

GUIDE TO MAJORS AT YESHIVA: ART

Choosing a major can be stressful, but it is important to understand that you can pursue almost any career regardless of which major you choose. While there are some exceptions, most entry-level positions simply require general transferable skills—those that can be learned in one setting and applied in another. Relevant experience through internships and activities is generally more important to employers than a major. It is best to choose an area that you find interesting and where you have the ability to do well.

What is the Art Major?

The Art department at Stern College for Women offers students an opportunity to develop a Shaped Major with a focus in either Art History (34 credits) or Studio Art (40-41 credits). Art History is the study of art from various periods, cultures, and parts of the world. It teaches students to interpret and understand works of art of many types, by learning about artists' lives and their societies. Studio Art aims to strengthen a student's natural talent in either the fine arts or the various design fields by offering courses in painting, design, architecture, fashion, drawing, sculpture, or computer graphics. The student develops a Shaped Major based on her particular art interest. Students also may sign up for an 18-credit Art Minor. Furthermore, any Stern College student who wishes to explore her artistic side is welcome in classes. Majors may take up to ten credits at the Fashion Institute of Technology (FIT), and minors may take five credits.

What can I do with a Major in Art?

Graduates with a focus on Art History can enter a wide range of professional careers including museums, galleries, auction houses, education, publishing and more. Those with a focus in Studio Art may prepare for careers in commercial art, advertising design, fashion design, interior design, architecture, graphic design, or art therapy. Students in this major often choose to pursue graduate studies towards an M.A., Ph.D. or M.F.A. The Art major is also sound preparation for any professional field, such as law, medicine, psychology and others where graduate programs may prefer students with a broad intellectual background. Some potential career titles include:

Professional

- Illustrator
- Painter
- Potter
- Printmaker
- Sculptor
- Stained Glass Artist

Academia/Education

- Art School Administrator
- Private Art Teacher
- Tour Guide/Docent

Social Services

- Activities Coordinator
- Art Therapist

Applied Design

- Advertising Designer
- CAD Designer
- Calligrapher
- Cartoonist
- Catalog Illustrator
- Color Expert
- Courtroom Sketch Artist
- Desktop Publisher
- Drafter
- Etcher/Engraver
- Exhibit/Display Designer
- Fashion Designer (clothes, accessories, textile, costume, millinery)
- Fashion Illustrator/Copyist
- Floral Designer
- Graphic Designer
- Greeting Card Artist
- Interior Decorator/Designer
- Jewelry Designer
- Photographer
- Photojournalist
- Silk Screen Artist
- Web Designer
- Window Dresser

Business/Industry

- Antiques/Art Dealer
- Antiques/Art Appraisers
- Art Consultant
- Art Critic

- Artist's Representative/Manager
- Auction House Accounts Coordinator
- Custom Framer
- Gallery Owner
- Gemologist
- Landscape Architect
- Makeup Artist
- Public Relations Specialist
- Sales Representative
- Upholsterer
- Videographer

Graduate Study Required

- Animator
- Architect
- Archivist
- Art Conservator
- Art/Museum Educator
- Art Historian
- Art Professor
- Art Teacher (elementary, secondary schools)
- Furniture Designer
- Lawyer
- Medical Illustrator
- Museum Curator
- Painting Restorer
- Physician
- Product/Package Designer
- Set Designer
- Toy Designer

Skills and Abilities

A Shaped Major with a focus in Art History or Studio Art trains individuals in research, creativity, writing, and analytical skills through examination and critical analysis of art history and artists' styles. In addition, it develops technical and observational skills and fine tunes self management skills. Here is a sample of representational skills and abilities:

Technical/Physical

- Ability to draw, paint, sculpt, and design
- Hand eye coordination
- Fine and gross motor skills

Observation & Analysis

- Interpreting issues/data
- Dissecting information
- Reasoning & abstracting
- Problem solving and troubleshooting
- Offering different perspectives
- Synthesizing themes from complex issues

Communication

- Listening critically
- Reading effectively
- Translating
- Writing and editing

Creative/Imaginative

- Improvising/inventing
- Experimenting
- Developing/formulating
- Symbolizing words/images/concepts