



Visual & Performing Arts

Art & Technology

7

Classes

TO CERTIFICATE

13%

JOB GROWTH

Industrial Engineers

\$33

HOURLY WAGE

Entry Level 3D Artist

\$51B

2026 MARKET VALUE FORECAST

3D Printing

Program Overview

Artistic inspiration meets 21st-century innovation in the Art and Technology program. Coursework introduces art and design-based technology skills used for purposes such as concept development, industrial/product design, and small-scale production for personal expression and/or rapid prototyping. Students learn how to solve visual problems by planning, researching, and fabricating appropriate solutions, as well as how to communicate quantitative and qualitative information with a combination of technology-based tools and traditional 2D and 3D art media.

Job Outlook

Translation of artistic concepts and ideas into formats compatible with today's digital production environments requires skills that are in demand. Graduates can seek entry-level roles in the product design and development services industry, which is set to grow by nearly 11% through 2026, or pursue further education to delve more deeply into technology and development processes in fields such as industrial engineering, architecture, and design.

CAREERS

*Graphic Designers

\$34,060 - \$99,510

Industrial Engineering Technicians

\$39,640 - \$96,630

*Commercial/Industrial Designers

\$39,460 - \$134,670

*Industrial Engineers

\$65,940 - \$162,420

*3D Artists/Technical Illustrators

\$52,179 - \$98,603

* Requires additional training
Source: Bureau of Labor Statistics
(CA data) and Salary.com



MPC's Art and Technology program is uniquely innovative among California community colleges for its integrated approach.

