

Places offering residencies
 (Search: method+residency)
 • Craft schools
 • Museums, galleries, archives
 • Community centers
 • University academic departments & libraries
 • Local art studios & makerspaces
 • Donor & non-profit orgs & foundations (including non-arts one interested in art for community, advocacy, outreach, teaching, etc.)

Search for your needs+identity too-
 e.g. there are residencies for women age 45+, folks from x county or state, caregivers, BIPOC folks, queer folks...

Make sure they have any equipment you'll need & can't bring yourself (e.g. there are residencies technically open to letterpress printers, but with no type or press there). Places with more than the basics for writing, drawing, or painting (e.g. sink, easel, desks) are common. Check **accessibility** needs (stairs, AC, masks...).

Check if these are funded vs. something you'd need to pay:
 • Lodging, meals, travel
 • supplies & consumables
 • health insurance (if long)
 • studio space & use
 • equipment training (if need)

1. Like an independent study: sabbatical, "self-guided"; may give free space+equipment use, studio storage, basic supplies; or you may pay a fee for that & need to cover all else too (e.g. travel, lodging)

2. Offers limited scholarships that cover just-while-there (no travel) needs for a subset of residents; project proposed etc. Everything (travel, lodging, guest of honor, often comes with expectations of community benefit, e.g. teaching, running workshops, doing a gallery exhibit, open studio

3. Everything covered as a funded guest of honor: often comes with expectations of community benefit, e.g. teaching, running workshops, doing a gallery exhibit, open studio

I've seen ~3 main residency formats, re: who (artist vs. org) pays for what, what outcomes required. All require an application.

Why residencies?
 1. Focused time w/o distractions
 2. Complete a project or focus on learning a method, w/o the demands of your job or of being able to sell the work
 3. Try new equipment & spaces
 4. Funding! To live on w/o needing to do other work; for standard supplies, or experimental things you couldn't try otherwise
 5. Travel & a chance to work in a different environment
 6. Build to future opportunities, art pals, & collabs
 7. Help thinking of (or presenting yourself as) an artist/crafter/maker

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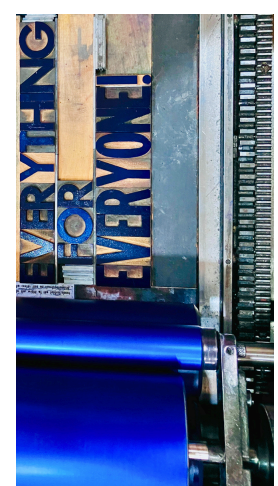
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GET TO DO AN ART or CRAFT

Applying to artist residencies for "non-artists"



Amanda Wyatt Visconti

Things you might need, to be ready to apply for residencies:
 1. "Portfolio": Most often just 5-12 image files (each 1 single piece of art; sometimes closeups or photos of process are allowed or appreciated), so you'll likely want at least 5 different pieces of sharable work for many applications.

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2. References (2-3) who can speak to your art (e.g. what's interesting about it?), you work approach (e.g. are you a reasonable community member who gets along with others well? do you produce work you've committed to make? will the residency be well spent if given to you?), how the community you're part of work (e.g. for Dthers, what is digital humanities as context for DH making work)

3. Bio statement: What methmeth questions do you use? What do you want to do? Do you have any experience in education, community work, or other relevant practices (e.g. teaching, community work, fundraising) that would be helpful to the reviewers? Should you have a sense of a specific project or planned work exhibit; or a general sense of how you would spend your time (this doesn't actually commit you to a specific project)

There will be different requirements as to file size and image resolution; you'll want a clear photo taken in good light and/or edited to accurately represent a well-lit view of your work.

You may need to also list image/art details like date or year created, size of physical piece, & alt text.

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