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Department of Labor Bureau of Labor Statistics Occupational Outlook Handbook (OOH)

There is much more information on the website. There are 25 occupational groups.

Occupation Groups presented here:

Arts and Design

Overall employment in arts and design occupations is projected to grow about as fast as the average for all occupations from 2022 to 2032. About 95,800 openings are projected each year, on average, in these occupations due to employment growth and the need to replace workers who leave the occupations permanently.

The median annual wage for this group was \$51,150 in May 2022, which was higher than the median annual wage for all occupations of \$46,310.

There are eight occupations detailed in the Arts and Design group.

This packet contains information on the following four:

- Art Director
- Craft & Fine Artists
- Industrial Designer
- Special Effects Artists & Animators

Media & Communications

These workers use words and images to convey information and ideas.

Overall employment in media and communication occupations is projected to grow about as fast as the average for all occupations from 2022 to 2032. About 114,300 openings are projected each year, on average, in these occupations due to employment growth and the need to replace workers who leave the occupations permanently.

The median annual wage for media and communication workers (such as public relations specialists, news analysts, and writers and authors) was \$66,240 in May 2022, which was higher than the median annual wage for all occupations of \$46,310.

There are 10 occupations detailed in the Media & Communications group.

This packet contains information for:

- Photography

For each career, BLS provides information via 9 separate tabs for the following topics:

- Summary
- What They Do
- Work Environment
- How to Become One
- Pay
- Job Outlook
- State & Area Data
- Similar Occupations
- More Info

This packet includes the following information for each career featured:

- Summary
- What They Do
- How to Become One
- Pay



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Arts and Design Occupations

PRINTER-FRIENDLY

Workers in this group create products and concepts that have practical or aesthetic purposes.

Overall employment in arts and design occupations is projected to grow about as fast as the average for all occupations from 2022 to 2032. About 95,800 openings are projected each year, on average, in these occupations due to employment growth and the need to replace workers who leave the occupations permanently.

The median annual wage for this group was \$51,150 in May 2022, which was higher than the median annual wage for all occupations of \$46,310.

BLS employment projections, wage, and other data for related occupations not shown in the following table are available on the [Data for Occupations Not Covered in Detail](#) page. Information highlighting physical demands, cognitive and mental requirements, and other qualifications for workers in this group are available in a BLS [Occupational Requirements Survey](#) (ORS) profile.

Image:

[Art Directors](#)

Job Summary:

Art directors are responsible for the visual style and images in magazines, newspapers, product packaging, and movie and television productions.

Entry-Level Education:

Bachelor's degree

2022 Median Pay:

\$105,180

Image:

[Craft and Fine Artists](#)

Job Summary:

Craft and fine artists use a variety of materials and techniques to create art for sale and exhibition.

Entry-Level Education:

[See How to Become One](#)

2022 Median Pay:

\$53,140

Image:

[Fashion Designers](#)

Job Summary:

Fashion designers create clothing, accessories, and footwear.

Entry-Level Education:

Bachelor's degree

2022 Median Pay:

\$76,700

Image:

[Floral Designers](#)

Job Summary:

Floral designers arrange live, dried, and silk flowers and greenery to make decorative displays.

Entry-Level Education:

High school diploma or equivalent

2022 Median Pay:

\$33,160

Image:

[Graphic Designers](#)

Job Summary:

Graphic designers create visual concepts, using computer software or by hand, to communicate ideas that inspire, inform, and captivate consumers.

Entry-Level Education:

Bachelor's degree

2022 Median Pay:

\$57,990

Image:

[Industrial Designers](#)

Job Summary:

Industrial designers combine art, business, and engineering to develop the concepts for manufactured products.

Entry-Level Education:

Bachelor's degree

2022 Median Pay:
\$75,910

Image:

[Interior Designers](#)

Job Summary:

Interior designers make indoor spaces functional, safe, and beautiful by determining space requirements and selecting essential and decorative items.

Entry-Level Education:

Bachelor's degree

2022 Median Pay:
\$61,590

Image:

[Special Effects Artists and Animators](#)

Job Summary:

Special effects artists and animators create images that appear to move and visual effects for various forms of media and entertainment.

Entry-Level Education:

Bachelor's degree

2022 Median Pay:
\$98,950

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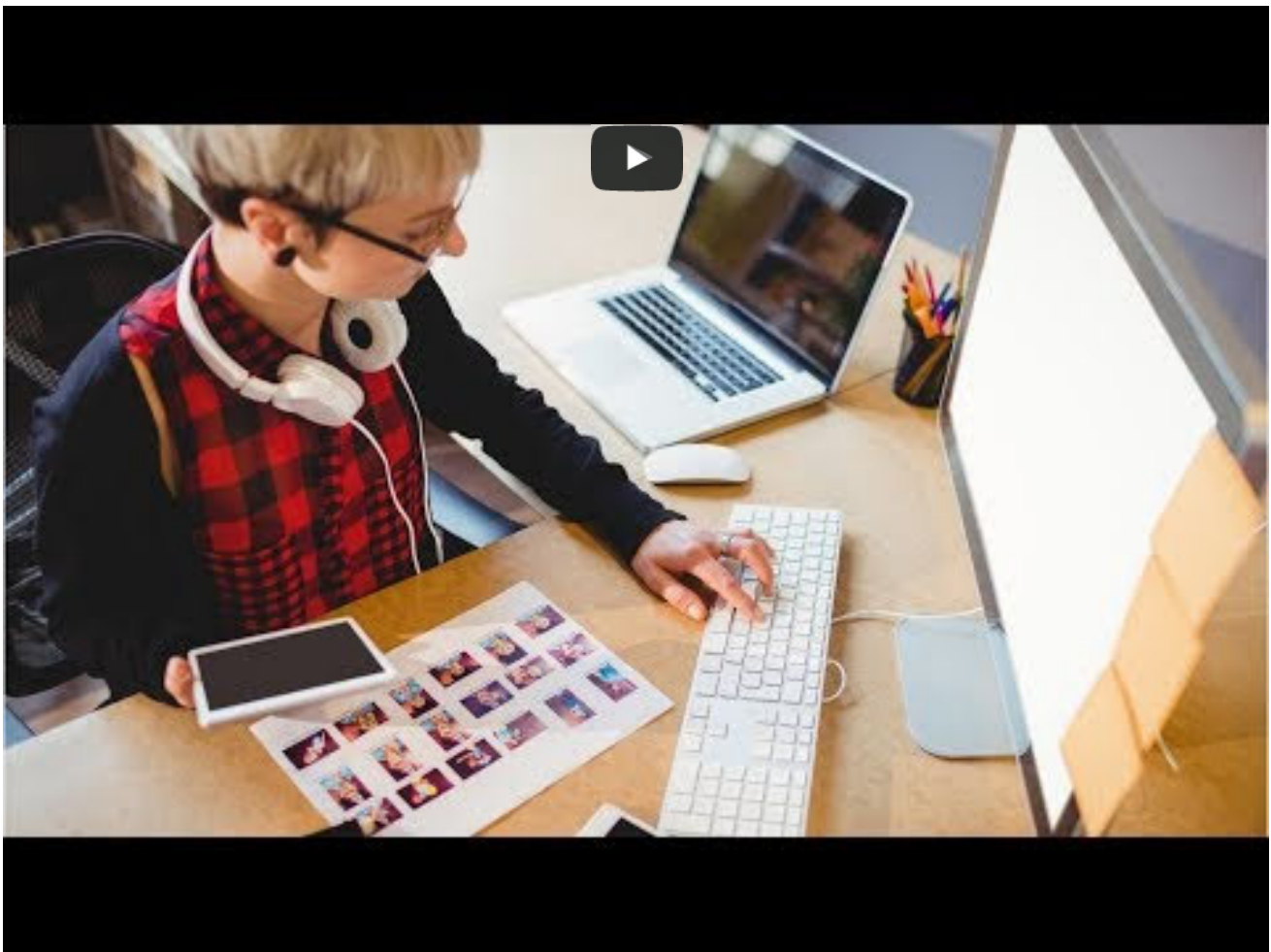
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The median annual wage for art directors was \$105,180 in May 2022.

[Job Outlook](#)

Employment of art directors is projected to grow 6 percent from 2022 to 2032, faster than the average for all occupations.

About 13,800 openings for art directors are projected each year, on average, over the decade. Many of those openings are expected to result from the need to replace workers who transfer to different occupations or exit the labor force, such as to retire.

[State & Area Data](#)

Explore resources for employment and wages by state and area for art directors.

[Similar Occupations](#)

Compare the job duties, education, job growth, and pay of art directors with similar occupations.

[More Information, Including Links to O*NET](#)

Learn more about art directors by visiting additional resources, including O*NET, a source on key characteristics of workers and occupations.



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What Art Directors Do



Art directors determine which photographs, art, or other design elements to use.

Art directors are responsible for the visual style and images in magazines, newspapers, product packaging, and movie and television productions. They create the overall design and direct others who develop artwork or layouts.

Duties

Art directors typically do the following:

- Determine how best to represent a concept visually
- Determine which photographs, art, or other design elements to use
- Develop the overall look or style of a publication, an advertising campaign, or a theater, television, or film set
- Manage graphic designers, set and exhibit designers, or other design staff
- Review and approve designs, artwork, photography, and graphics developed by other staff members
- Talk to clients to develop an artistic approach and style
- Coordinate activities with other artistic and creative departments
- Develop detailed budgets and timelines
- Present designs to clients for approval

Art directors typically oversee the work of other designers and artists who produce images for television, film, live performances, advertisements, or video games. They determine the overall style in which a message is communicated visually to its audience. For each project, they articulate their vision to artists. The artists then create images, such as illustrations, graphics, photographs, or charts and graphs, or design stage and movie sets, according to the art director's vision.

Art directors work with art and design staffs in advertising agencies, public relations firms, or book, magazine, or newspaper publishing to create designs and layouts. They also work with producers and directors of theater, television, or movie productions to oversee set designs. Their work requires them to understand the design elements of projects, inspire other creative workers, and keep projects on budget and on time. Sometimes they are responsible for developing budgets and timelines.

The following are some specifics of what art directors do in different industries:

In advertising and public relations, art directors ensure that their clients' desired message and image are conveyed to consumers. Art directors are responsible for the overall visual aspects of an advertising or media campaign and coordinate the work of other artistic or design staff, such as graphic designers.

In publishing, art directors typically oversee the page layout of catalogs, newspapers, or magazines. They also choose the cover art for books and periodicals. Often, this work includes publications for the Internet, so art directors oversee production of the websites used for publication.

In movie production, art directors collaborate with directors to determine what sets will be needed for the film and what style or look the sets should have. They hire and supervise a staff of assistant art directors or set designers to complete designs.



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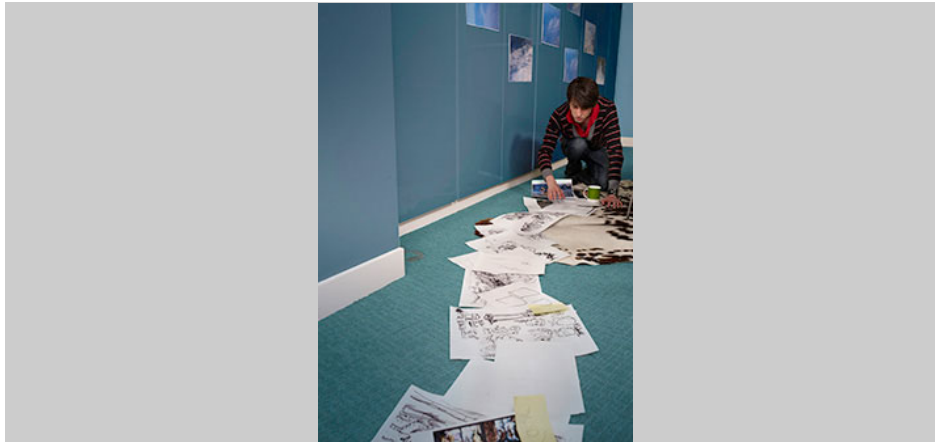
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How to Become an Art Director



Many art directors start out as graphic designers or in another art occupation, such as fine artists or photographers.

Art directors need at least a bachelor's degree in an art or design subject and previous work experience. Depending on the industry, they may have worked as [graphic designers](#), [fine artists](#), [editors](#), or [photographers](#), or in another art or design occupation before becoming art directors.

Education

Art directors typically need a bachelor's [degree](#) in [fine arts](#), a design subject, or a related field, such as [communications technology](#).

Many art directors start out in another art-related occupation, such as fine artists or photographers. Work experience in art or design occupations develops an art director's ability to visually communicate to a specific audience creatively and effectively. Workers gain the appropriate education for that occupation, usually by earning a bachelor of arts or bachelor of fine arts degree.

Some art directors earn a master of fine arts (MFA) degree to supplement their work experience and show their creative or managerial ability.

Work Experience in a Related Occupation

Most art directors have 5 or more years of work experience in another occupation before becoming art directors. Depending on the industry in which they previously worked, art directors may have had jobs as graphic designers, fine artists, editors, photographers, or in another art or design occupation.

For many artists, including art directors, developing a portfolio—a collection of an artist's work that demonstrates his or her styles and abilities—is essential. Managers, clients, and others look at artists' portfolios when they are deciding whether to hire an employee or contract for an art project.

Important Qualities

Communication skills. Art directors must be able to listen to and speak with staff and clients to ensure that they understand employees' ideas and clients' desires for advertisements, publications, or movie sets.

Creativity. Art directors must be able to come up with interesting and innovative ideas to develop advertising campaigns, set designs, or layout options.

Leadership skills. Art directors must be able to organize, direct, and motivate other artists. They need to articulate their visions to artists and oversee the work as it progresses.

Resourcefulness. Art directors must be able to adapt their latest designs to the changing technology used in their industry.

Time-management skills. Balancing competing priorities and multiple projects while meeting strict deadlines is critical for art directors.

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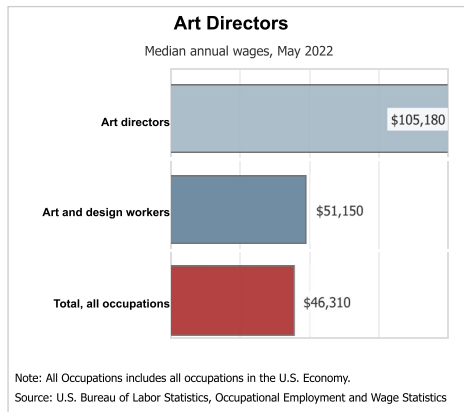
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The median annual wage for art directors was \$105,180 in May 2022. The median wage is the wage at which half the workers in an occupation earned more than that amount and half earned less. The lowest 10 percent earned less than \$57,820, and the highest 10 percent earned more than \$207,060.

In May 2022, the median annual wages for art directors in the top industries in which they worked were as follows:

Motion picture and video industries	\$135,130
Advertising, public relations, and related services	113,670
Specialized design services	81,880

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SUGGESTED CITATION:

Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, Art Directors, at <https://www.bls.gov/ooh/arts-and-design/art-directors.htm> (visited November 26, 2023).

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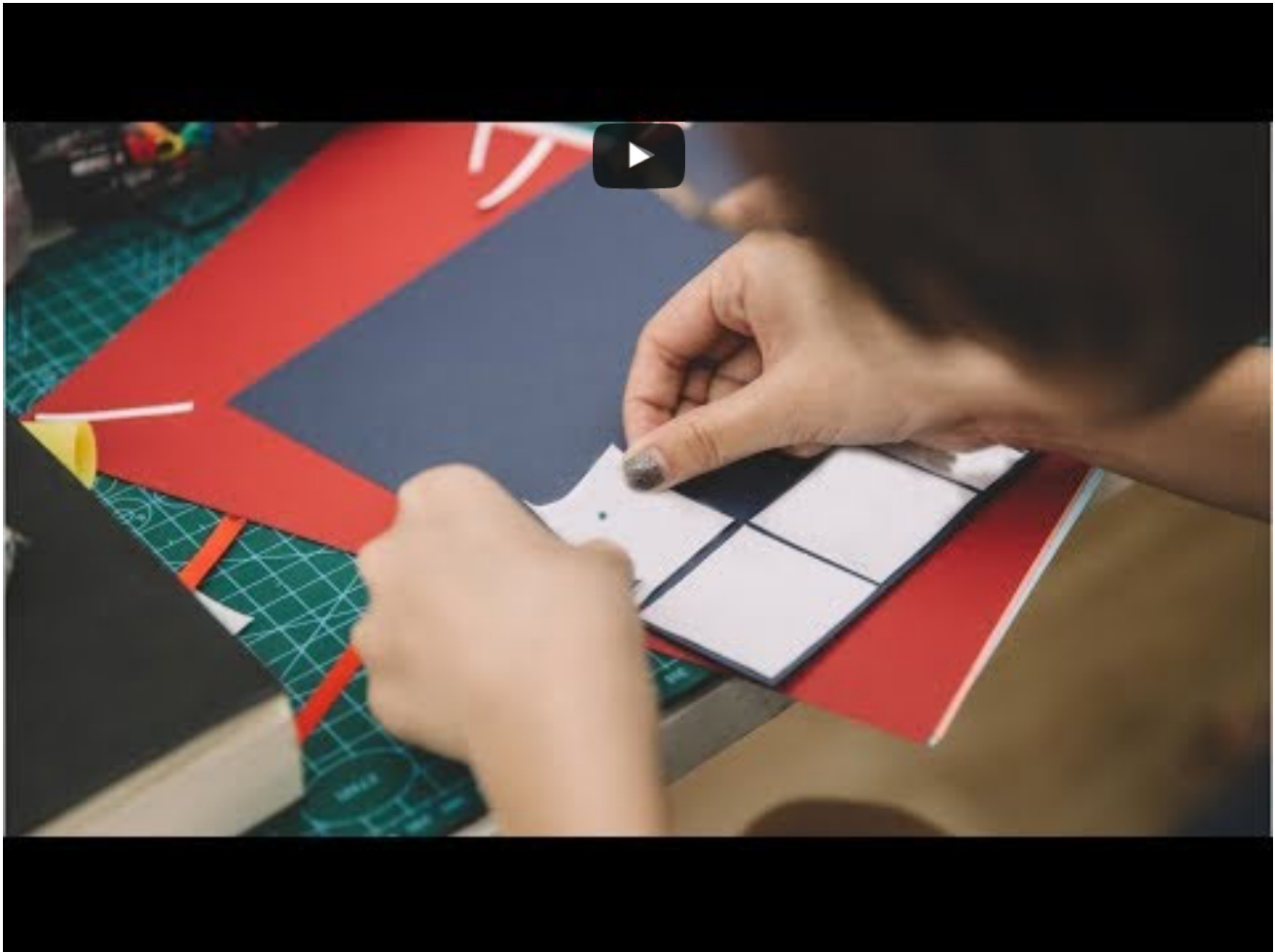
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[Job Outlook](#)

Overall employment of craft and fine artists is projected to grow 4 percent from 2022 to 2032, about as fast as the average for all occupations.

About 5,500 openings for craft and fine artists are projected each year, on average, over the decade. Many of those openings are expected to result from the need to replace workers who transfer to different occupations or exit the labor force, such as to retire.

[State & Area Data](#)

Explore resources for employment and wages by state and area for craft and fine artists.

[Similar Occupations](#)

Compare the job duties, education, job growth, and pay of craft and fine artists with similar occupations.

[More Information, Including Links to O*NET](#)

Learn more about craft and fine artists by visiting additional resources, including O*NET, a source on key characteristics of workers and occupations.

[What They Do ->](#)



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What Craft and Fine Artists Do



Craft and fine artists use a variety of materials and techniques to create art for sale and exhibition.

Craft and fine artists use a variety of materials and techniques to create original works of art for sale and exhibition. Craft artists create objects, such as pottery, glassware, and textiles, that are designed to be functional. Fine artists, including painters, sculptors, and illustrators, create pieces of art more for aesthetics than for function.

Duties

Craft and fine artists typically do the following:

- Use techniques such as knitting, weaving, glassblowing, painting, drawing, and sculpting
- Develop creative ideas or new methods for making art
- Create sketches, templates, or models to guide their work
- Select which materials to use on the basis of color, texture, strength, and other criteria
- Shape, join, or cut materials for a final product
- Use visual techniques, such as composition, color, space, and perspective, to produce desired artistic effects
- Develop portfolios highlighting their artistic styles and abilities to show to gallery owners and others interested in their work
- Display their work at auctions, craft fairs, galleries, museums, and online marketplaces
- Complete grant proposals and applications to obtain financial support for projects

Artists create objects that are beautiful, thought provoking, and sometimes shocking. They often strive to communicate ideas or feelings through their art.

Craft artists work with many different materials, including ceramics, glass, textiles, wood, metal, and paper. They use these materials to create unique pieces of art, such as pottery, quilts, stained glass, furniture, jewelry, and clothing. Many craft artists also use fine-art techniques—for example, painting, sketching, and printing—to add finishing touches to their products.

Fine artists typically display their work in museums, in commercial or nonprofit art galleries, at craft fairs, in corporate collections, on the Internet, and in private homes. Some of their artwork may be commissioned (requested by a client), but most is sold by the artist or through private art galleries or dealers. The artist, gallery, and dealer together decide in advance how much of the proceeds from the sale each will keep.

Most craft and fine artists spend their time and effort selling their artwork to potential customers and building a reputation. In addition to selling their artwork, many artists have at least one other job to support their craft or art careers.

Some artists work in museums or art galleries as [art directors](#) or as [archivists, curators, or museum workers](#), planning and setting up exhibits. Others teach craft or art classes or conduct workshops in schools or in their own studios. For more information on workers who teach art classes, see the profiles on [kindergarten and elementary school teachers](#), [middle school teachers](#), [high school teachers](#), [career and technical education teachers](#), and [postsecondary teachers](#).

Craft and fine artists specialize in one or more types of art. The following are examples of types of craft and fine artists:

Cartoonists create simplified or exaggerated drawings to visually convey political, advertising, comic, or sports concepts. Some cartoonists work with others who create the idea or story and write captions. Others create plots and write captions themselves. Most cartoonists have humorous, critical, or dramatic talent, in addition to drawing skills.

Ceramic artists shape, form, and mold artworks out of clay, often using a potter's wheel and other tools. They glaze and fire pieces in kilns, which are large, special furnaces that dry and harden the clay.

Digital artists use design and production software to create interactive art online. The digital imagery may then be transferred to paper or some other form of printmaking or made available directly on web-accessible devices.

Fiber artists use fabric, yarn, or other natural and synthetic materials to weave, knit, crochet, or sew textile art. They may use a loom to weave fabric, needles to knit or crochet yarn, or a sewing machine to join pieces of fabric for quilts or other handicrafts.

Fine-art painters paint landscapes, portraits, and other subjects in a variety of styles, ranging from realistic to abstract. They may work in a variety of media, such as watercolors, oil paints, and acrylics.

Furniture makers cut, sand, join, and finish wood and other materials to make handcrafted furnishings. For information about other workers who assemble wood furniture, see the profile on woodworkers.

Glass artists process glass in a variety of ways—such as by blowing, shaping, staining, or joining it—to create artistic pieces. Some processes require the use of kilns, ovens, and other equipment and tools that bend glass at high temperatures. These workers also decorate glass objects, such as by etching or painting.

Illustrators create pictures for books, magazines, and other publications and for commercial products, such as textiles, wrapping paper, stationery, greeting cards, and calendars. Illustrators increasingly use computers in their work. They might draw in pen or pencil and then scan the image, using software to add color, or they might use a special pen to draw images directly onto the computer.

Jewelry artists use metals, stones, beads, and other materials to make objects for personal adornment, such as earrings or necklaces. For more information about other workers who create jewelry, see the profile on jewelers and precious stone and metal workers.

Medical and scientific illustrators combine drawing skills with knowledge of biology or other sciences. Medical illustrators work with computers or with pen and paper to create images, three-dimensional models, and animations of human anatomy and surgical procedures. Scientific illustrators draw animal and plant life, atomic and molecular structures, and geologic and planetary formations. These illustrations are used in medical and scientific publications and in audiovisual presentations for teaching purposes. Some medical and scientific illustrators work for lawyers, producing exhibits for court cases.

Public artists create large paintings, sculptures, and displays called "installations" that are meant to be seen in open spaces. These works are typically displayed in parks, museum grounds, train stations, and other public areas.

Printmakers create images on a silk screen, woodblock, lithography stone, metal etching plate, or other types of matrices. A printing hand press then creates the final work of art, inking and transferring the matrix to a piece of paper.

Sculptors design and shape three-dimensional works of art, either by molding and joining materials such as clay, glass, plastic, and metal or by cutting and carving forms from a block of plaster, wood, or stone. Some sculptors combine various materials to create mixed-media installations, such as by incorporating light, sound, and motion into their work.

Sketch artists are a type of illustrator who often use pencil, charcoal, or pastels to create likenesses of subjects. Their sketches are used by law enforcement agencies to help identify suspects, by the news media to show courtroom scenes, and by individual customers for their own enjoyment.

Tattoo artists use stencils and draw by hand to create original images and text on skin. With specialized needles, these artists use a variety of styles and colors based on their clients' preferences.

Video artists record avant-garde, moving imagery that is typically shown in a loop in art galleries, museums, or performance spaces. These artists sometimes use multiple monitors or create unusual spaces for the video to be shown.

[<- Summary](#)

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SUGGESTED CITATION:

Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, Craft and Fine Artists, at <https://www.bls.gov/ooh/arts-and-design/craft-and-fine-artists.htm> (visited December 23, 2023).

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How to Become a Craft or Fine Artist



Education gives artists an opportunity to develop their portfolio, which is a collection of an artist's work that demonstrates his or her styles and abilities.

Craft and fine artists improve their skills through practice and repetition. Formal education is often helpful for these artists.

Education

Most fine artists pursue postsecondary education to improve their skills and job prospects. A formal educational credential is typically not needed to be a craft artist. However, it is difficult to gain adequate artistic skills without some formal education. For example, high school art classes can teach prospective craft artists the basic drawing skills they need.

A number of colleges and universities offer bachelor's and master's degrees in [fields](#) related to [fine and performing arts](#). In addition to studio art and art history, postsecondary programs may include core subjects, such as English, marketing, social science, and natural science. Independent schools of art and design also offer postsecondary education programs, which can lead to a certificate in an art-related specialty or to an associate's, bachelor's, or master's degree in fine arts.

The [National Association of Schools of Art and Design](#) (NASAD) accredits more than 360 postsecondary institutions with programs in art and design. Most of these schools award a degree in art.

Medical illustrators must have artistic ability and a detailed knowledge of human or animal anatomy, living organisms, and surgical and medical procedures. They usually need a bachelor's degree that combines art and premedical courses. Medical illustrators may choose to get a master's degree in medical illustration. Four accredited schools offer this degree in the United States.

Education gives artists an opportunity to develop their portfolio, which is a collection of an artist's work that demonstrates his or her styles and abilities. Portfolios are essential, because art directors, clients, and others look at them when deciding whether to hire an artist or to buy the artist's work. In addition to compiling a physical portfolio, many artists choose to create a portfolio online.

Those who want to teach fine arts at public elementary or secondary schools usually must have a teaching certificate in addition to a bachelor's degree. For more information on workers who teach art classes, see the profiles on [kindergarten and elementary school teachers](#), [middle school teachers](#), [high school teachers](#), [career and technical education teachers](#), and [postsecondary teachers](#).

Training

Craft and fine artists improve their skills through practice and repetition. They can train in several ways other than, or in addition to, formal schooling. Craft and fine artists may train with simpler projects before attempting something more ambitious.

Some artists learn on the job from more experienced artists. Others attend noncredit classes or workshops or take private lessons, which may be offered in artists' studios or at community colleges, art centers, galleries, museums, or other art-related institutions.

Important Qualities

Artistic ability. Craft and fine artists create artwork and other objects that are visually appealing or thought provoking. This endeavor usually requires significant skill and attention to detail in one or more art forms.

Business skills. Craft and fine artists must promote themselves and their art to build a reputation and to sell their art. They often study the market for their crafts or artwork to increase their understanding of what prospective customers might want. Craft and fine artists also may sell their work on the internet, so

developing an online presence is often an important part of their art sales.

Creativity. Artists must have active imaginations to develop new and original ideas for their work.

Customer-service skills. Craft and fine artists, especially those who sell their work themselves, must be good at dealing with customers and prospective buyers.

Dexterity. Artists must be good at manipulating tools and materials to create their art.

Interpersonal skills. Artists should be comfortable interacting with people, including customers, gallery owners, and the public.

Advancement

Craft and fine artists advance professionally as their work circulates and as they establish a reputation for their particular style. Successful artists continually develop new ideas, and their work often evolves over time.

Until they become established as professional artists, many artists create artwork while continuing to hold a full-time job. Others work as an artist part time while still in school to develop experience and to build a portfolio.

Self-employed and freelance artists try to establish a set of clients who regularly contract for work. Some of these artists are recognized for their skill in a specialty, such as cartooning or illustrating children's books. They may earn enough to choose the types of projects they undertake.

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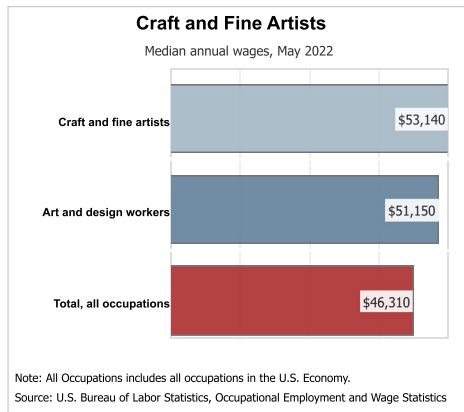
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The median annual wage for craft and fine artists was \$53,140 in May 2022. The median wage is the wage at which half the workers in an occupation earned more than that amount and half earned less. The lowest 10 percent earned less than \$27,490, and the highest 10 percent earned more than \$117,590.

Median annual wages for craft and fine artists in May 2022 were as follows:

Artists and related workers, all other	\$69,760
Fine artists, including painters, sculptors, and illustrators	57,560
Craft artists	38,150

In May 2022, the median annual wages for craft and fine artists in the top industries in which they worked were as follows:

Federal government, excluding postal service	\$100,580
Motion picture and sound recording industries	100,080
Personal care services	92,180
Independent artists, writers, and performers	46,430

Earnings for self-employed artists vary widely. Some charge only a nominal fee while they gain experience and build a reputation for their work. Artists who are well established may earn more than salaried artists.

Most craft and fine artists work full time, although part-time and variable schedules are also common. In addition to pursuing their work as an artist, many hold another job because it may be difficult to rely solely on income earned from selling paintings or other works of art. During busy periods, artists may have long workdays to meet deadlines.

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SUGGESTED CITATION:

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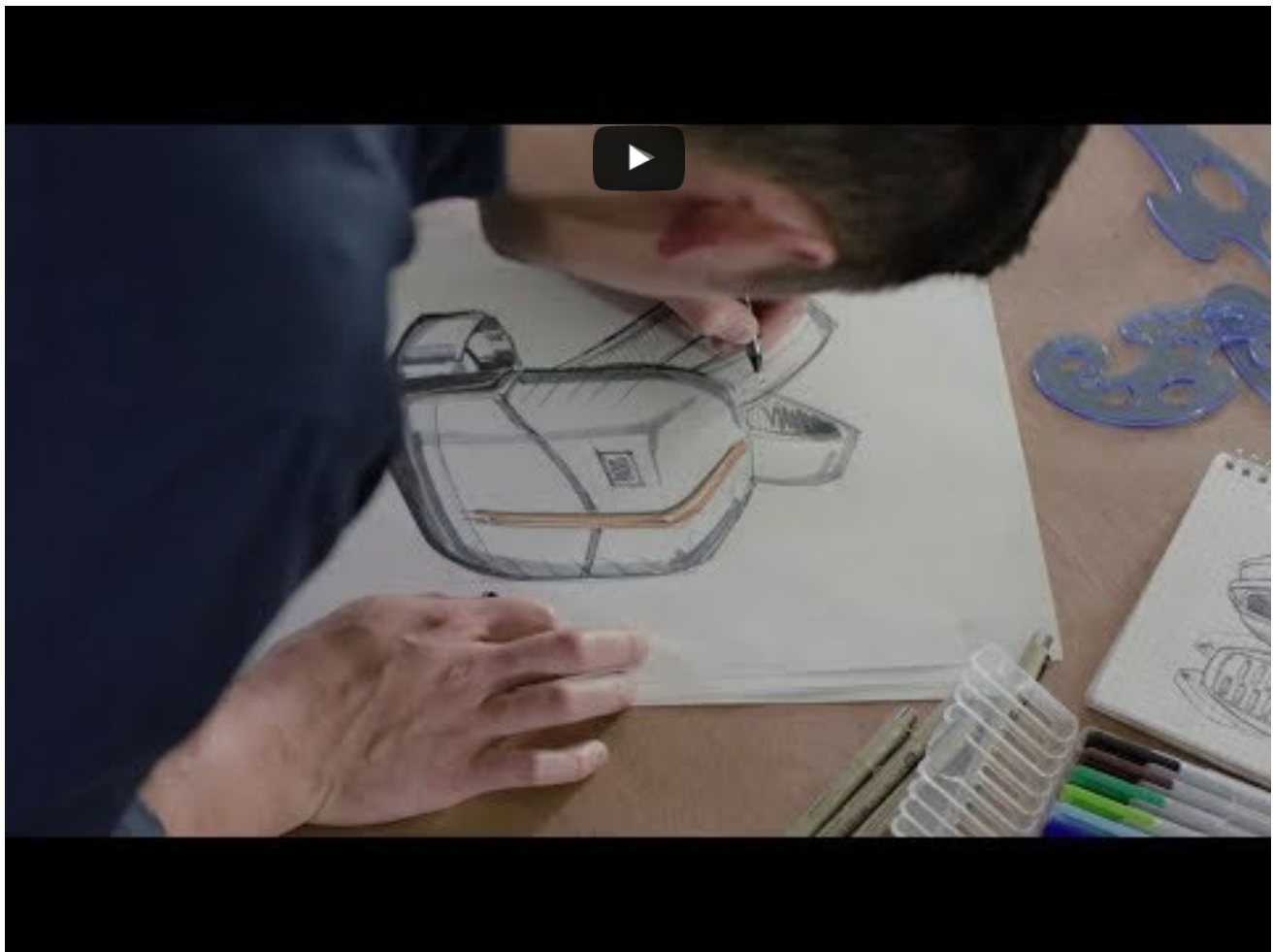
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Employment of industrial designers is projected to grow 2 percent from 2022 to 2032, about as fast as the average for all occupations.

About 2,200 openings for industrial designers are projected each year, on average, over the decade. Many of those openings are expected to result from the need to replace workers who transfer to different occupations or exit the labor force, such as to retire.

[State & Area Data](#)

Explore resources for employment and wages by state and area for industrial designers.

[Similar Occupations](#)

Compare the job duties, education, job growth, and pay of industrial designers with similar occupations.

[More Information, Including Links to O*NET](#)

Learn more about industrial designers by visiting additional resources, including O*NET, a source on key characteristics of workers and occupations.

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What Industrial Designers Do



Industrial designers work primarily in offices, but they may travel to the places where the products are manufactured.

Industrial designers develop the concepts for manufactured products, such as cars, home appliances, and toys. They combine art, business, and engineering to make products that people use every day. Industrial designers consider the function, aesthetics, production costs, and usability of products when developing new product concepts.

Duties

Industrial designers typically do the following:

- Consult with clients to determine requirements for designs
- Research the various ways a particular product might be used, and who will use it
- Sketch ideas or create renderings, which are images on paper or on a computer that provide a visual of design ideas
- Use computer software to develop virtual models of different designs
- Create physical prototypes of their designs
- Examine materials and manufacturing requirements to determine production costs
- Work with other specialists, such as mechanical engineers and manufacturers, to evaluate whether their design concepts will fill needs at a reasonable cost
- Evaluate product safety, appearance, and function to determine if a design is practical
- Present designs and demonstrate prototypes to clients for approval

Some industrial designers focus on a particular product category. For example, they may design medical equipment or work on consumer electronics products, such as computers and smart phones. Other designers develop ideas for products such as new bicycles, furniture, housewares, and snowboards.

Other designers, sometimes called *user interface designers* or *interaction designers*, focus on the usability of a product, such as an electronic device, and ensure that the product is both simple and enjoyable to use.

Industrial designers imagine how consumers might use a product and test different designs with consumers to see how each design looks and works. Industrial designers often work with [engineers](#), production experts, and [market research analysts](#) to find out if their designs are feasible. They apply the input from their colleagues' professional expertise to further develop their designs. For example, industrial designers may work with market research analysts to develop plans to market new product designs to consumers.

Computers are a major tool for industrial designers. Industrial designers use two-dimensional computer-aided design and drafting (CADD) software to sketch ideas, because computers make it easy to make changes and show alternatives. Three-dimensional CAD software is increasingly being used by industrial designers as a tool to transform their two-dimensional designs into models with the help of three-dimensional printers. If they work for manufacturers, they also may use computer-aided industrial design (CAID) software to create specific machine-readable instructions that tell other machines exactly how to build the product.

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How to Become an Industrial Designer



A bachelor's degree in industrial design, architecture, or engineering is usually required for entry-level industrial design jobs.

Industrial designers typically need a bachelor's degree to enter the occupation. They also need an electronic portfolio with examples of their design projects.

Education

A bachelor's degree is usually required for entry-level industrial design jobs. Common [fields of degree](#) include [fine arts](#), [engineering](#), or [architecture](#). Most industrial design programs include courses in drawing, computer-aided design and drafting (CADD), and three-dimensional modeling, as well as courses in business, industrial materials and processes, and manufacturing methods.

The [National Association of Schools of Art and Design](#) accredits more than 360 postsecondary colleges, universities, and independent institutes with programs in art and design. Many schools require successful completion of some basic art and design courses before granting entry into a bachelor's degree program. Applicants also may need to submit sketches and other examples of their artistic ability.

Many programs provide students with the opportunity to build a professional portfolio of their designs from classroom projects, internships, or other experiences. Students can use these examples of their work to demonstrate their design skills when applying for jobs and bidding on contracts for work.

Important Qualities

Analytical skills. Industrial designers use logic or reasoning skills to study consumers and recognize the need for new products.

Artistic ability. Industrial designers sketch their initial design ideas, which are used later to create prototypes. As such, designers must be able to express their design through illustration.

Computer skills. Industrial designers use computer-aided design software to develop their designs and create prototypes.

Creativity. Industrial designers must be innovative in their designs and the ways in which they integrate existing technologies into their new product.

Interpersonal skills. Industrial designers must develop cooperative working relationships with clients and colleagues who specialize in related disciplines.

Mechanical skills. Industrial designers must understand how products are engineered, at least for the types of products that they design.

Problem-solving skills. Industrial designers determine the need, size, and cost of a product; anticipate production issues; develop alternatives; evaluate options; and implement solutions.

Advancement

Experienced designers in large firms may advance to chief designer, design department head, or other supervisory positions. Some designers become [teachers](#) in design schools or in colleges and universities. Many teachers continue to consult privately or operate small design studios in addition to teaching. Some experienced designers open their own design firms.

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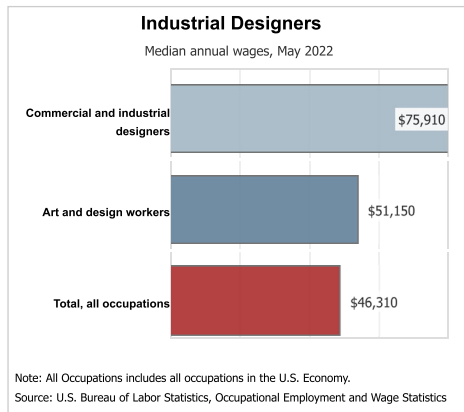
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The median annual wage for industrial designers was \$75,910 in May 2022. The median wage is the wage at which half the workers in an occupation earned more than that amount and half earned less. The lowest 10 percent earned less than \$43,680, and the highest 10 percent earned more than \$125,780.

In May 2022, the median annual wages for industrial designers in the top industries in which they worked were as follows:

Architectural, engineering, and related services	\$96,610
Specialized design services	75,510
Manufacturing	71,710
Wholesale trade	68,500

Industrial designers who are self-employed or work for firms that hire them out to other organizations may need to adjust their workdays frequently in order to meet with clients in the evenings or on weekends. In addition, they may spend some of their time looking for new projects or competing with other designers for contracts.

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SUGGESTED CITATION:

Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, Industrial Designers, at <https://www.bls.gov/ooh/arts-and-design/industrial-designers.htm> (visited December 23, 2023).

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Employment of special effects artists and animators is projected to grow 8 percent from 2022 to 2032, faster than the average for all occupations.

About 9,400 openings for special effects artists and animators are projected each year, on average, over the decade. Many of those openings are expected to result from the need to replace workers who transfer to different occupations or exit the labor force, such as to retire.

[State & Area Data](#)

Explore resources for employment and wages by state and area for special effects artists and animators.

[Similar Occupations](#)

Compare the job duties, education, job growth, and pay of special effects artists and animators with similar occupations.

[More Information, Including Links to O*NET](#)

Learn more about special effects artists and animators by visiting additional resources, including O*NET, a source on key characteristics of workers and occupations.



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What Special Effects Artists and Animators Do



Special effects artists and animators create two- and three-dimensional models and animation.

Special effects artists and animators create two- and three-dimensional models, images that appear to move, and visual effects for television, movies, video games, and other forms of media.

Duties

Special effects artists and animators typically do the following:

- Use computer programs and illustrations to create graphics and animation (images that appear to move)
- Work with a team of animators and artists to create a movie, game, or visual effect
- Research upcoming projects to help create realistic designs or animation
- Edit animation and effects on the basis of feedback from directors, other animators, game designers, or clients
- Meet with clients, other animators, games designers, directors, and other staff (which may include actors) to review deadlines and development timelines

Special effects artists and animators often work in a specific medium. Some focus on creating animated movies or video games. Others create visual effects for movies and television shows. Creating computer-generated images (known as CGI) may include taking images of an actor's movements and then animating them into three-dimensional characters. Other animators design scenery or backgrounds for locations.

Artists and animators can further specialize within these fields. Within animated movies and video games, artists often specialize in characters or in scenery and background design. Video game artists may focus on level design: creating the look, feel, and layout for the levels of a video game.

Animators work in teams to develop a movie, a visual effect, or an electronic game. Each animator works on a portion of the project, and then the pieces are put together to create one cohesive animation.

Some special effects artists and animators create their work primarily by using computer software or by writing their own computer code. Many animation companies have their own computer animation software that artists must learn to use. Video game designers also work in a variety of platforms, including mobile gaming and online social networks.

Other artists and animators prefer to work by drawing and painting by hand and then translating the resulting images into computer programs. Some special effects artists use storyboards or "animatics," which look like a comic strip, to help visualize the final product during the design process.

Many special effects artists and animators put their creative work on the Internet. If the images become popular, these artists can gain more recognition, which may lead to future employment or freelance work.

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SUGGESTED CITATION:

Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, Special Effects Artists and Animators, at <https://www.bls.gov/ooh/arts-and-design/multimedia-artists-and-animators.htm> (visited December 23, 2023).



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How to Become a Special Effects Artist or Animator



Employers look for workers who have a good portfolio of work and strong computer programming skills.

Special effects artists and animators typically need a bachelor's degree in computer graphics, art, or a related field to develop both a portfolio of work and the technical skills that many employers prefer.

Education

Special effects artists and animators typically need a bachelor's [degree](#) in computer graphics, animation, [fine arts](#), or a related field.

Bachelor's degree programs in computer graphics often include courses in computer science in addition to art. Programs in animation often require classes in drawing, animation, and film. Programs in fine arts may include courses in painting, drawing, and sculpture. Schools also may have specialized degrees in topics such as interactive media or game design.

Employers usually prefer to hire candidates who have a good portfolio and strong technical skills, both of which students may develop while earning a degree.

Advancement

Special effects artists and animators who show strong teamwork and time-management skills can advance to supervisory positions, where they are responsible for one aspect of a visual effects team. Some artists might advance to leadership or directorial positions, such as an [art director](#) or [producer or director](#).

Other Experience

Skills in graphics and animation can be honed through self-study. Special effects artists and animators can develop these skills to enhance their portfolios, which may make it easier to find job opportunities.

Important Qualities

Artistic talent. Animators and artists should have artistic ability and a good understanding of color, texture, and light. However, they may be able to compensate for artistic shortcomings with better technical skills.

Communication skills. Special effects artists and animators need to work as part of a team and respond well to criticism and feedback.

Computer skills. Many special effects artists and animators use computer programs or write programming code to do most of their work.

Creativity. Artists and animators must be able to think creatively to develop original ideas and make them come to life.

Time-management skills. The workdays required by most studio and game design companies can be long, particularly when there are tight deadlines. Artists and animators need to be able to manage their time effectively when a deadline approaches.

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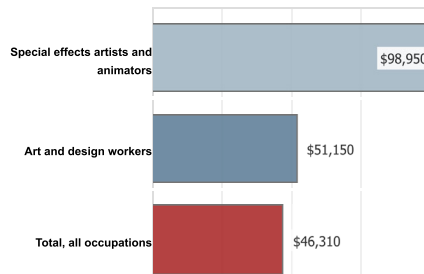
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Special Effects Artists and Animators

Median annual wages, May 2022



Note: All Occupations includes all occupations in the U.S. Economy.
Source: U.S. Bureau of Labor Statistics, Occupational Employment and Wage Statistics

The median annual wage for special effects artists and animators was \$98,950 in May 2022. The median wage is the wage at which half the workers in an occupation earned more than that amount and half earned less. The lowest 10 percent earned less than \$52,660, and the highest 10 percent earned more than \$174,140.

In May 2022, the median annual wages for special effects artists and animators in the top industries in which they worked were as follows:

Motion picture and video industries	\$129,670
Software publishers	103,560
Advertising, public relations, and related services	81,870
Computer systems design and related services	79,210

Most special effects artists and animators work a regular full-time schedule; however, when deadlines are approaching, they may need to work nights and weekends.

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SUGGESTED CITATION:

Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, Special Effects Artists and Animators, at <https://www.bls.gov/ooh/arts-and-design/multimedia-artists-and-animators.htm> (visited December 23, 2023).

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The median hourly wage for photographers was \$19.31 in May 2022.

[Job Outlook](#)

Employment of photographers is projected to grow 4 percent from 2022 to 2032, about as fast as the average for all occupations.

About 13,900 openings for photographers are projected each year, on average, over the decade. Many of those openings are expected to result from the need to replace workers who transfer to different occupations or exit the labor force, such as to retire.

[State & Area Data](#)

Explore resources for employment and wages by state and area for photographers.

[Similar Occupations](#)

Compare the job duties, education, job growth, and pay of photographers with similar occupations.

[More Information, Including Links to O*NET](#)



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What Photographers Do



Photographers capture subjects in commercial-quality photographs.

Photographers use their technical expertise, creativity, and composition skills to produce and preserve images that tell a story or record an event.

Duties

Photographers typically do the following:

- Market or advertise services to attract clients
- Analyze and plan the composition of photographs
- Use various photographic techniques and lighting equipment
- Capture subjects in professional-quality photographs
- Enhance the subject's appearance with natural or artificial light
- Use photo-enhancing software
- Maintain a digital portfolio to demonstrate their work
- Archive and manage imagery

Nowadays, most photographers use digital cameras instead of traditional film cameras, although some photographers use both. Digital cameras capture images electronically, so the photographer can edit the image on a computer. Images can be stored on portable memory devices, such as flash drives. Once the raw image has been transferred to a computer, photographers can use image processing software to crop or modify the image and enhance it through color correction and other specialized effects. Photographers who edit their own pictures use computers, editing software, and high-quality printers.

Some photographers use unmanned aerial vehicles, commonly known as drones, to capture shots. The drones are equipped with an integrated camera to capture 360-degree imagery of buildings, landscapes, scenery, or events.

Photographers who work for commercial clients often present photographs in a digital format to the client. Wedding and portrait photographers, who serve primarily noncommercial clients, also may provide framing services and present the photographs they capture in albums.

Many photographers are self-employed. Photographers who own and operate their own business have additional responsibilities. They must advertise, schedule appointments, set up and adjust equipment, buy supplies, keep records, charge customers, pay bills, and—if they have employees—hire, train, and direct their workers.

In addition, some photographers teach photography classes or conduct workshops in schools or in their own studios.

The following are examples of types of photographers:

Aerial photographers travel in planes or helicopters to capture overhead photographs of buildings and landscapes. They often use cameras with gyrostabilizers to counteract the movement of the aircraft and ensure high-quality images.

Commercial and industrial photographers take pictures of subjects such as buildings, models, merchandise, artifacts, and landscapes. They usually go on location to take pictures for magazine covers, engineering projects, or other purposes.

Drone photographers operate unmanned aerial vehicles with an integrated camera to capture 360-degree imagery of buildings, landscapes, scenery, or events.

Fine arts photographers sell their photographs as artwork. In addition to their knowledge of techniques such as lighting and the use of lenses, fine arts photographers need to have creativity and artistic talent.

News photographers, also called *photojournalists*, photograph people, places, and events for newspapers, journals, magazines, or television. In addition to taking still photos, photojournalists often work with digital video.

Portrait photographers take pictures of individuals or groups of people and may work in studios. Photographers who specialize in weddings, religious ceremonies, or school photographs usually work on location.

Scientific photographers capture scientific or medical data or phenomena. Because they focus on accurately representing subjects visually, these photographers limit the use of software to clarify an image. Scientific photographers who take pictures of objects too small to be seen with the naked eye use microscopes to photograph their subjects.

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SUGGESTED CITATION:

Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, Photographers, at <https://www.bls.gov/ooh/media-and-communication/photographers.htm> (visited December 23, 2023).

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How to Become a Photographer



Portrait photographers take pictures of individuals or groups of people and usually work in their own studios.

Although portrait photographers are not required to have postsecondary education, many take classes because employers usually seek applicants with creativity and a "good eye," as well as a good technical understanding of photography. Photojournalists and industrial and scientific photographers often need a bachelor's degree.

Education

Postsecondary education is not required for most photographers. However, many photographers take classes or earn a bachelor's degree to improve their skills and employment prospects.

Many universities, community colleges, vocational–technical institutes, and private trade and technical schools offer classes in photography. Basic photography courses cover equipment, processes, and techniques. Art school training in photographic design and composition also may be useful.

Entry-level positions in photojournalism or in industrial or scientific photography generally require a college degree in photography or in a field related to the industry in which the photographer seeks employment. For example, classes in biology, medicine, or chemistry may be important for scientific photographers.

Business, marketing, and accounting classes may be helpful for self-employed photographers.

Training

Photographers' skill or ability for taking good photos is typically cultivated over years of practice. Photographers often start working as an assistant to a professional photographer, learning on the job. This work provides an opportunity to gain experience, build the photographers' portfolios, and gain exposure to prospective clients. In addition, photographers must learn to use photo-editing software.

For many artists, including photographers, developing a portfolio—a collection of their work that demonstrates their styles and abilities—is essential. [Art directors](#), clients, and others often review portfolios when deciding whether to hire a particular photographer.

Licenses, Certifications, and Registrations

Photographers who commercially operate drones, commonly known as unmanned aerial vehicles, must obtain certification from the [Federal Aviation Administration](#) (FAA). They must fulfill the following criteria:

- Be at least 16 years old
- Be able to read, speak, write, and understand English (exceptions may be made if the person is unable to meet one of these requirements for a medical reason, such as a hearing impairment)
- Be in good physical and mental condition to operate a small drone safely
- Pass the initial aeronautical knowledge exam at an FAA-approved knowledge testing center

For specific guidelines and information, visit the FAA website's section on [unmanned aircraft systems](#).

Important Qualities

Artistic ability. Photographers capture their subjects in images, and they must evaluate the artistic quality of a photograph. Photographers need a "good eye": the ability to use colors, shadows, shades, light, and distance to compose aesthetically pleasing photographs.

Business skills. Photographers must plan marketing or advertising strategies, reach out to prospective clients, and anticipate seasonal employment.

Computer skills. Most photographers do their own postproduction work and must be adept at using photo-editing software. They also use computers to maintain a digital portfolio.

Customer-service skills. Photographers must understand the types of shots their clients want and agree on suitable alternatives for ideas that may be unworkable.

Detail oriented. Photographers must focus on details, especially in postproduction. In addition, photographers accumulate many photographs and must maintain them in an orderly fashion.

Interpersonal skills. Photographers often take pictures of people. They must communicate and be flexible when working with clients in order to achieve the desired composition in a photograph.

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SUGGESTED CITATION:

Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, Photographers, at <https://www.bls.gov/ooh/media-and-communication/photographers.htm> (visited December 23, 2023).

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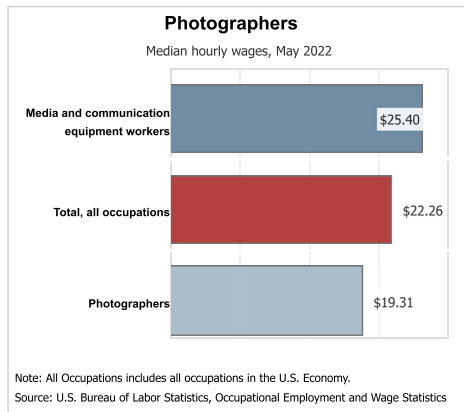
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Pay



The median hourly wage for photographers was \$19.31 in May 2022. The median wage is the wage at which half the workers in an occupation earned more than that amount and half earned less. The lowest 10 percent earned less than \$12.98, and the highest 10 percent earned more than \$39.64.

In May 2022, the median hourly wages for photographers in the top industries in which they worked were as follows:

Photographic services \$17.57

Some photographers work part time. Hours often are flexible so that photographers can meet with current and potential clients or visit the sites where they will work. For certain types of photographers, workloads may fluctuate with the season. For example, wedding photographers are typically busiest in the summer and fall.

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SUGGESTED CITATION:

Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, Photographers, at <https://www.bls.gov/ooh/media-and-communication/photographers.htm> (visited December 23, 2023).

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11 careers that allow you to work with art

Here are 11 art careers you can pursue:

1. [Animator](#)

National average salary: [\\$41,793 per year](#)

Primary duties: An animator is a digital artist who designs elements of media projects like films, video games and television shows. Animators can work closely with writers and directors to ensure they follow the creative vision of a project when designing aspects like characters and settings, draw sketches or drafts of the designs they hope to develop by hand and use computer software to add movement to their illustrations, such as facial expressions and walking patterns. An animator typically works for a particular production company on a team of animators who each take charge of a specific aspect of the design process, but they might also work on a freelance basis.

Related: [Learn About Being an Animator](#)

2. [Photographer](#)

National average salary: [\\$42,805 per year](#)

Primary duties: A photographer is an artist who uses cameras to capture images. Photographers can organize photo shoots to take photographs of specific subjects in controlled environments, create themes and premises for photo shoots that highlight their clients' creative visions and edit the photographs they take to achieve a certain look. Some photographers also work for news outlets or publications taking candid photos of events in public or of plant and animal subjects in their natural environments.

3. [Art teacher](#)

National average salary: [\\$45,775 per year](#)

Primary duties: An [art teacher](#) is an instructor who helps students learn how to create art in different genres using a variety of media. Art teachers can give

lectures about concepts in art like color theory and shading, conduct demonstrations on how to use various art techniques and guide students through completing their own art projects by monitoring their progress and offering help when needed. Many art teachers work at schools teaching several grade levels, but art teachers can also work in community centers, senior living facilities and other locations that host lessons in art.

4. [Web designer](#)

National average salary: [\\$47,087 per year](#)

Primary duties: A [web designer](#) helps to create the visual elements of websites through a combination of computer programming and graphic design. Web designers can meet with clients to develop a vision for the website they want to design, use computer programming languages to write code for web pages that allows them to display the visual details they create and test websites in order to make sure all elements appear and function correctly. Most web designers work with teams of graphic designers, computer programmers and other web designers to create specialized elements of websites, like animations and portals.

Related: [Learn About Being a Web Designer](#)

5. [Illustrator](#)

National average salary: [\\$48,608 per year](#)

Primary duties: An illustrator is an artist who creates visual designs to accompany stories or convey ideas through images. Illustrators can draw designs by hand using physical materials or digital art programs, collaborate with story creators to ensure their visions come across in all illustrations and find creative ways to offer information through visual imagery, such as color-coding or highlighting certain aspects of an image. Many illustrators work on a freelance basis and illustrate for projects like comics panels and book covers.

6. [Graphic designer](#)

National average salary: [\\$49,161 per year](#)

Primary duties: A [graphic designer](#) creates images for print and digital publications, such as advertisements, application designs and product packaging. Graphic designers can choose the font and color of written text featured in their designs, create logos and other promotional images for businesses and use design software to make digital illustrations. A graphic designer also typically meets with clients frequently to share their progress and receive feedback that they can implement during the revision process.

Related: [Learn About Being a Graphic Designer](#)

7. [Fashion designer](#)

National average salary: [\\$51,286 per year](#)

Primary duties: A [fashion designer](#) is a professional who uses concepts from art to create new styles of clothing and accessories. Fashion designers can draw sketches for new pieces of clothing, choose the colors, fabrics and other materials they want to feature in their designs and collaborate with pattern-makers and seamstresses to oversee a new design through its creation. Some fashion designers create designs for specific clients, which can involve adhering to their specifications and adjusting their efforts to ensure their clients are satisfied with their work.

8. [Curator](#)

National average salary: [\\$53,861 per year](#)

Primary duties: A curator is an art professional who organizes exhibits for galleries, museums and other cultural institutions. Curators can view pieces of art to determine whether they might fit in a particular exhibit or collection, oversee the display and preservation of valuable pieces of art and raise funds for the exhibitions they design by applying for grants. A curator can work with a wide array of media, such as paintings, sculptures and multimedia projects that use visual, audio and video elements.

9. [Artist](#)

National average salary: [\\$54,871 per year](#)

Primary duties: An artist creates works of art in one or more types of media, such as painting, sculpting or designing graphics digitally. Artists can sketch designs to plan their next pieces of work, collaborate with clients to produce works of art based on particular specifications and help determine the valuation of works of art by considering the time, materials and labor required to create each piece. Some artists work for organizations or companies to develop designs for their business and marketing efforts, but many artists work on a freelance basis.

10. [Interior designer](#)

National average salary: [\\$57,330 per year](#)

Primary duties: An [interior designer](#) organizes the visual style of spaces inside buildings, like rooms, hallways and atriums. Interior designers can choose design elements like the colors, materials and fixtures used to decorate a space, conduct research on building codes to ensure their designs adhere to any regulations and present their designs to clients to ensure they match their design specifications. Many interior designers use blueprints and sketches to outline the spaces they want to design so they can share their plans for approval before starting construction or design work.

Related: [Learn About Being an Interior Designer](#)

11. [Tattoo artist](#)

National average salary: [\\$62,463 per year](#)

Primary duties: A [tattoo artist](#) specializes in tattooing permanent designs on their clients' skin. Their job can involve working with clients to design tattoos on paper, using tattooing equipment to transfer designs onto clients' skin and choosing the correct color combinations to produce the desired effect for each tattoo. Many tattoo artists work for specific tattoo parlors where they complete most of their work, but a tattoo artist can also work on a freelance basis and travel to their clients or rent spaces to host tattooing appointments.

<https://theartcareerproject.com/careers/>

We've all heard the statistics about how hard it is to make it as an artist: [only 17% of artists earn their living exclusively from selling art](#), there is high competition for art jobs, and the cost of art school can be prohibitive. But we don't think those statistics accurately reflect the opportunities that exist today. The art industry is thriving and is a great place for dedicated, creative people to find meaningful work.

We're here to help you navigate this sometimes difficult road from aspiring artist to successful professional. Not all artists are cut from the same mold and there are many different paths that can lead to rewarding careers depending on your personal interests, talents, and skills.

This list of careers includes jobs such as:

Makeup artist

Textile designer

Automotive designer

Furniture designer

Golf course designer

Home stager

Toy designer

Art historian

Art dealer

Art therapist

Courtroom sketch artist

Culinary artist

Food Stylist

3D Modeler

Book cover artist

Accessories designer

<https://www.studentartguide.com/articles/art-careers-list>

150+ ART CAREERS – THE ULTIMATE LIST

Where can studying Art or Design take you? What kinds of careers exist for those who study creative subjects at high school? While you might have heard that becoming an architect, fine artist, sculptor or gallery assistant is an option for those who study Art or Design, there are many other careers available for those who are able to envision, design and create beautiful things. This article highlights a selection of these – including digital and graphic design jobs – and illustrates the range of exciting art-related careers that are possible. It contains a list of over 150+ awesome careers, with 25 examples showcased in detail.