



Make Studio Art Program, Inc.
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Make Studio is a 501(c)3 community-based arts center in Baltimore, MD. We envision a world of acceptance and inclusion where art opens doors for everyone. Our mission is to empower artists with disabilities to grow as professionals with visibility and voice in their communities. We create opportunities for everyone to connect through art.

To accomplish our mission, we operate an art center, including both studio and gallery/events spaces, in which we offer a variety of inclusive arts activities as well as operate our core program that follows the "progressive art studio" model for adult artists with disabilities. Programming is designed primarily with developmentally disabled and neurodivergent artists in mind, but can be appropriate for diverse artists' needs. Participating artists are provided with workspace, materials, introduction to new media and techniques, and facilitation in fully realizing their own artistic styles and voices, in order to develop and maintain a career in the arts if they so choose. We believe that artists with and without disabilities should have the same opportunities to make art – through ongoing engagement with the creative process – to serve a variety of personal needs and purposes, including as their life's vocation.

Art making sometimes can be an isolated activity, so Make Studio offers opportunities for interaction when making and marketing art, and is modeled after an artists' collective that affords opportunities to work individually or collaboratively with other studio artists and artists in the wider arts community of Baltimore.

Experienced staff and trained interns and volunteers (with expertise in fine arts, design, art therapy, and rehabilitation) are available to assist as each artist explores their process. Staff-artist ratio is never less than 1:6. Painting, drawing, printmaking, sculpture, and digital art are among the many options available in the studio.

Make Studio offers broad participation options for artists, described below, but each artist's experience is individualized to meet their needs, choices, and preferences. Once established in the program, artists can further elect to take part in three different "tracks" that help hone their skills as makers, teaching artists, or curators/consultants. All artists' participation is further enriched by on-site guest artist workshops, field trips to museums, galleries, and professional studios, and our center's location within the vibrant neighborhood of Hampden. This gives our artists regular access to the company of other artists with and without disabilities.

One of the key features of the Make Studio program is that all participating artists have the opportunity to develop exhibition portfolios and produce marketable art for sale. All enrolled artists have the opportunity to show and sell their work locally, nationally, and internationally, via the studio, at host venues, and through our website. **Artists earn 70% of revenue from sales, with the remainder off-setting a portion of the cost of framing and marketing.**

Studio Participation Options (effective July 2021)

We currently offer programming Tuesday through Friday. Hours open to artists are 9:30 a.m. - 3:30 p.m. (Tues - Fri) and 10:30 a.m. - 1:30 p.m. (Sat).

Day programming: \$110/day

Ongoing, set weekly schedule: 6 hours/day, 1-3 days/week recommended. *The full 6 hour day is recommended for artists' optimum experience after an introductory period, but a prorated "half day" of 3.5 hours can be arranged for any artist.* All participating artists individualized programming is first determined upon enrollment by our staff in collaboration with the artist (and their family/advocate, if applicable). Program plans are evaluated and updated annually thereafter.

Arts Immersion (AI)

Focus in this track is on the development of artistic, mechanical, cognitive, and social skills in the studio setting. Personal and social adjustment to working in a group and being in a community setting, and the life-enriching aspects of art practice are highlighted. These participants have the same exhibition opportunities as other artists.

Arts-Vocational Rehabilitation (AVR)

Studio experience is designed to help individuals prepare for, engage in, and maintain meaningful employment by providing training in translatable skills for careers in the arts and/or other competitive job settings. Services include: individual program of personal and social adjustment, training in acceptable work behaviors, manual skill development, assessment and development of vocational goals, and other skills such as money management, basic safety skills and training in work-related hygiene. Artists are increasingly engaged in the promotion and sales aspects of their artwork over time. Make Studio can provide additional supports appropriate to the developmental needs of transition-aged individuals (ages 18-23).

Supported Employment (SE)

Services are similar to those provided in AVR, but the focus is on ongoing development, refinement, and maintenance of self-employment specifically in the arts (alongside or in lieu of other employment). Varied levels of support appropriate to the artist's capabilities and career goals are provided. Services include: training in higher-level skills required to work in an arts-related field, portfolio development, community mobility training, facilitation of collaborations with other artists and groups, guidance in studio and office behaviors (e.g., interacting with clients, commissions, galleries, media, and art buyers), and job seeking and interviewing skills. Artists are very involved in the promotion and sales aspects of their artwork.

Art therapy services: \$95/hr

Rate applies to a 50 min.-hour. Session length averages 1-2.5 hours. AT services can be added to day programming or can form a stand-alone service. AT is overseen and provided by Licensed, Board-certified art therapists. Interns from Notre Dame of Maryland Art Therapy Graduate Program may assist in providing services. Session can be used to enhance self-expression and to address goals in the following domains: physical and occupational goals (e.g., improving motor skills); cognitive goals (improvement of memory, prioritization, planning, organization); psychosocial goals (improving interpersonal skills, efficacy, self-esteem); emotional goals (easing anxiety or depression, dealing with feelings of loss, loneliness, frustration).