



MAINE COLLEGE OF ART & DESIGN

access to studios and state-of-the-art facilities

140 years elevating art & design

11 Majors

1 year option - BFA to Master of Art in Teaching (MAT) program

10:1 student / faculty ratio

10 Minors

10 years of private studio space

100% of undergraduate students receive financial support

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BEFORE TYPING A NEW  
NEW PIECE

CAUTION



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*The entirety of this publication was created by our students, alumni, and staff.*

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# Our History

Nestled in the heart of the Arts District in downtown Portland, Maine, Maine College of Art & Design is a place where people come to be inspired, nurtured, and seen. We offer a Bachelor of Fine Arts (BFA) degree in eleven studio majors, as well as a Pre-College program, Master of Arts in Teaching 4+1 pathway, Master of Fine Arts in Studio Art, and Salt Graduate Certificate in Documentary Studies. Almost every class is taken in the same building—the historic Porteous Building—jam-packed with equipment and technology. Students are encouraged to leverage small class sizes to experiment with their art, build strong relationships with a faculty of professional artists, exhibit their work regularly, and connect with their peers.



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Maine College of Art & Design was founded in 1882 as part of the Portland Society of Art. For 140+ years the College has nurtured artists and designers over the course of its evolution into one of the top private, nonprofit, degree-granting professional art colleges in the country. In 1972, the College's name was changed to Portland School of Art and a two-year Foundation program was developed. A year later, the College received both regional and national accreditation. In 1982, the school separated from the Portland Society of Art to become an independent organization with its own Board of Trustees. In 1992, Portland School of Art was renamed Maine College of Art, which was updated once again in 2021 to Maine College of Art & Design to reflect the full range of offerings and increasing demand in design fields.

## Land Acknowledgement

The Portland campus of Maine College of Art & Design rests on the unceded land of the Wabanaki Confederacy. Comprising the Penobscot, Passamaquoddy, Maliseet, and Mi'kmaq, as well as the Abenaki peoples, this community has stewarded this land for generations. We pay our respects to them, ancestral and contemporary, as we acknowledge the realities of the genocide of colonial settlement. We invite you to consider finding ways of honoring and supporting the First Nations communities here and throughout the world.

Since 1882, Maine College of Art & Design has empowered students to create art, make an impact, and inspire change. Our culture embraces evolution. We are propelled by creative growth through art and design.

Students call us the right-size school in the right-size city, where their art and their contributions can be seen. Being the right size means you have more opportunities for success during and after college. Our scale lets us focus on you and your future in the creative industry, and we encourage students to take risks and seize every opportunity to make their mark.

As a student, you will have extra time with your faculty, the attention of staff members dedicated to helping support you financially and professionally, and unparalleled studio access. We keep our studios and state-of-the-art facilities open 24/7 for students, and every student receives private studio space for their Third and Fourth year.

When you come to our College, you begin your career alongside faculty who have vibrant, successful artistic practices outside and inside our studios. Your portfolio grows through studio work, student shows, and competitions on view across six floors of exhibition space all year. Your network expands to include our incredible roster of rotating visiting artists. Our rigorous academic curriculum and the groundbreaking work on view at the Institute of Contemporary Art (ICA) on the first floor of our Porteous Building help inspire you to develop your full potential. You set the



foundation for your professional practice with ongoing support from Artists at Work, Portfolio Days, community engagement, tailored internships, job opportunities, grants, and residencies.

As you learn more about our eleven majors, seven minors, and everything else you can expect during a lifelong journey that starts here, I hope you feel inspired by the potential our community has to offer. I encourage you to reach out to our admissions team with any questions you may have. They are here to help you see if life here in Portland's thriving Arts District is right for you.

*I hope to see you (and your work) in our hallways soon.*

Sincerely,  
Dr. Laura Freid  
President  
Maine College of Art & Design

# Undergraduate Studies

The undergraduate experience is a transformative journey of artistic and personal exploration, where you have the freedom to discover, experiment, and cultivate your skills. It is a dedicated period that empowers you to unearth your true potential and forge your own path. We are committed to providing you with unparalleled access to a wealth of tools and resources, ensuring that you can fully maximize the investment you've made in yourself.

A Bachelor of Fine Arts (BFA) curriculum is designed to have you in studio classes for  $\frac{2}{3}$  of your degree vs. a Bachelor of Arts (BA), where you are in studio classes only  $\frac{1}{3}$  of the time. All of our undergraduate programs are BFA programs.





# Foundations

Our foundation program uniquely prepares students for advanced study in all of our 11 majors. We find that these courses either deepen the commitment to the discipline you intend to pursue, or broaden perspectives and influence students in choosing a different major.

Courses provide intensive training in the fundamentals of composition and design in two-dimensional, three-dimensional, and digital space. Through an interdisciplinary approach to these studies, we support students in developing a broad range of skills, perceptual abilities, self-confidence, material sensitivities, and fabrication techniques.

Here we explore a broad range of making: Imagine projects where you learn to stone set, design a book, fabricate with wood, weld steel, crochet a landscape, craft a paper-based installation, explore stop motion, learn sound editing, or try performance art. Your first year is a period of radical growth where you will explore new ways of thinking and making.

*DR 100 Introduction to Drawing*

*FN 101 Foundations Of Digital Imaging*

*FN 108 Research & Inquiry Studio / Research & Inquiry Academic*

*FN 109 3D: Materiality*

*FN 110 4D: Space & Temporality*

*FN 113 Two-Dimensional Design*

# 11 Majors

Animation & Game Art

Ceramics

Graphic Design

Illustration

Metalsmithing & Jewelry

Painting

Photography

Printmaking

Sculpture

Textile & Fashion Design

Woodworking & Furniture Design

# 7 Minors

Art & Entrepreneurship

Art History

Drawing

Music

Public Engagement

Sustainable Ecosystems: Art & Design

Writing

6"

THIS IS  
A  
BUDDY  
SPACE

SAFETY  
GLASSES  
&  
HEARING  
PROTECTION  
REQUIRED



What is floppy disk?  
28x23.5cm  
96x48  
5.25"



# Academic Studies

The Academic Studies curriculum at the College is made up of liberal arts and art history courses to fuel your creative practice and prepare you to be an engaged global citizen. Classes are designed to be relevant and link the course content with students' creative practices. We help you to hone your critical thinking and develop research skills that will support your studio practice well beyond the undergraduate experience.



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**A total of 30 Liberal Arts credits are required to obtain a BFA:**

3 CREDITS: *EN 100 English Composition*

3 CREDITS: *SEM 108 Research & Inquiry-Academic*

3 CREDITS: *World History (WH)*

3 CREDITS: *Philosophy (PL)*

6 CREDITS: *Natural Science or Mathematics (NS)*

6 CREDITS: *Humanities or Social Science (HU/SS)*

6 CREDITS: *your choice (NS, SS, HU, PL, WH, OR 1 AH)*



## Transferring

We welcome the diversity and range of experiences that transfer students bring to our community. Our admissions team is available to review your college transcript(s) and determine how your credits may apply to your studies here. We also have agreements (articulation agreements) with certain schools to support a seamless transfer, including the possibility of entering the BFA program in your junior year.

# Joanne Waxman Library

**Our Joanne Waxman Library is a central hub for gathering and sharing knowledge on the Second Floor of the Porteous building. Sunlight bathes the reading and study areas through enormous, Chicago-style windows that look out over Portland's bustling Congress Street. A home to the Writing Center and Materials Collection, as well as a Book-Making Club, rotating exhibitions, the occasional Crit, videogamers, researchers and nap-takers, the Library touches every aspect of the campus experience.**

The Library boasts one of the largest art collections in New England, numbering over 44,000 volumes, including many rare, out-of-print titles. The Library subscribes to craft publications, eJournals, media, zines, and artist books to support curricula across all studio and academic studies departments. In recent years, library staff embarked on a project to decolonize library collections, in dialogue with a national movement to represent diverse perspectives in arts scholarship. The Library's continuing mission is to offer access to collections, services, and spaces that inform and spark inquiry for artists and designers and better reflect our community as it grows.



**We have a well-resourced library collection, including:**

**Books:** 44,000+ volumes, including hundreds of artist books, art books, theses, graphic novels, and zines (some of which are student, faculty, and alumni-created work)

**Media:** 500+ titles, including streamable content

**Materials:** hundreds of physical items from a range of disciplines form an interdisciplinary, educational resource for artists exploring new and innovative physical materials in their work

**Equipment:** DVD players, WACOM tablets, Happy Lights, charging cables, extensions cords, measuring tape, and more

**Unique:** the Bill Caldwell Rare Books room, including a one-of-a-kind collection of Vietnamese and Southeast Asian art books

We never shush

We want to know what you want in your library

# Faculty

Our faculty of working artists brings real-world experience right into the classroom, making learning engaging and relevant. But it's not just about the knowledge they share—they're here for you every step of the way. In our small classes, you'll get to know your faculty personally and they'll be there to guide and support you in our responsive educational environment. At Maine College of Art & Design, learning isn't just about assignments and readings: it's about being supported to make your best work. The strong personal bonds students form with faculty transcend studio discipline and last far beyond the college experience.





# Adam deGrandis

Animation & Game Art Faculty and Art Director &  
Founder of Chickadee Games

Adam deGrandis '05 is an accomplished artist who has made a name for himself in the world of game art and design. He has worked on a number of high-profile game projects, such as *Monaco: What's Yours is Mine*, *Tooth and Tail*, and *A Monsters Expedition Through Puzzling Exhibitions*, where he led the art direction. In addition to his work in the gaming industry, Adam founded his own studio in Maine, Chickadee Games, where he continues to create inspiring and innovative work.



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Adam is not only a talented artist, but he is also a dedicated educator who enjoys sharing his knowledge and experience with the next generation of creatives. As an Animation & Game Art Faculty member, he teaches young artists the skills they need to succeed in the competitive and dynamic world of animation and game art.



# Sharon Portelance

Chair of Metalsmithing & Jewelry



Sharon Portelance '82 is a studio jeweler, professor, and program chair of Metalsmithing & Jewelry at the College. After receiving her BFA in 1982, Sharon Portelance traveled across the United States before settling in Seattle to begin her studio practice and teach at the Pratt Fine Arts Center. She subsequently earned her MFA at the State University of New York at New Paltz in 1992. Sharon has taught here since 1999 and has also served as Acting Dean of the College and Vice President of Academic Affairs for three years.

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Sharon has been a guest lecturer throughout the United States, Canada, and in Europe. She recently completed residencies in Tallinn, Estonia, and at Haystack Mountain School of Crafts in Deer Isle, Maine. This spring, Sharon exhibited her latest body of work called *Reflected Bodies* at Jewelerswerks in Washington DC. This jewelry explores the relationship of the interior of the body to the natural world.





# Personal Growth

Your college journey is not just about your classes and projects. A good deal of growth and learning happens through building social skills, engaging with the community, and defining your artistic vision.

Our Student Life team, BFA Orientation Leaders, and Resident Advisors (RAs) are the backbone of your support system. They are a staff of professionals and student leaders who want you to thrive and grow as a well-rounded artist and person. They are your go-to for student-led clubs, special programming, on-campus living, leadership opportunities, Housing, Counseling & Wellness, Disability Services, and Diversity, Equity, and Belonging programs and services.



Located on the southern coast of Maine, Portland has become a top destination thanks to its unique blend of culture, great food, easy access to Maine's natural treasures, and creative scene. The creative community in Portland is large enough to satisfy a broad range of diverse tastes and interests, but small enough to feel safe and retain a strong sense of community—particularly within the arts scene. On the first Friday of every month, galleries and studios open their doors for a First Friday Art Walk where many of our students and alumni show and sell their work.

The College's facilities are located in the center of Portland's Arts District. We are an urban campus and occupy a handful of buildings all within close walking distance so students can easily navigate Portland on foot and by bike. We're also an easy bus or train ride to Boston or New York City.

**This is your chance to discover who you really want to be with both freedom and support from your community.**

# Professional Growth

Where creativity meets opportunity—let us help you find your way within the creative economy. A future in art and design is not a straight line. Your path is exceptional and the support you receive through Artists at Work helps you find new opportunities, apply what you have learned, build your practice, and put your creativity to work. Our unique ethos goes beyond a traditional career services center; think of us as a career concierge service. No matter where you are on your creative journey, it is our role to help you translate your passion into a career that suits you and your goals.



As a student, you are encouraged to exhibit your work throughout the year on any of the 6 floors of the Porteous Building, which acts as a student gallery. You may exhibit as part of a class, with an independent project, or through a school-wide show. Three times a year, we host large organized shows: The BFA Exhibition, BFA Merit Show, and the Thesis Exhibition. Students can see their work displayed, attend receptions, and compete for scholarship awards.

*1:1 support in finding and securing opportunities tailored to your goals*

*Long-lasting relationships with artists, leaders, and organizations in our extended community*

*Professional tools, best practices, and other resources for creative development*

*Collaborative minors with Artists at Work designed to give you a professional head start in Public Engagement and Art & Entrepreneurship*

*Portfolio days where undergraduates present work to professionals and industry experts like senior artists and designers from Disney, Laika, Blizzard, and L.L. Bean, among many others.*

*Help identifying and securing internships, fellowships, jobs, commissions, sale opportunities, exhibition spaces, residencies, professional resources, collaborations, partnerships, grants, and more!*

During your time at the College, you are encouraged to take advantage of individualized meetings with the Artists at Work team. Together, we work with you to identify where your art and design are taking you so you can realize your potential in the classroom, in the vibrant city of Portland, and around the globe as a true professional in your field.

# Applying & Financial Aid

Our admissions team will work with you to make sure you're putting your best application forward. We love to get to know our prospective students and can help you shape a strong application. When evaluating applications, we look at the application holistically and consider the strength of the portfolio, academic achievement, as well as personal qualities and achievements.

You have many opportunities to show us your artwork and receive feedback prior to submitting your portfolio for admission. Informal portfolio reviews can include in-progress pieces and incomplete portfolios. Let us help you understand our requirements, how to improve your submission, and best document your work.



**Application Requirements  
& Portfolio Tips**

We are committed to making your educational experience more affordable.

Our Financial Aid team doesn't simply process aid and send out awards—we help you understand the realities of funding your education, share information about all of the resources available, and support you in any way that we can. We can even point you to outside scholarships our students have been successful with and review your application before you submit it to help increase your chances of receiving the award.

We are proud to ensure 100% of BFA degree-seeking students receive some type of financial assistance. In fact, we provide more than \$7.5 million annually through direct support, scholarships, grants, loans, and job opportunities for students. The Free Application for Federal Student Aid (FAFSA) is required for U.S. Citizens or eligible noncitizens in order to receive some aid offerings, including Federal aid. We do not require any additional forms, like the CSS profile or institutional specific form, in order to be considered for aid.

#### **Get in touch!**

*fnaid@meca.edu*

*1.800.639.4808 EXT. 5074*

Veterans also receive support. Contact *registrar@meca.edu*



**Apply!**  
**meca.edu**  
**admissions@meca.edu**  
**@mecaart**



Maine College of Art & Design is accredited by the New England Commission of Higher Education (NECHE) and the National Association of Schools of Art and Design (NASAD). The College's accreditation status with both agencies was renewed in 2016. MECA&D also belongs to the Association of Independent Colleges of Art and Design (AICAD), a non-profit consortium of leading art schools in the United States and Canada, plus international affiliates.

MECA.EDU, ADMISSIONS@MECA.EDU, @MECAART

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@meccart, meca.edu





MAINE COLLEGE OF ART & DESIGN

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**When you pursue a BFA at Maine College of Art & Design, you benefit from an unparalleled interdisciplinary approach that allows you to develop your voice and visual language. This means that you have access to studios, mediums, and techniques outside of your major, which promotes experimentation, hybridizing your approach, and growth along the path that fits you.**

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# Animation & Game Art

The Animation program at Maine College of Art & Design helps students develop a strong studio practice by producing works across traditional and emerging media. Our program places equal emphasis on individual exploration and collaboration, which prepares graduates for a lifelong personal and professional creative practice.

Classes cover full pipelines for games and animation while also placing emphasis on character and background design, storyboarding, 3D modeling, character animation, stop-motion, game development, game art production, and much more. You may create content for animation, games, or both while learning to communicate effectively with your audience through all facets of production. From development and pre-production through design, asset creation, animation, and post-production, you will learn to make choices that affect how viewers and gamers connect with and understand characters and narrative.

## Possible career outcomes

Art director, character designer, storyboard artist, game creator, video editor, 3D modeler, 2D animator, puppet fabricator, mold maker, effects animator, and more.



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Syd Adam '23  
Briana Lary '23  
Deana Chefchis '23  
Makenzie Willett '23  
Julia Moses '23



## The Studio

**Shared workstations include** a mix of PCs (Surface studios, Lenovo Yogas, Dell desktops) and iMacs paired with large Cintiq drawing tablets; access to Blender; Substance Painter; Toonboom Harmony; Toonboom Storyboard Pro; Dragonframe; Unity; Unreal Engine; Adobe Creative Suite; large and small stop-motion stages to accommodate both short-term exercises and dedicated space for long-term projects; DSLR cameras; geared head tripods; LED cinema lights; and stop-motion animation rigs.

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### Sample courses

Intro to Game Development  
Storyboarding for Animation  
Design for Animation  
Stop-Motion and FX  
Game Art Production



Kane Meinck '23





# Ceramics

Ceramics is a versatile art form combining elements of design, sculpture, and functionality. Our Ceramics students work closely with accomplished faculty to gain hands-on experience in every aspect of the discipline. From the initial process of formulating clay to the final stages of glazing and firing, you will learn the art of creating three-dimensional forms that effectively interact with space. In addition to mastering the technical aspects of ceramics, you will explore the craft's deeper artistic and historical elements.

With faculty expertise in contemporary design and production, and a deep understanding of ceramics' rich history, we expose our students to diverse perspectives and techniques. Ceramics students learn to apply their technical ability to their personal creative practice.

#### **Possible career outcomes**

Artist, designer, educator, conservationist, entrepreneur, and researcher. Graduates explore different avenues such as joining artist collectives, developing innovative ceramic materials and glazes, or managing collections of ceramic art.

Olivia Propeck '23



## The Studio

**Shared workstations include** thirty electric wheels; six electric kilns; two test kilns; two downdraft gas car kilns; a downdraft front-loading gas kiln; an indoor Raku kiln; an indoor soda kiln; and dedicated spaces for clay mixing, glaze mixing, and mold-making.

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### Sample courses

Ceramics Handbuilding

Ceramics Throwing

Figurative Ceramics

Glaze Chemistry & Kiln Firing

Tableware

All About Surface

Slip Casting & Press Molding



Libby Scutt '23



# Graphic Design

The Graphic Design program at Maine College of Art & Design prepares students for careers in the ever-evolving field of visual communication, encompassing various disciplines such as branding, interactive and information design, publication, and motion design. Our curriculum is structured to provide you with a strong foundation in typography and design fundamentals, while also teaching you to combine the building blocks of visual language with your own creative expression. This allows you to develop a distinctive style as you progress through the program.

Our faculty members are practicing designers with expertise across various media. They have worked with clients ranging from international brands and national non-profits to local businesses and arts institutions in Portland.

## Possible career outcomes

Art director, creative designer, digital designer, motion graphics designer, freelance graphic designer, web designer, book designer, publisher, and production artist, to name a few.



Claire Christensen '23

## The Studio

**Shared workstations include** Risograph machine with five color drums; guillotine; 28" Epson fine art printer; perfect binder; spiral binder; bookbinding tools; photo area for tabletop shoots; and light tables.

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### Sample courses

Branding & Visual Systems  
Perpetual Play  
Letterform Design  
Typography I & II  
Information Design  
Type Design  
Interactive Design  
History of Graphic Design  
Independent Projects



Zach Lennett '24



# Illustration

Whether there is a story to be told, a problem to be solved, or a point of view to be expressed, the illustrator provides the vision. Our Illustration program is deeply rooted in fundamental artistic skills and practices. You will learn to think critically while developing concepts, narratives, and settings to create unique and individual imagery. We work to ensure that students can clearly articulate their work and process to find solutions that go above and beyond the obvious choices. We encourage students to work independently, but learn under the close guidance of award-winning professionals in the field. Ours is an intensive course of study that combines artistic rigor with real world experience.

## Possible career outcomes

Freelance illustrator, art director, entrepreneur. Many illustrators create visuals for books, magazines, logos, posters, wine labels, album art, murals, storefronts, children's books, textiles, and more.



Fairen Stark '23







Cyra Bernal '23



## The Studio

**Shared workstations include** Wacom/Cintiqs; 11" x 17" flatbed scanner; 28" Epson printer; and Risograph.

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### **Sample courses**

The Graphic Novel

Setting the Scene

Illustrative Typography

Picture Book

Methods & Media in Illustration



# Metalsmithing & Jewelry

Our Metalsmithing and Jewelry curriculum is designed to communicate the depth and breadth of our field, and to foster independent artists who can develop a distinct aesthetic expression. You will experience multiple methods of making which include soldering, casting, forming, forging, raising, fabrication, production design, enameling, stone cutting, arc welding, laser cutting, and the exploration of non-metal materials.

The Metalsmithing & Jewelry department provides you with the opportunity to develop design, problem-solving, and critical thinking skills, as well as to practice and refine your technical proficiency. You will learn to develop ideas through a combination of making, research, risk-taking, and critical evaluation, and to understand your work within a historical and contemporary context. In addition, you will learn and practice professional skills.



## Possible career outcomes

Bench jeweler and jewelry designer for sole proprietors or large chain jewelry stores, studio technician, manager for galleries and jewelry businesses, marketing and sales director, goldsmith, architectural blacksmith, robot designer and builder, watchmaker, business owner, and educator.



Ben Sallman '24





## The Studio

**Shared workstations include** torches for casting and soldering ranging in size from mini to extra large; three enameling kilns and a large variety of vitreous enamels; a powder coating system; a heavy-duty lathe; handheld flex shafts and drill presses; large straight and curved shear; pulse arc mini tig welder; lapidary equipment including cabbing wheels, flat laps, and stone saws; draw horse; wide variety of anvils, stakes, and shaping mandrels; equipment for vacuum and centrifugal casting; buffing wheels; small forge; sandblaster, bandsaw; belt sander; hydraulic press; and our Fabrication Lab.

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### Sample courses

Expressive Nature of Stone

Special Topics: The Table

Special Topics: Casting

Special Topics: Enameling

Design for Production

Independent Projects

Metalsmithing & Jewelry I & II



Theo Weiss '25



# Painting

As a Painting major you will discover and give form to what inspires you in an environment that supports your creative process and ideas. You will gain a deep understanding of the fundamentals as well as pursue more experimental, interdisciplinary approaches to the practice of painting in order to develop a fulfilling, sustainable, and self-directed studio practice.

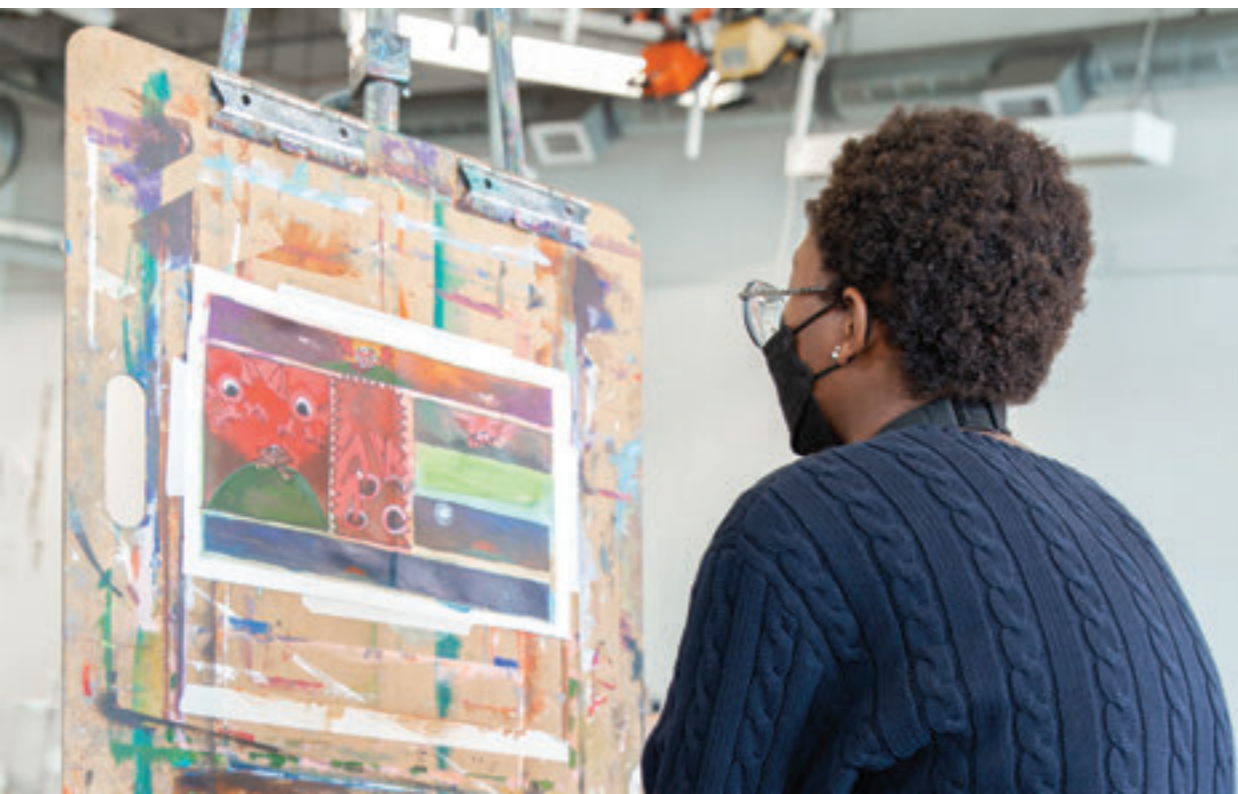
Our experienced faculty will work closely with you within the supportive community of the program to ensure you have the cognitive and technical skills needed for advanced practice while you establish an aesthetic voice, approach, and perspective that is uniquely your own.

## Possible career outcomes

Practicing artist, curator, educator, gallery director, arts administrator, art critic, and non-profit arts leader.



Eno Ehiwe '24





## The Studio

**Shared workstations include** individual storage space for work and materials; shared critique/work space; easels, work tables, digital projectors, sanders, drills, brad guns, clamps and a compound miter saw named Grant Wood.

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### **Sample courses**

Foundations in Painting

Painting: Light & Space

Painting the Human Form

Water Media

Adventures in Abstraction

Painting from Perception into Imagination

Izzy Perez-Poulson '23



# Photography

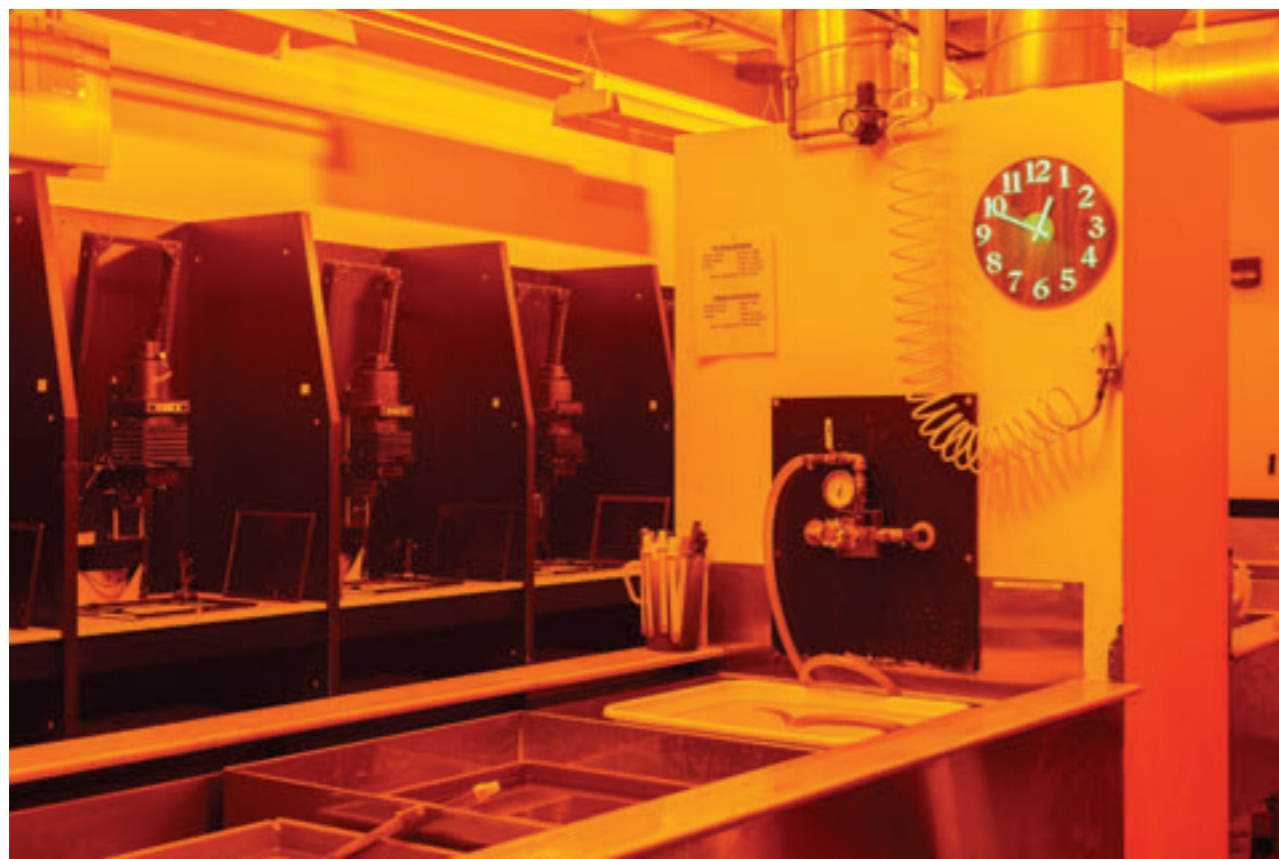
By majoring in Photography, you will gain the skills to develop, edit, and sequence an exhibition quality, self-directed body of work that articulates ideas within both historical and contemporary contexts. Each semester, Photography majors participate in courses that balance traditional and contemporary processes. This intentional juxtaposition in coursework helps broaden your understanding of the art form while empowering you to strive for the highest level of contemporary technique.

When entering the program, you are not required to have your own camera and can check out an assortment of full-frame, mirrorless, medium-format, and large-format film cameras—including 35mm and 120mm.



## Possible career outcomes

Exhibiting artist, editor, creative director, art director, commercial photographer, filmmaker, and more.



Maya Tihtiyas Attean '23

## The Studio

**Shared workstations include** a range of wide format Epson printers; two traditional darkrooms (one for beginners and one for advanced users); 28 enlargers for printing from film (including enlargers for 35mm, medium, and large format negatives); equipment for creating gelatin silver mural prints; and an individual film processing room for large format film and color film. Lighting Studio with a comprehensive array of strobe and continuous lighting and an extensive collection of grip and gaffer equipment. A complete complement of print finishing equipment: 40"x60" vacuum drymount table and a wall-mounted professional level mat cutting system.

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### Sample courses

Introduction to Photography  
Medium Format Photography  
Documentary Methods  
Color Photography  
Alternative Processes  
Commercial Photography  
Directorial Photo & the Sculptural Image  
Experimental Photography  
Artists Books



Molly Braun '23



# Printmaking

Printmaking is as much a mindset as it is a collection of media and techniques. Whether your passions lie in mark-making, story-telling, changing culture, figuration, abstraction—or any combination thereof—printmaking offers equal opportunity empowerment.

By delivering marks to surfaces like paper or fabric with the help of a mediating element (e.g., a plate, screen, digital file, or block of hand-set type), print offers opportunities to create in a supportive environment that encourages risk taking. Our department embraces new technology while stewarding allegedly obsolete technologies that are just as (or even more) relevant today than when first invented.

You will develop a formal understanding of the history of print as both a fine art form and an important vehicle for vernacular culture, social dissent, and cultural identity.

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Ana Lucia Amaral '24

### Possible career outcomes

Master printer, entrepreneur, print shop manager, professor, painter, clothing designer, studio technician, and more.





## The Studio

**Shared workstations include** spacious studios with abundant natural light overlooking Casco Bay; emphasis on low-and non-toxic materials and methods; screen print facility with exposure unit and darkroom for photo processes; lithography area with two large Takach presses and a mid-size Rembrandt, with a large selection of Bavarian limestones that offer a unique surface artists have historically compared to “drawing on an eggshell;” 3 Intaglio, relief, and monotype presses; letterpress studio including an iron hand press, a Vandercook press, 3 sign presses, 3 clamshell presses, and 7 banks of metal and wood type; digital workstation, software, and scanner for photo print processes; color and B&W archival digital printing equipment; bookbinding presses; laser-cutting; CNC routing and drawing; and 3D printing.

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### Sample courses

Intaglio Printmaking

The Book as Visual Object

Liberation Graphics

Selling Out: Making Money Marketing Multiples

Be Fruitful and Multiple: The Well-Fed Artist



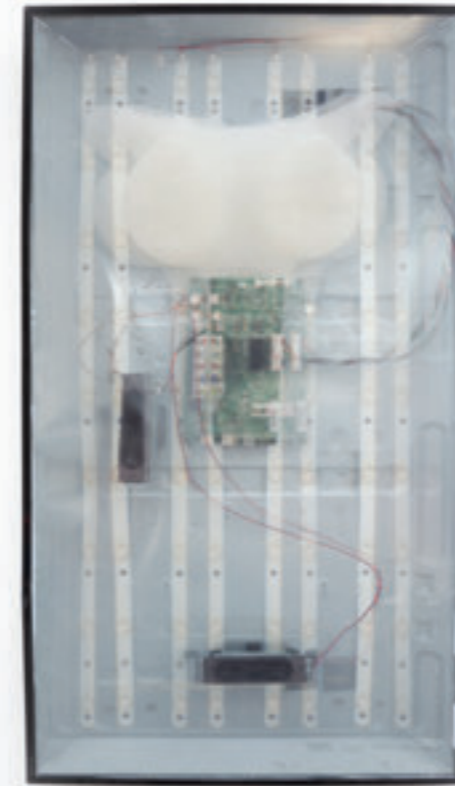
Noise Collective



# Sculpture

At Maine College of Art & Design, the Sculpture major represents a transdisciplinary department where space is the primary material of inquiry.

Working in sculpture gives you an opportunity to learn about an impressive array of materials and processes that range from video installation to performance, bronze/aluminum/copper casting, wood assemblage, welding, mold making and plaster casting, soft sculpture, sound, and kinetic sculpture. We also offer a variety of specialized courses in prosthetic make-up, stone carving, and figure modeling. Our diverse faculty emphasize critical thinking and writing to help you communicate your visions with confidence, while gaining insight into the discipline of sculpture from a historical and contemporary cultural perspective.



Lauren Zervos '23

### Possible career outcomes

Studio artist, mold maker, blacksmith, tattoo artist, artist's assistant, FX makeup designer, video editor, and teacher.



## The Studio

**Shared workstations include** wood shop: SawStop table saws; miter saws; bandsaws; chainsaws; skill saws; drill presses; hammer drills; belt/ disc sanders; angle grinders, die grinders; wire brush grinder; and, other hand tools

Metal shop: MIG welder; TIG welder; arc welder; oxy-acetylene welder; spot welder; plasma cutter; Ellis bandsaw; metal chop saw; sand blaster; propane forge; coal forge; sand casting; and foundry

A/V: 27" iMacs with Logic, Adobe suite, and DaVinci Resolve; multiple video projectors; sound equipment; media players; digital audio and video recorders; and DSLR cameras

Other construction tools: plaster/mold-making studio; installation rooms; spray booth; industrial sewing machines; resin bonded sand; foundry furnace (240LB/90LB capacity); crucibles for bronze, copper & aluminum; electric hoist; ladders; and outdoor tools for site work

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### Sample courses

The Sculptural Imagination

The Expressive Figure

Color Form & Space

Transdisciplinary Video Art Installation

Junior Major Studio

Senior Major Studio

Sculpture in Context: Installation, Multiples, Land Art

Phantom Limb: The Art of Transformational Identity



Aidia Rayne '22



# Textile & Fashion Design

The Textile & Fashion Design program teaches you how to create fabrics from the ground up and build works of art both on and off the body. You will learn various textile techniques such as weaving, knitting, and textile printing. You will also study professional fashion techniques, including draping, drafting, garment design, construction, and collection development.

In Textile & Fashion Design, students join other engaged makers who want to make a difference through their unique work. By accessing professional facilities and internship opportunities, students can choose a career path towards designing garments, knitwear, woven or printed textile design, textile art, or all of the above.



**Possible career outcomes**  
Knitwear designer, technical designer, weaver, costume designer, printed textile designer, textile artist, or independent fashion entrepreneur.

Allison Pavloff '24





## The Studio

**Shared workstations include** three connected studios with floor-to-ceiling windows outfitted with professional equipment for creating textiles and garments. Equipment includes industrial sewing machines, sergers, dress forms, floor looms, knitting machines, drafting tables, textile printing tables, industrial induction cooktops, a darkroom, and a programmable embroidery machine.

*Textile and Fashion design majors have 24/7 access to a shared collaborative studio space that provides designated desk space, additional industrial sewing machines, drafting tables, looms, and knitting machines for their personal use.*

### Sample courses

- Introduction to Textiles
- Introduction to Fashion and Apparel
- Machine Knitting
- Textile Printing
- Weaving
- Collection Development

Ella-Mae Spinali '23



# Woodworking & Furniture Design

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The Woodworking & Furniture Design program at Maine College of Art & Design is where you embark on a career in the expressive nature of three-dimensional form, and master the art of taking an idea from conception to completion. Our curriculum focuses on a balance between traditional and contemporary approaches that allow students to embrace hands-on studio bench work and become immersed in digital fabrication and new technologies. You get around-the-clock access to our state-of-the-art wood studio and work closely with our renowned faculty to build upon the deep tradition of woodworking, rooted in New England crafts.

Each year, students in good academic standing who are majoring in Woodworking & Furniture Design have scholarship opportunities through our Anne Honeywell Orr Memorial Endowed Scholarship, established by a leadership gift from Kathryn A. Yates, Chair of the Board of Trustees for the College.

#### **Possible career outcomes**

Custom cabinet maker, woodworking assembler, machine setter, carpenter, furniture designer, exhibiting artist, fabricator, or studio woodworker, to name a few.



Sam Steele '23





Gabe Densely '23



## The Studio

**Shared workstations include** precision Italian machinery; CNC routers; 4 band saws; horizontal slot mortiser; chisel mortiser; One-Way lathes; drill press; 16" & 12" jointers; 15" & 24" planers; 36" wide belt sander; Lie Nielsen hand planes; Festool hand tools; SawStop table saws.

*Majors have 24/7 access to their personal studio space during their third and fourth years.*

### **Sample courses**

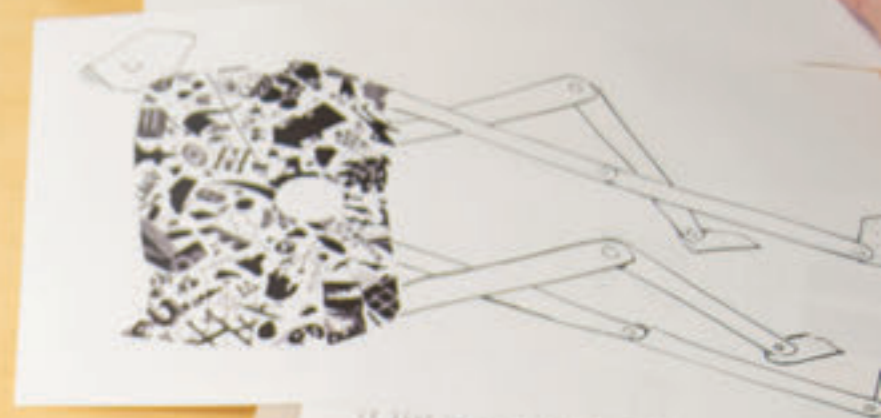
Models & Mockups

CURViture

Designing & Creating a Brand

Digital Furniture Design & Fabrication







**Our minors are designed to supplement your studies in ways that support your interests and give you an advantage in your professional pursuits.**

### Art & Entrepreneurship

In the Art & Entrepreneurship minor, you develop the skills you need to launch and scale a business or other creative enterprise. You will work alongside our faculty members and professionals from other communities who have achieved their own definition of success. This burgeoning minor responds to contemporary creative culture and encompasses experiential courses, client-based projects, workshops, a self-designed internship, and offers opportunities to engage with community partners in ways that help you transform any pursuit or concept into a lifestyle of your choice upon graduation.

### Art History

History shapes our perspectives, ideas, and creations. To be intentional about what you create as an artist or designer requires an examination of the biases and ideas formed over time and throughout different cultures. Art History will help you understand those historical and social contexts with critical thinking tools. As you begin to learn more about Art History, you unlock the ability to identify and rethink your assumptions and strengthen your creative work. Students leave the program competent in both Western and non-Western art history, ranging from ancient to contemporary art.

Through our Music minor, you will expand your understanding of sound and sight while creating new forms and relationships along the way. This program works in tandem with the College's rigorous visual arts studies to foster interdisciplinary exploration that lets you cross traditional boundaries as musicians, performers, sound artists, artists, and thinkers. The Music minor is sponsored through a generous donation from the Bob Crewe Foundation.



## Drawing

Drawing is both foundational and at the very furthest reaches of advanced practice. Drawing permeates all disciplines; sometimes as a preparatory activity and sometimes a finished product. Our minor explores the variety of possibilities that have redefined the role of drawing in the contemporary art and design worlds, and gives you the space to develop your own capabilities in this vital, autonomous art form.

## Sustainable Ecosystems: Art and Design (SEAD)

Oftentimes, normative ideas of nature, race, and sexuality are defined in relation to what is thought to be natural or naturally beautiful. Maybe you are somewhere between the two: fearful of the climate crisis, but passionate about what we can learn from environmental justice and practices of sustainability. SEAD employs an environmental justice perspective; which means we consider issues such as housing justice, migrant justice, and decolonization as central to thinking about the environment. Research from SEAD is material to be used alongside your studio practice. The SEAD minor offers courses including: Place & Protest: Dialectical Landscapes—R. Smithson to Black Lives Matter; Sculpture in Context: Installation, Multiples, Land Art; Surface Design; and Climate Crisis.



*Clay, Cob, and Community:  
SEAD Minor Capstone Exhibition*

## Public Engagement

In the Public Engagement minor, you will gain hands-on experience addressing needs in our local community while learning the methods that empower artists and designers to effect change. You develop an understanding of how to initiate, build, and maintain mutually beneficial relationships, and to design, execute, and assess projects that benefit multiple stakeholders. Customize your path by selecting courses relevant to your practice, and collaborating with faculty and Artists at Work to design an internship that prepares you for your next steps. Your capstone project will pair you with a community partner to hone the vital skills of documenting and presenting your research, interactions, and results.

## Writing

Effective writing is a superpower for artists and designers. Not only does it allow them to more clearly share artistic statements, but written communication also has the power to expand and deepen the quality of work created in any medium. By pursuing a Writing minor, you'll open yourself up to new ways of exploring creative and expository techniques. You'll find that the practice of reading opens up inspiration for your own writing. In your final Writing Workshop capstone, you will complete a peer-edited personal writing project—novel, graphic novel, screenplay, poetry compilation, memoir, or essay—with the goal of publication. The Writing minor is sponsored through a generous donation from the Liliane Willens Endowed Academic Support Fund.

## Student Image Use Policy

### 1. Purpose

From time to time, MECA&D uses photographs and videos of its students on campus both to promote the school and to support its educational goals. This policy outlines the guidelines for the use of students' images at MECA&D in compliance with the Family Educational Rights and Privacy Act (FERPA) and other relevant privacy regulations. The policy aims to protect the privacy and confidentiality of student records, including photographic images, while allowing for legitimate and appropriate uses by MECA&D for academic, administrative, and promotional purposes.

### 2. Definitions

**FERPA:** The Family Educational Rights and Privacy Act, a federal law that protects the privacy of student education records.

**Student Images:** Any photographs, video recordings, or other visual representations that can identify an individual student or students.

### 3. Permissible Uses of Student Images

Consistent with MECA&D's Annual Notification under FERPA, student images are considered directory information and can be shared without obtaining explicit consent of the students. Student images may be used in university marketing materials, including websites, social media, brochures, and advertisements. Student images may also be used by MECA&D for internal academic activities such as class presentations, research projects, and educational materials.

**4. Opt-Out Mechanism:** Students who wish to opt out of having their image used by MECA&D by contacting registrar@meca.edu.

Students who choose to opt-out will not face any negative consequences or academic penalties. Student images will be retained only for the duration necessary to fulfill the purposes for which they were collected. After this period, images will be securely deleted or archived in compliance with university policies and applicable laws.

### 7. Policy Implementation

All MECA&D faculty, staff, and students shall adhere to this policy when capturing, using, or managing student images. In order to display images in MECA&D print or digital communications, the department using or creating that content must have permission from the people who are displayed in the photograph or video if the photograph meets the standards of being used for marketing or promotional use. Permission to incorporate a produced work (for example, consent to use a photo) is distinct from image-use permission (consent from the person in the photo) and is additionally subject to MECA&D's policies for Copyright and Fair Use.

Maine College of Art & Design is accredited by the New England Commission of Higher Education (NECHE) and the National Association of Schools of Art and Design (NASAD).

The College's accreditation status with both agencies was renewed in 2016. MECA&D also belongs to the Association of Independent Colleges of Art and Design (AICAD), a non-profit consortium of leading art schools in the United States and Canada, plus international affiliates.

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