

The background is a solid magenta color. A large, thick yellow letter 'C' is positioned in the lower half of the frame. A diagonal yellow bar, also thick, starts from the top left and extends towards the bottom right, passing behind the 'C'.

MAINE COLLEGE OF ART & DESIGN



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Belonging

100%

undergraduate students receive financial support

24/7

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

Community

Interconnected

10:1

student-to-faculty ratio

140+

years elevating art & design

Support

Our History

For over 140 years, Maine College of Art & Design (MECA&D) has nurtured artists and designers, becoming one of the country's top nonprofit, private, degree-granting professional art and design colleges. Nestled in the heart of the Arts District in downtown Portland, Maine, MECA&D is where people come to be inspired and to be seen. Maine College of Art & Design offers a Bachelor of Fine Arts degree in eight studio majors, as well as a Pre-College program, Master of Arts in Teaching (with a 4+1 pathway), Master of Fine Arts in Studio Art, Online Master of Arts in Education (with an accelerated pathway), and Salt Graduate Certificate in Documentary Studies. Outfitted with industry standard equipment and technology, the storied Porteous Building is the heart of MECA&D's campus. Our students leverage our small class sizes to develop their personal style, build strong relationships with a faculty of professional artists, exhibit their work regularly, and connect with their peers.

Land Acknowledgment

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, these communities have 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 join us in honoring and supporting First Nations communities locally and globally through education, advocacy, and reparative action.

Letter from the President

At Maine College of Art & Design (MECA&D), you'll gain the knowledge, skills, and experience to create art, make an impact, and inspire change. In every studio and classroom, you'll receive the tools and encouragement to take risks and seize every opportunity to develop your creative practice.

Portland, Maine's vibrant arts scene and MECA&D's livable scale will enable you to build lasting connections with peers, professors, and the wider creative community, setting you up for success during and after college. With 24/7 access to our extensive facilities, you can make the most of your experience on your own terms. After your second year, you'll have a dedicated studio in your major area—a space to deepen your focus and explore ambitious ideas. Our faculty are all practicing artists and designers who will mentor you and support your growth in MECA&D's welcoming culture that embraces evolution.

During your time here, your network will expand to include exceptional visiting artists from around the country and the world. Our rigorous academic curriculum and the groundbreaking work on view at the College's Institute of Contemporary Art (ICA) will inspire you to develop your full potential. Beyond the classroom and studio, you can build the foundation for your professional practice with ongoing support from our Artists at Work program, Portfolio Days, community engagement, tailored internships, job opportunities, grants, and residencies.



As you explore the College's art and design-centered program and imagine your creative future, I hope you'll be inspired by all our community has to offer. Our admissions team is here to help you find your place with us in Portland's thriving Arts District.

I look forward to seeing you on campus—and your work on our exhibition walls—soon.

Sincerely,

A handwritten signature in black ink, reading "Laura Freid". The signature is stylized with a large, flowing "L" and a cursive "Freid".

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

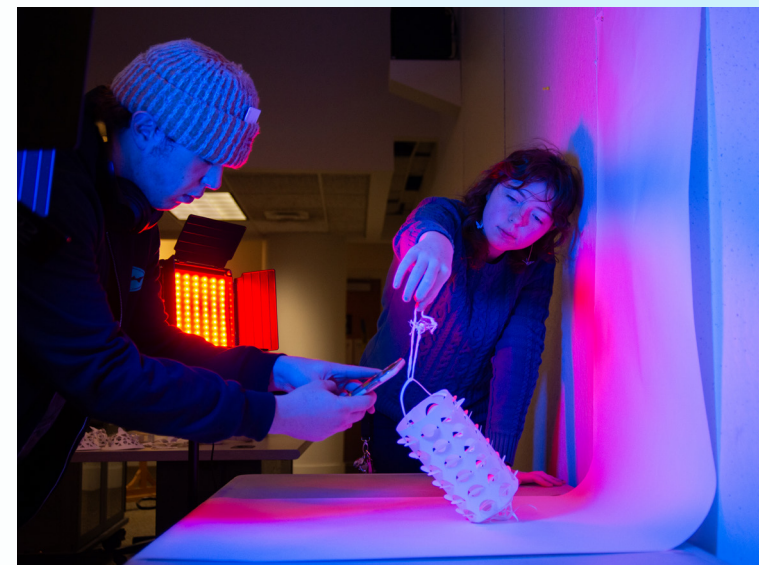


Work by Textile & Fashion Design major Raynor Pavloff '24
for the 2024 Fashion Show.

Undergraduate Studies

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

Our Bachelor of Fine Arts (BFA) program is designed to have you in your studio classes for about $\frac{2}{3}$ of your degree compared to a Bachelor of Arts (BA), where you are in studio classes on average about $\frac{1}{3}$ of your degree. *All of our undergraduate programs are BFA programs.*



Foundation

Our Foundation program prepares students for advanced study in all eight majors. These courses will either deepen your commitment to the field you intend to pursue or broaden your perspective and influence your choice of 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, material sensitivities, fabrication techniques, and self-confidence.

Imagine projects where you create tape graffiti, fabricate with wood, crochet a landscape scene, create an entirely paper-based installation, utilize stop motion, learn sound editing, or execute a performance art piece. Your first year is a period of radical growth where you will explore new ways of thinking and making.

Sample courses

- 2D Design
- 3D Materiality
- Digital Imaging
- Introduction to Drawing
- 4D Space & Temporality
- Research & Inquiry (Studio & Academic)



Majors

- Animation & Game Art
- Ceramics
- Graphic Design
- Illustration
- Painting
- Photography
- Sculpture
- Textile & Fashion Design

Minors

- Art & Entrepreneurship
- Art History
- Drawing
- Music
- Public Engagement
- Sustainable Ecosystems: Art & Design
- Writing

← Each year, a Common Read is assigned to all first-year students to explore during the summer. Additionally, incoming students engage with the work in creative formats that they share in an exhibition during orientation. Pictured is work from the Common Read exhibition.



Academic Studies

Our Academic Studies curriculum comprises 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 course content to your creative practices. We help you hone your critical thinking and develop research skills that support your studio practice well beyond the undergraduate experience.



Sample courses

- Affects & Assemblages: Media, Politics & Emotion
- Global Contemporary Photography
- The Event of Seeing
- Race & Environment
- The Macro-Cosmos of Afrofuturism
- Super(vision): Art & Surveillance
- Contemporary Art History

Joanne Waxman Library

The Library is a central hub on the Second Floor of the Porteous Building, where sunlight bathes the reading and study areas through enormous, floor-to-ceiling windows that overlook Portland's bustling Congress Street, making it perfect for gathering and creative discourse.

The Library's mission is to offer access to collections, services, and spaces that inform and spark inquiry for artists and designers.



Collections Include

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)

Subscriptions: craft publications, eJournals, zines

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, extension cords, measuring tape, and more

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



Faculty

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. Our faculty of working artists brings real-world experience right into the classroom, making learning engaging and relevant.



Adam deGrandis '05

Assistant Professor of Animation & Game Art



Adam deGrandis '05 is an accomplished artist who has made a name for himself in animation and game art. He has worked on several high-profile game projects, such as *Tooth and Tail*, *Steambirds Alliance*, and *Battle Bands*, 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.

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 student artists the skills they need to succeed in the competitive and dynamic world of animation and game art.

Faculty Spotlight

Alysha Kupferer

Associate Professor and Chair
of Textile & Fashion Design



Alysha Kupferer is a textiles artist and Associate Professor and Chair of Textile & Fashion Design at the College. She holds an MFA in textiles from Indiana University, has taught previously in Fiber and Material Studies at the School of the Art Institute of Chicago and the University of Wisconsin-Green Bay, and her textile-based installations and performances have been shown in solo and group exhibitions.

Her artistic practice investigates the relationship between consumers, products, and the economics of retail systems. In the interest of sustainability, she also researches natural dyeing methods and practices and adapts traditional recipes for contemporary applications.

Alysha collaborates with her students to produce the annual Fashion Show—a marquee event that showcases BFA Thesis projects while raising funds for student scholarships. The Fashion Show is a cornerstone of the Textile & Fashion Design program, and one of the most highly anticipated events on the College's calendar.

Alumni

From residencies and grants to job applications and public art proposals, we are committed to helping you be an artist for life. There are a number of resources available for our alumni, including alumni-only residencies, alumni exhibitions, magazine features, and preferred access to a variety of resources.



↑ In 2007, American artist Stephen Pace (1918-2010) bequeathed his summer home in Stonington for use by Maine College of Art & Design as a residency and gallery, to ensure its continued use as an artistic haven.

➤ Hope Drenning '23 received the Epic Grant and was commissioned to paint a mural in the Canopy Portland Waterfront Hotel.

Epic Grants from Canopy Portland Waterfront support Maine College of Art & Design alumni who make a positive impact on Portland through their work.

→ Each year alumni, students, faculty, staff, and friends of the College are invited to exhibit work in the Collect Art Sale. A portion of the proceeds supports student scholarships.



Alumni Spotlight

Zach Liljeholm '25

Associate Art Director at VIA

Zach Liljeholm graduated with a BFA in Graphic Design and a minor in Public Engagement. Liljeholm's work interweaves public engagement and emotion with design and aesthetics by encouraging people to get outside and engage in mutualistic or nature-focused ways of living.



Photo by Amanda Bizarro '22

Zach interned at the VIA Agency in Portland, ME, the summer after his junior year, and was offered a full-time position at VIA as Associate Art Director after graduating from the College.



Photo by Amanda Bizarro '22

"Design is a people's industry with the intent of solving a problem. But for me, it's about what people do after looking at your work. There's design that leads you places, design that communicates information, and some design that lets you sit in one spot and look and admire or experience. But in a lot of my work, the goal is to get people outside or, at the very least, shift their relationship to the world around them."

—Zach Liljeholm '25



Photo by Amanda Bizarro '22

Bella May '24, MAT '25

Dedicated Building Substitute at East End Community School,
Teacher at Learning Works After School



“As a senior RA, I found myself acting as a mentor and support system for my peers, and in equal conversation with my professors. I felt like I was in a unique position, being both a student and taking on a role that was greater than myself.”

—Bella May '24, MAT '25

Bella May '24, MAT '25 received a BFA in Illustration before enrolling in Maine College of Art & Design's Master of Arts in Teaching program.

From student to Resident Advisor (RA) and Program Assistant, Bella's involvement in the MECA&D community spans from Student Life and Admissions, leading campus tours and Accepted Students Day panels, to maintaining the school as a Facilities worker; they strengthen and embody our community in equal parts.

Bella completed their teaching placement at East End Community School and Biddeford High School and is now an Ed Tech at East End Elementary School in Portland, ME.



The Bring Your Own Print-a-thon invited students, faculty, and staff to screenprint their own T-shirts with a limited edition design to wear during the Portland Pride Parade.

Personal Growth

Your college journey is not just about your classes and projects. Our Student Life team, BFA Orientation Leaders, and Resident Advisors (RAs) are the backbone of your support system. They are a team of professionals and student leaders who want to help you 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 Belonging programs and services.



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, by bike, and public transportation. We're also an easy bus or train ride to Boston or New York City.

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 across the city open their doors for a First Friday Art Walk. Many of our students and alumni show and sell their work on the sidewalks in front of the Porteous Building.



Professional Growth

The unique ethos of Artists at Work goes beyond a traditional career services center; think of us as a career concierge service. No matter where you are on your creative journey, our job is to help translate your passion into a career that suits you and your goals.

Artists at Work is embedded in the First Year Seminar, Junior Seminar, and Professional Studio courses to help you gain valuable skills, find new opportunities, build your practice, and put your creativity to work.

As a student, you are encouraged to exhibit your work on any of the six floors of the Porteous Building. You can exhibit as part of a class, with an independent project, or through a school-wide show. We host large organized shows three times a year: The BFA Exhibition, the BFA Merit Show, and the Thesis Exhibition. See your work displayed, attend receptions, and be considered for scholarship awards.



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.

Through your collaboration with Artists at Work, you will:

- Receive 1:1 support in finding and securing opportunities tailored to your goals
- Forge long-lasting relationships with artists, leaders, and organizations via connections to our extended and invested community
- Gain access to professional tools, best practices, and other resources for creative development
- Explore collaborative minors with Artists at Work designed to give you a professional head start in Public Engagement and Art & Entrepreneurship
- Attend Portfolio Days, where undergraduates present work to professionals and industry experts, including senior artists and designers from Disney, Laika, Blizzard, and L.L. Bean, among many others
- Receive help identifying and securing internships, fellowships, jobs, commissions, sale opportunities, exhibition spaces, residencies, professional resources, collaborations, partnerships, grants, and more

→ Rebecca Sugar, Hon. DFA '24, Maine College of Art & Design's 2024 Commencement Speaker and renowned animator, in conversation with Animation & Game Art majors.





49 Oak is a flexible, experimental space that presents student work and hosts activities tied to classroom projects, from popup shops to exhibitions. Administered by Artists at Work with faculty support,

students learn how to curate, install, promote, document, sell, and staff exhibitions. During summer months, programming focuses on work created by the College's alumni network.

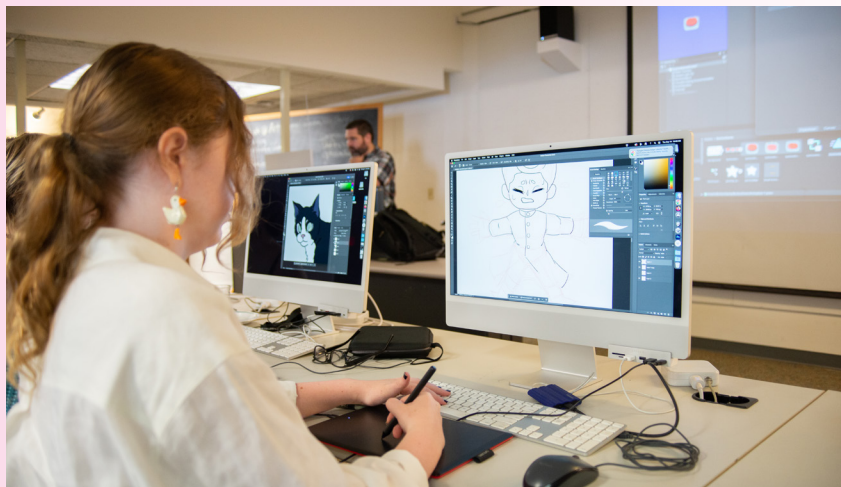
When you pursue a BFA at Maine College of Art & Design, you benefit from an unparalleled interdisciplinary approach that allows you to develop your voice and visual language. This means you have

access to studios, mediums, and techniques outside of your major, which promotes experimentation, hybridizes your approach, and supports growth along the path that helps you discover your fullest potential.

Animation & Game Art

Recognized by Animation Career Review as one of the country's top 25 game design BFA programs, and the #1 school for animation and game design in Maine, our program helps you develop a strong studio practice by producing works across both traditional and emerging media.

Classes cover full pipelines for games and animation while also emphasizing character and background design, storyboarding, 3D modeling, character animation, stop-motion, game development, game art production, and much more. You will 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 narratives.



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.





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

Ceramics

Ceramics is a versatile art form combining elements of design, sculpture, and functionality. As a Ceramics student, you work closely with experienced 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.

Faculty members bring expertise in both contemporary design and ceramic tradition, exposing students to a range of perspectives and techniques.



Possible career outcomes

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





Sample courses

- Ceramics Throwing
- Figurative Ceramics
- Glaze Chemistry & Kiln Firing
- Tableware
- Slip Casting & Press Molding



The Studio

Shared workstations include 30 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.



Graphic Design



The Graphic Design program prepares you for a career 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 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 from international brands and national nonprofits to local businesses and arts institutions in Portland.



Possible career outcomes

Art director, creative designer, ux/ui designer, animation designer, freelance graphic designer, web designer, book designer, publisher, and production artist, to name a few.





The Studio

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

Illustration

Whether there's a story to be told, a problem to be solved, or a point of view to express, an illustrator provides the vision. Our Illustration program is deeply rooted in fundamental artistic skills and practices, where you will learn to think critically while developing concepts, narratives, and settings to create unique and individual imagery. Our program is an intensive course of study that combines artistic rigor with real-world experience.

Possible career outcomes

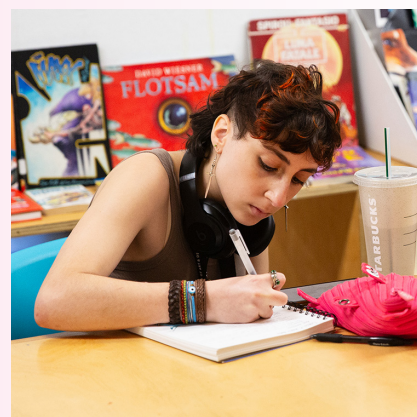
Illustrator, technical illustrator, storyboard artist, book designer, editorial designer, curator, publisher, entrepreneur, and more. Many illustrators create visuals for books, magazines, logos, product labels, posters, album art, murals, storefronts, textiles, and more.





Sample courses

- The Graphic Novel
- Setting the Scene
- Illustrative Typography
- Picture Book
- Methods & Media in Illustration



The Studio

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

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



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 and pursue experimental, interdisciplinary approaches to the practice of painting to develop a fulfilling, sustainable, and self-directed studio practice.

Our experienced Painting 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

Painter, curator, art director, art consultant, colorist, educator, arts administrator, museum staff, art critic, gallery director, and nonprofit arts leader.



The Studio

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

Individual storage space for work and materials; shared critique/work space; easels, work tables, air brushes, digital projectors, DSLR cameras, tripods, light sets, sanders, drills, brad guns, clamps, and a compound miter saw (named Grant Wood).



Sample courses

- Foundations in Painting
- Painting: Light & Space
- Painting the Human Form
- Water Media
- Adventures in Abstraction
- Perception to Imagination

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. The intentional juxtaposition of traditional and modern processes in coursework helps broaden your understanding of the art form while empowering you to strive for the highest level of contemporary technique. Additionally, you will be able to explore various camera formats without having to provide your own camera during the program.



Possible career outcomes

Photographer, photojournalist, commercial photographer, videographer, filmmaker, documentarian, editor, creative director, art director, archivist, prop stylist, and more.



The Studio

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

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" x 60" vacuum drymount table and a wall-mounted professional level mat cutting system.

Sample courses

- Documentary Methods
- Alternative Processes
- Commercial Photography
- Experimental Photography
- Artists Books



Sculpture

As a Sculpture major, you 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 makeup, stone carving, and figure modeling. Our Sculpture program is a transdisciplinary department where space is the primary material of inquiry. Our diverse faculty emphasizes critical thinking and writing to help you confidently communicate your visions while gaining insight into the discipline from a historical and contemporary cultural perspective.



Possible career outcomes

Studio artist, mold maker, blacksmith, tattoo artist, fx makeup designer, video editor, exhibition designer, set designer, curator, public art administrator, and educator, to name a few.





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

The Studio

Wood Shop: SawStop table saws; miter saws; band-saws; 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 and aluminum; electric hoist; ladders; and outdoor tools for site work.



Sample courses

- Wood, Steel & Foundry Practices
- Color Form & Space
- The Expressive Figure
- Video Art Installation
- Sculpture in Context: Installation, Multiples, Land Art



Textile & Fashion Design

The Textile & Fashion Design program teaches you how to create fabrics from the ground up and build works of art 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, you join other engaged creators who want to make a difference through their unique work. With access to professional facilities and internship opportunities, you can choose a career path 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, textile preservationist, footwear designer, interior designer, retail management, and independent fashion entrepreneur.





Sample courses

- Intro to Textiles
- Intro to Fashion & Apparel
- Machine Knitting
- Textile Printing
- Collection Development

The Studio

Textile & 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.

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.





Our state-of-the-art music production studio was created thanks to a generous gift from the Crewe Foundation, which enabled the College

to offer a music minor. The studio features an Avid S6 Mixing Console, one of the first in New England.

Minors

Our minors supplement your major studies and help you discover ways to employ your creative practice in real-world settings.

Art & Entrepreneurship

In the Art & Entrepreneurship minor, you develop the skills to launch and scale a business or other creative enterprise. This burgeoning minor responds to contemporary creative culture and encompasses experiential courses, client-based projects, workshops, and a self-designed internship. It also 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. Being intentional about what you create as an artist or designer requires examining 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 learn more about Art History, you unlock the ability to identify and rethink your assumptions and strengthen your creative work. You will leave the program competent in both Western and non-Western art history, from ancient to contemporary art.

Drawing

Drawing permeates all disciplines, sometimes as a preparatory activity and sometimes as 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 capabilities in this vital, autonomous art form.



Music

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



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 will develop an understanding of how to initiate, build, and maintain mutually beneficial relationships, as well as 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.

Sustainable Ecosystems: Art & Design (SEAD)

Often, normative ideas of nature, race, and sexuality are defined in relation to what is thought to be natural or naturally beautiful. You may be somewhere between the two: fearful of the climate crisis but passionate about what we can learn from environmental justice and sustainability practices. SEAD employs an environmental justice perspective, which means we consider issues such as housing justice, migrant justice, and decolonization, central to thinking about the environment.

Writing

Effective writing is a superpower for artists and designers. Not only does it allow you to share artistic statements more clearly, but written communication can also 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. In your final Writing Workshop capstone, you will complete a peer-edited personal writing project—a 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.





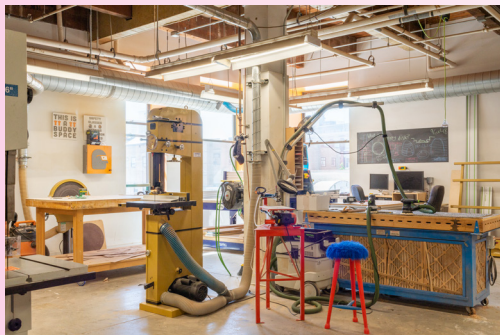
Empty Bowls is a grassroots event designed to combat hunger. It raises awareness and funds by providing attendees with a hearty meal, a handmade bowl, and a metaphorical reminder of hunger – the “Empty Bowl.” Students enroll in the Empty Bowls

course as part of the Public Engagement minor, where they receive a comprehensive and immersive learning experience in community engagement, event planning, and a deep dive into making.

Studio Areas



In addition to our eight majors and seven minors, we have four Studio Areas with cutting-edge facilities and tools with expert faculty to allow for unbounded creative expression and experimentation. Built for cross-disciplinary exploration, you can utilize our Studio Areas for your majors work and art installations. Or, dive deeper and enroll in Studio Area classes that can be applied to your major course of study.



Studio Area

Digital Fabrication



Also known as the Fab Lab, this studio is outfitted with technology that allows you to move seamlessly between the digital and analog worlds.

The Studio

- Laser cutter
- Laser etcher
- 3D printers
- Fabric Printer

Metalsmithing & Jewelry

Within the Metalsmithing & Jewelry Studio Area, you can explore 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. In Metalsmithing & Jewelry classes, you learn effective design, problem-solving, and 3D fabrication skills while practicing and refining your technical proficiency.



The Studio

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

Sample Courses

- Expressive Nature of Stone
- Design for Production
- Metalsmithing & Jewelry I & II

Printmaking

The Printmaking Studio Area is a specialized workspace where creativity and craftsmanship meet. Explore art making through a variety of techniques such as letterpress, intaglio, woodcut, lithography, silk screen, and digital prints. Use this space to create a series of fine art prints or promote an event with custom posters. Whether your passions lie in mark-making, storytelling, changing culture, figuration, or abstraction, printmaking offers equal opportunity empowerment.



The Studio

Emphasis on low, 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; and color and B&W archival digital printing equipment.

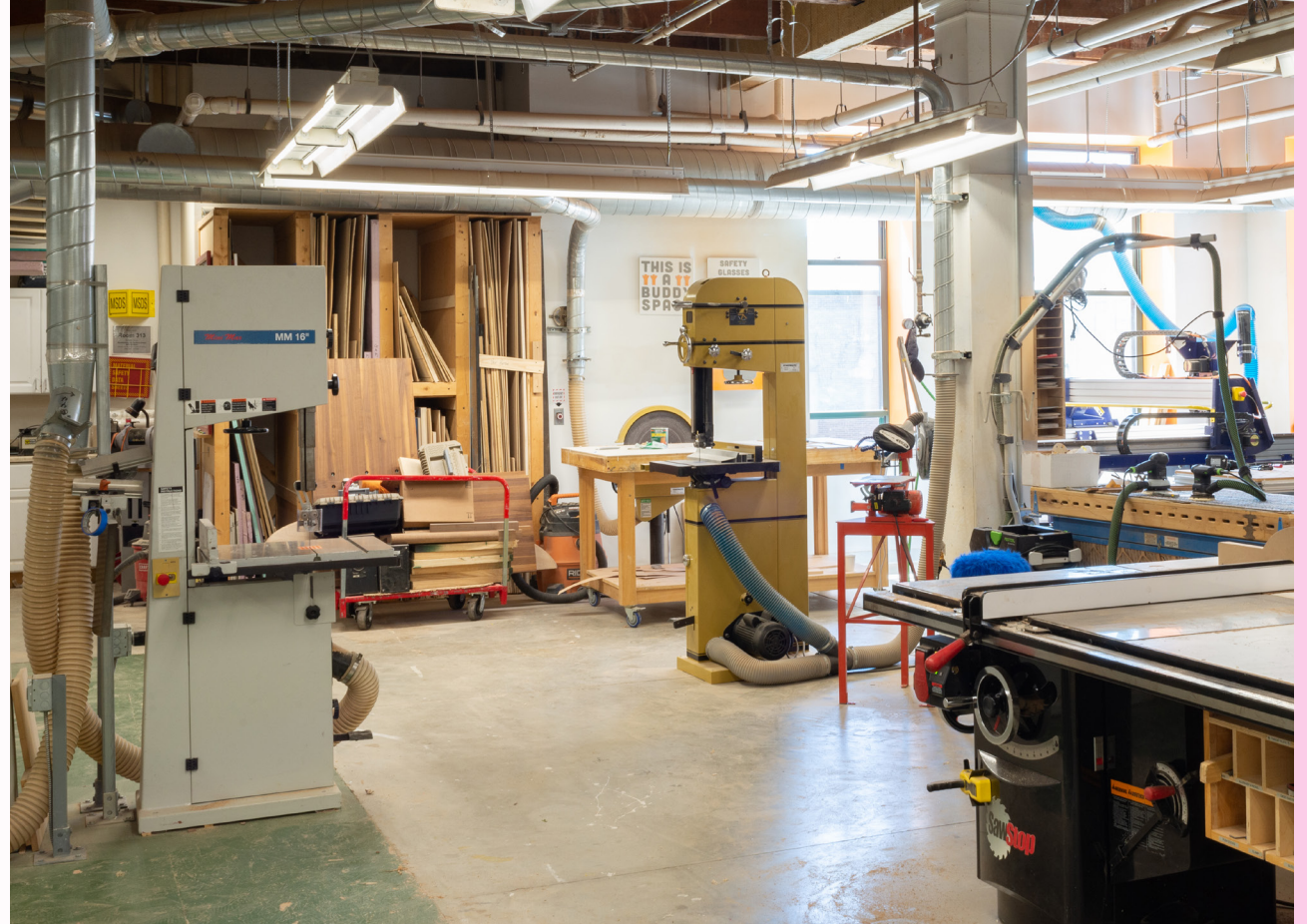
Sample Courses

- Intaglio Printing
- Liberation Graphics
- Selling Out: Making Money Marketing Multiples



Woodworking & Furniture Design

The Woodworking & Furniture Design Studio Area teaches you how to take an idea from conception to completion. Classes focus on balancing traditional and contemporary approaches, which allows you to embrace hands-on studio bench work and become immersed in digital fabrication and new technologies. Access to our state-of-the-art Wood Studio and renowned faculty help you to build upon the deep tradition of woodworking, rooted in New England craft.



The Studio

Precision Italian machinery; CNC routers; 4 band saws; horizontal slot mortiser; chisel mortiser; Oneway lathes; drill press; 16" & 12" jointers; 15" & 24" planers; 36" wide belt sander; Lie Nielsen hand planes; Festool hand tools; SawStop table saws.

Sample Courses

- Models & Mockups
- CURViture
- Digital Furniture Design & Fabrication



Maine College of Art & Design celebrates Pride Month at the Joanne Waxman Library with window designs featuring student work. Students submit designs, which are reviewed by a jury. Four students are

selected and each receives a stipend for their designs, which are hand-painted on the windows of the Joanne Waxman Library and on display for the month of June.

**A college education
is more than
classes, projects,
and papers.
So much value
comes from
the personal growth
experienced
as you navigate
independence**

**and discover
yourself
through community
building and
social engagement.
At the College,
it's our job to
support you, both
as an artist
and as a person.**

Life on Campus

As a first-year student, you begin your college experience living with your peers in residence halls designed to help you learn, grow, and build community. All residence halls have live-in Resident Advisors (RAs) to assist and support students. Throughout the year, you will play an active role in shaping and experiencing social programming in your residence hall – from organized activities to impromptu hangouts. For your safety, residence halls are locked 24/7 and only accessible via your MECA&D student ID.



Oak

Most students living in our Oak Street Residence Hall are in their first year. The building is located one block from our Porteous Building and houses about 90 students in single, double, and triple rooms. Most rooms share a bathroom with an adjoining room.

Oak is equipped with a common room, laundry room, and elevator, and is wheelchair accessible.



Shepley

Most students living in our Shepley Residence Hall are in their first year. The building is located one block from our Porteous Building and houses about 60 students in an independent, apartment-style living center. Each apartment is either a triple or quad with a shared bathroom and full kitchen. Students share bedrooms in the apartments.

Rooms in Oak and Shepley are outfitted with a standard twin bed, dresser and desk with a chair. Other features include WiFi and Ethernet, bike storage, a common room with games and tv, and unlimited use of laundry facilities.



Beyond your first year...

Living on campus is optional after the first year, but you can choose to live in one of the two apartment-style residence halls, Monument and Erlang. Designed to support your independence, each unit includes a full kitchen (microwave, dishwasher, stove), washer and dryer, and an air conditioner.



Clubs & Activities

Student Life hosts a variety of events for students. Weekend programs are designed to help students connect with each other and the Portland community. You are invited to participate in seasonal events (apple picking, ice skating, and Friends & Family Weekend) and other College traditions throughout the year. Our Student Life team hosts educational panels on topics such as belonging, healthy relationships, and life skills. The team also supports student leaders who host on-campus events and run our student-led clubs and organizations.



Activities

- Comic Expo
- Community service opportunities
- Belonging activities and programs
- Drag shows
- Fire pit and s'mores
- Game night
- Hispanic Heritage Month celebrations
- Indigenous People's Month celebrations
- LGBTQIA+ Ball
- Meditation & yoga
- Movie screenings
- Multicultural lunches
- Scavenger hunt around Portland
- Spooktacular for Halloween
- Stress relief workshops
- Tie-dye workshops

Clubs

- Animation and Game Art Club
- Character Design Club
- Crochet and Knitting Club
- Cult Movie Classics Film Club
- Drama Club
- Dungeons & Dragons Club
- From Awareness to Action
- Jam Club
- Pokémon Go Club
- Queer Alliance
- Slam Poetry Club
- Students of Color Coalition (scc)
- Student Outreach Club

Resources

Belonging

Our community thrives on the belonging of all of our students, faculty, and staff. The College offers programs and activities that support belonging through workshops, guest artists, monthly themed lunches, student organizations, and partnerships with the local community.

Café

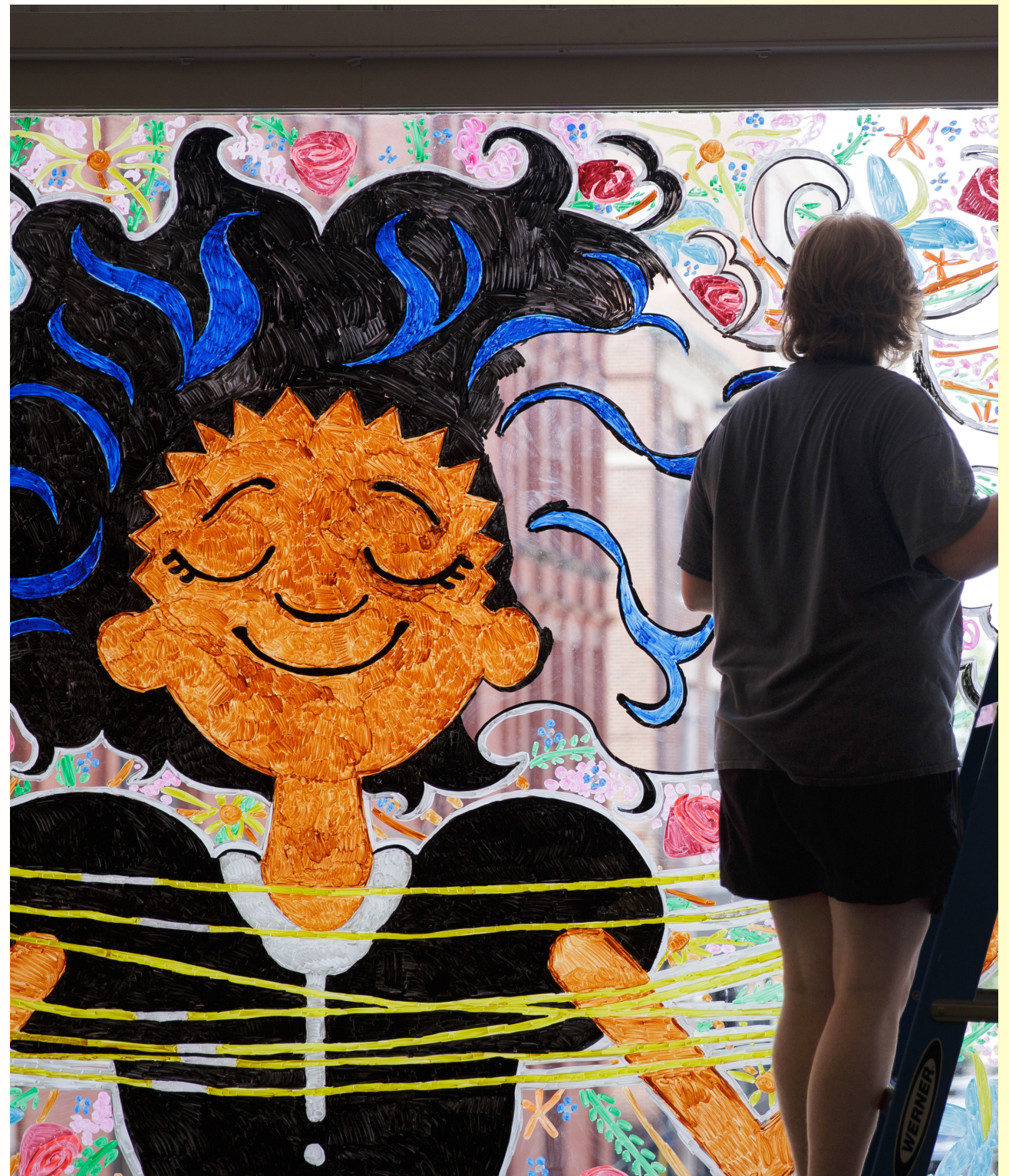
Our newly-renovated Café is more than just a dining hall; it's a place to unwind with friends and faculty members while enjoying various delicious, locally sourced foods. Our Café prioritizes sustainable practices, offers nutritional information, and works to meet individual dietary needs. First-year students living in the residence halls will enroll in a meal plan that includes meal swipes and MECA&D Bucks for à la carte purchases.

Disability Services

We provide access for students with disabilities under the provisions of the Americans with Disabilities Act of 1990 and its amendments, and Section 504 of the Rehabilitation Act. You can work collaboratively with our Accessibility Services Coordinator to develop specific accommodations that support you during your studies.

Individual Counseling

Our counselors are committed to creating a caring community. We aim to provide you with support and encouragement in a nonjudgmental setting where diversity is respected and celebrated. Counseling at the College is free and confidential. It is offered on weekdays, nights, and weekends.



Life in Portland

For centuries, Maine has been a destination for artists attracted and inspired by the state's natural beauty and alluring natural light. We love Portland because it seamlessly blends historic charm with the city's creative and innovative personality.

The College is located in Portland's Arts District where students, artists, galleries, music venues, coffee shops, and museums create a vibrant environment full of inspiration and collaboration. We call it the right-size city because we're large enough to offer resources and culture and small enough for you to make your own mark.

We encourage you to plan cultural getaways while you're a student; broaden your horizons, and have a little fun while you're at it! Take an easy bus or train ride to Boston and New York. Plan a short road trip to Montreal. Head up to the Maine and Camden International Film Festivals, or sign up for an industry event trip sponsored by your major.





Explore Portland

- Visit the world-class Portland Museum of Art (students get in free)
- Experience Portland's First Friday Art Walk
- Hop on a ferry and visit the surrounding islands
- Sell your artwork at the Monument Square Market
- Explore nature by visiting the Promenades, a beach, or a bike trail
- Eat your way through Portland's foodie scene (one of the country's best)
- Create a feast with locally-grown food from the Portland Farmers' Market
- Visit one of the many galleries, museums, or pop-up shows across the city
- Attend a concert on the water at Thompson's Point or in the Arts District at the State Theatre

“There is no greater time to be an artist here than today, and MECA&D is at the forefront of generating the future’s talent.”

— Sayantan Mukhopadhyay,
Associate Curator of Modern & Contemporary Art
at Portland Museum of Art



Institute of Contemporary Art

at Maine College of Art & Design

For more than 25 years, the Institute of Contemporary Art (ICA) has been a pillar of visual inquiry, exploration, and dialogue for the Portland community. The ICA's mission is to offer space for an evolving ecosystem of work, to continue pushing the field of art and design forward, and to serve as a learning laboratory for our students and community.



In need of some inspiration? Pop into the ICA to visit the three gallery spaces that house exhibitions of moving work by living artists. The ICA hosts public events, artist talks, and annual College events such as The Fashion Show and the Collect Art Sale. Additionally, students in our Master of Fine Arts program can exhibit their thesis work in this professional space.

Are you interested in gaining experience working in a gallery? One of our work-study options allows students to work in a professional gallery setting at the ICA.

Visiting Artist Series

The College offers Visiting Artist talks with experts from numerous creative disciplines throughout the year. Our mission is to engage emerging and established artists currently working in art, craft, design, and academic areas of cultural production. In particular, we strive to help amplify the voices of Black, Indigenous, People of Color (BIPOC), and LGBTQIA+ artists.



↑ May Tveit shares her process in the Printmaking Studio Area

← Firefly the Hybrid's performance in the front lobby of the Porteous Building

→ The Futurefarmers Procession took place between the East End Beach and the ICA as part of the *Livable Worlds* exhibition.





The Portland Museum of Art presented *As We Are*, an exhibition featuring the work of 14 emerging artists with strong ties to Maine.

On view from October 11, 2024, to April 27, 2025, the exhibition featured ten Maine College of Art & Design alumni and faculty.

Financial Aid

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 the resources available to you, and support you in any way we can. We even help you apply to outside scholarships that our students have successfully received.

We are proud to share that 100% of BFA degree-seeking students receive some type of financial assistance. 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 to receive some aid offerings, including Federal aid. We do not require additional forms, like the CSS profile or institutional-specific form, to be considered for aid.

Get in touch!

finaid@meca.edu

1.800.639.4808 EXT. 5074

Veterans also receive support.
Contact registrar@meca.edu



How To Apply

Our Admissions team will work with you to ensure you're putting your best application forward. When reviewing for admission, we look at the application holistically and consider the strength of the portfolio, academic achievement, and personal qualities and achievements.

We encourage you to show us your artwork and receive feedback before 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 how best to document your work.



Transferring

We welcome the diversity and range of experiences 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 have articulation agreements with select schools to support a seamless transfer.



Apply!



Portfolio Tips





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Maine College of Art & Design is accredited by the
New England Commission of Higher Education (NECHE).
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.

Students viewing Test Site, an installation at Fort Gorges, located in Casco Bay off the coast of Portland.

The College's Sculpture majors, students taking part in our Sculpture in Context and Public Art Studio classes, and the Friends of Fort Gorges collaborated to make this project possible.





Maine College of Art & Design
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