

GET TO DO AN **ART** or **CRAFT**

Applying to
artist residencies
for “non-artists”



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If like me you're coming from outside the formal Art World, but are **a crafter, maker, or artist** (or do these but think "I'm not a real artist though...")

You might also not be aware you can apply for **artist residencies**^ to get time, space, equipment, funding, or other support to make art. Some residencies specifically prioritize under-resourced identities, & ability to give back to a community (e.g. teachers, librarians).

This zine is an overview of what's involved, from my viewpoint as an academic => printer who's now more comfortable applying for residencies.

^aka craft residencies & similar things using terms like sabbaticals, studio & makerspace & keyholder access, awards, fellowships, scholarships...?

**It took getting an artist residency to think "I guess I am an artist?" & call myself that. If you can skip ahead to just thinking of yourself this way, I think you should <3*

Inequities make art+craft impossible for some people, let alone being able to apply+go to a residency. **We deserve a world where everyone gets (rights! UBI! care!) resources to be creative**, so sharing this info for folks who may be able to use it + also working for that world. **<3 residencies prioritizing or designed for under-resourced identities, including BIPOC folks, disabled folks, parents.**

Everything for everyone enriches us all.

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

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...).

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

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
3. Everything (travel, lodging, etc.) 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

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)

In addition to such costs, it is fairly common for residencies to have application fees (\$15-30?), sometimes waived if needed. These may go toward an honorarium for reviewers' time, and/or help reduce applications from people who won't actually show up or don't fit listed requirements.

*"Artists fee" often means money a resident artist will *receive* rather than need to pay. (Just "fee" in the U.S. may mean costs you have to pay, but it varies by who is speaking.)*

Things you might need, to be ready to apply for residencies:

You don't need to have a website!!

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.

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.



2. **References** (2-3) who can speak to your art (e.g. what's interesting about it?), your 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 works (e.g. for DHers, what is digital humanities as context for DH making work)

3. **Bio statement:** What methods do you use? What questions or themes does your work explore? Do you have any experiences (e.g. past jobs, collaborations, classes) or practices (e.g. teaching, community work, mutual aid fundraising) the reviewers should have a sense of?
4. Either 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)

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ZineBakery.com/homemade/residencies

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