers

Photographers capture images that visualize a story or event. Both creative and technical skills help them create a quality photographs. This includes manipulating lighting procedures, lenses, or subject environments to achieve the desired aspect. Because of it's appeal to many different people, these jobs are highly competitive. Creativity and technical proficiency are important. Careers include scientific and news photography, portraiture, fine art photography, digital and darkroom technician, commercial and industrial photographers, advertising and copy photographers.

Graphic Artist:

<http://www.siggraph.org> – computer graphics organization for graphic artists

<http://www.computerarts.co.uk> – digital arts magazine with interesting work

Computer graphics (CG) is the field of visual computing, where one utilizes computers both to generate synthetic visual images and to integrate or alter visual and spatial information sampled from the real world. Using analog-to-digital conversion techniques, a variety of devices can be used to store pictorial data in a digital computer. By reversing the process through digital-to-analog conversion techniques, the stored data can be displayed in graphical form on a mechanical plotting board, or plotter, or on a televisionlike graphic display terminal. Computer graphics capabilities range from the simple display of digital tabulations as line graphs and pie charts to complex animation and elaborate special effects for television and motion

pictures. Computer graphics are used in architecture, art, computer-aided design, electronic games, flight simulators for pilot training, and molecular modeling.

Graphic Design:

<http://www.aiga.org> – design organization

<http://www.aiga.org/content.cfm/students> –aiga student ideas

“Graphic design is the most ubiquitous of all the arts. It responds to needs at once personal and public, embraces concerns both economic and ergonomic, and is informed by many disciplines, including art and architecture, philosophy and ethics, literature and language, science and politics and performance.”—Jessica Helfand, introduction to the video, “What is graphic design?”

Designers need to master a wide variety of skills and concepts, including print media, interactive experiences, design exhibits and more.

Music:

<http://www.menc.org> – music educator and job links

<http://www.berklee.edu/careers/resources.html> – Berklee School of Music career pages

Music as a creative endeavor that includes many skills. Music careers include solo performance, conducting, accompanist, chamber music, orchestras, concert, rock, jazz and dance bands, “back-up” musician, cruise line performer, choirs, opera, theatre, theatre directing, dance & choreography, community music, broadcast video and movie creation and editing, composer, sound recording technician, podcaster, and more.

Interface Design:

<http://www.digitalthread.com> –web design and more

<http://www.qdconf.com> –game developers' conference

<http://www.seriousgamessummit.com> –game developers' for serious

Interface design encompasses four distinct, but related constructs--usability, visualization, functionality, and accessibility. Interface design is most often associated with the development of Web pages, computer software, and multimedia, but is relevant to the creation of any instructional media or technical equipment. Interface designer skills include 2D and 3D graphics creation, animation, interaction, user feedback, programming code. Examples of interfaces include web and game design.

Resources:

Americans for the Arts <http://www.americansforthearts.org/default.asp>

Minnesota resources for the arts – <http://www.mnartists.org>

Job search links http://www.americansforthearts.org/e_services/jbank/jbank.asp

Arts Awareness campaign <http://www.artsusa.org>

Career information: <http://www.artcareer.net>

Information and art gallery: <http://digitalart.org>

Art gallery: <http://www.internationaldigitalart.com>

Links to artist resources on the web <http://www.kcc.ac.uk/ArtPages/Ramos/ARTNET.HTML>