ART—ART + DESIGN

COLLEGE OF ARTS AND SCIENCES

ART U100 Art + Design at Northeastern 1 SH
Intended for freshmen in the College of Arts and Sciences. Introduces freshmen to the liberal arts in general; familiarizes them with their major; helps them develop the academic skills necessary to succeed (analytical ability and critical thinking); provides grounding in the culture and values of the University community; and helps them develop interpersonal skills—in short, familiarizes students with all skills needed to become a successful university student.

ART U101 History of Art before 1400 4 SH
Introduces the history of painting, sculpture, architecture, and related arts through a study of masterpieces of Western art from prehistoric times to the end of the Middle Ages. Provides an opportunity for students to become familiar with specific works, styles, and terminology of art before 1400, and to develop an ability to communicate about the visual arts.

ART U102 Color 1 Foundation 1 SH
Examines subtractive color. Introduces optical phenomena of color pigment, reflected color. Studies hue, value, and saturation and their implications for color interaction, legibility, and spatial illusion.

ART U103 History of Art since 1400 4 SH
Introduces the history of painting, sculpture, architecture, and related arts through a study of masterpieces of Western art from the end of the Middle Ages to the present. Offers students the opportunity to become familiar with specific works, styles, and terminology of art. Emphasizes communication about the visual arts.

ART U104 Color 2 Foundation 1 SH
Covers additive color, including optical phenomena of light as color, particularly in digital media. Introduces issues of color behavior in input and output processes and relates it to subtractive color. Prereq. ART U102.

ART U106 Introduction to Art 4 SH
Offers an introduction to the characteristics of the visual arts including painting, sculpture, graphic arts, and architecture. Studies various examples of works of art as means of understanding style and techniques. Includes visits to museum collections and contemporary art galleries.

ART U121 Drawing 2 Foundation 4 SH
Investigates relationships between drawing and thought, form, and content with an emphasis on problem solving using mark-making processes. This drawing course seeks to understand drawing as a tool for research, analysis, and expression. Explores drawing as a visual language and its relationship to broader concepts of communication. Prereq. ART U124.

ART U123 2D Tools for ART U130 1 SH
Introduces skills and software, such as Adobe Photoshop and Illustrator, used in creating and manipulating pixel- and vector-based images, in a technology workshop format. Coreq. ART U130.

ART U124 Basic Drawing 4 SH
Offers freehand drawing instruction. Focuses on developing a formal understanding of the structure of objects and figures as well as increased dexterity with a variety of drawing tools. Includes experiments with materials such as wash, charcoal, and pencil.

ART U125 3D Tools for ART U131 1 SH
Introduces skills and software used in animating 2D and 3D images, graphics, and forms. Basics of key framing, layering, parenting, 3D modeling, surfacing, and rigging are explored in this technology workshop. Coreq. ART U131.

ART U127 Basic Painting 4 SH
Presents an introductory studio course in the fundamental techniques of painting. Formal problems in the study of color, light, space systems, form, and composition establish the foundation for more individual creative expression. Uses critiques and slide lectures as needed.

ART U130 Visual Studies Foundation 1 4 SH
Offers an introductory lecture/studio course clarifying basic principles, language, and concepts inherent in visual language systems. Concentrates on two-dimensional media including photography, painting, video, and film as related to the fundamentals of composition, space relationships, effects of color, form, pattern repetition, structure, figure-ground relationships, balance, and unity. Coreq. ART U123.

ART U131 Visual Studies Foundation 2 4 SH
Continues ART U130. Explores three-dimensional form. Examines principles including mass, volume, line, plane, and texture. Introduces basic materials and structure through constructing models and prototypes. Presents sequential exercises with simple eye/hand skills and form recognition. Explores complex projects that require an understanding of context, content, and developing original forms. Coreq. ART U125.

ART U132 4D Foundation 4 SH
Explores time-based art and design media in an introductory lecture/studio format. Investigates kinetics, interactivity, video, animation, sound, and a mixture of media in nontraditional contexts. Assignments introduce concepts for communication utilizing live, recorded, linear, and nonlinear time techniques. Coreq. ART U133. Prereq. ART U130.
ART U175 Animation Basics  4 SH
Introduces skills and software used in animating 2D and 3D images, graphics, and forms. Basics of key framing, layering, parenting, 3D modeling, surfacing, and rigging are explored in this technology workshop. Coreq. ART U130 and ART U131.

ART U134 Interactive Foundation  4 SH
Explores the design and creation of interactive art and design projects in an introductory lecture/studio format. Examines traditional, historical, and contemporary examples of interactive art and design. Offers students an opportunity to explore interaction through creating interactive installations, games, and Web-based projects. Coreq. ART U135. Prereq. ART U130.

ART U135 Interactive Tools for ART U134  1 SH
Introduces skills and software used in creating basic Web-based content. This technology workshop introduces software using HTML and style sheets such as Adobe Dreamweaver. Coreq. ART U134.

ART U160 Photography 1  4 SH
Covers all aspects of photography in a combined lecture/lab course format including the invention of photography, optics, black-and-white and color processing and printing, digital imaging, and computer output. Coreq. ART U161.

ART U161 Photo Tools for ART U160  1 SH
Introduces skills required for manipulating images and print authoring. This intermediate technology workshop introduces software such as Adobe Photoshop. Coreq. ART U160. Prereq. ART U132.

ART U175 Animation Basics  4 SH
Offers an introductory studio course that explores the creative potential of animation. Exposes students to a variety of traditional animation processes and techniques through lectures, demonstrations, and hands-on assignments. Provides an historical survey of animation art through the twentieth century. Emphasizes using the computer to develop concepts creatively while learning the fundamental skills of constructing animated images and forms. Coreq. ART U176. Prereq. ART U130 and ART U290 or permission of instructor.

ART U176 Animation Tools for ART U175  1 SH
Introduces intermediate skills and software used in modeling, surfacing, and animating 3D forms in this technology workshop. Coreq. ART U175. Prereq. ART U125.

ART U180 Video Basics  4 SH
Introduces video production techniques. Covers the creative and technical elements of field production, camera operation, nonlinear editing, lighting, composition, and directing methods. Coreq. ART U181. Prereq. ART U130 and ART U131 or permission of instructor.

ART U181 Video Tools for ART U180  1 SH
Introduces intermediate skills and software used in capturing, manipulating, and editing video and audio in this technology workshop. Coreq. ART U180. Prereq. ART U132.

ART U210 Art + Design History, 1900 to 1945  4 SH
Surveys painting, sculpture, graphic design, and photography from 1900 to 1945. Presents a thematic approach to early modernist movements from fauvism to the Bauhaus. Focuses on the interrelationship between artistic media and examining art within a cultural context. Includes museum visits. Prereq. ART U103.

ART U211 Art + Design History, 1945 to Present  4 SH
Surveys painting, sculpture, graphic design, photography, and multimedia from 1945 to the present. Presents a thematic approach to late-modern and postmodernist movements. Focuses on the interrelationship between artistic media and examining art within contemporary culture. Includes museum and gallery visits. Prereq. ART U210.

ART U212 Survey of the Still and Moving Image  4 SH
Surveys the history of still and moving images in art. Emphasizes relationships to historic events and social context. Explores examples of animation, photography, and video art. Prereq. ART U103.

ART U240 History of Graphic Design  4 SH
Provides an understanding of the development of graphic design, focusing primarily on the events of the twentieth century that gave rise to the profession and influenced its maturation. Encourages students to interpret the ideas behind the historical record through lectures, readings, discussions, and projects. Considers the context, theories, and issues of graphic design’s continuing evolution, while exploring the moral and ethical aspect of the designer’s role in shaping mass communication. Prereq. ART U313.

ART U275 Animation Studio 1  4 SH
Introduces the fundamentals of three-dimensional computer animation. Class lectures and demonstrations are followed by substantial hands-on exploration. Students gain fundamental skills for modeling, surfacing, and animating. Projects progress from creating simple geometric objects to realistic organic characters. Basic systems for animating are introduced and explored. Prereq. ART U175.

ART U290 Introduction to Digital Tools  4 SH
Extends the study of visual problem solving by introducing the computer as a tool for design and image making. Weekly classes and labs in the electronic studios allow investigation into the medium’s potential, limitations, and relationship to other media. Issues of sequencing, transformation, and motion through time and space are emphasized, with examination of their relevance to a broad spectrum of applications and disciplines. Prereq. ART U130.
ART U310 Nineteenth-Century Art 4 SH
Explores art from 1780 to 1900. Considers developments such as neoclassicism, romanticism, realism, impressionism, and symbolism in terms of major changes in society: industrialization, Parisian urbanism, photography, Japonisme, the status of women, and the institutions of art. Emphasizes French painting, but developments in Europe and the Americas are considered. Includes museum visits.

ART U313 Twentieth-Century Art 4 SH
Surveys principal movements in European and American art from 1900 to the present. Presents a thematic approach, exploring fauvism, cubism, abstraction, dadaism and surrealism, modernist paradigms, and postmodern interventions. Course is writing intensive. Includes visits to museums and galleries. Prereq. ART U103 or permission of instructor.

ART U320 American Art 4 SH
Offers a broad survey of the history of American painting and sculpture from the seventeenth century to the present. Explores the social and cultural forces as well as the aesthetic and intellectual concerns that shape the evolution of art in the United States. Includes frequent visits to the Museum of Fine Arts and the Isabella Stewart Gardner Museum. Prereq. One prior course in art history is recommended.

ART U330 History of Photography 4 SH
Explores photography from its origins in 1839 to its maturity after World War II. Examines technological advances, the documentary aesthetic, art photography, and theoretical approaches to the study of the medium. Photographs are studied as art objects, personal statements, and historical artifacts. Includes museum visits. Prereq. ART U103.

ART U332 Design Principles and Drawing 4 SH
Explores conceptual principles underlying the professional practice of design including visual problem solving, terminology, and methodology. Explores constructive drawing, which is used in graphic design to investigate creative alternatives. Prereq. ART U130.

ART U333 Design 1 and Drawing 4 SH
Applies graphic design principles to the correlation of forms with their function, content, and context. Explores a variety of media including letterform, photographic image making and manipulation, and three-dimensional forms as elements of visual solutions. Exposes students to many forms of visual expression including artists’ books and moving images. Constructive drawing is explored in the context of graphic designers’ needs. Prereq. ART U332 and ART U334.

ART U334 Typography 1 4 SH
Introduces letterforms in visual communication. Studies typography as form and explores visual principles affecting organization and access of typographic information. Introduces use of the typographic grid and issues of hierarchy and legibility through assigned projects, readings, and lectures. Includes the historical evolution of typefaces and their classification as a rational system. Guides students in the application of typography as the basis of graphic design. Coreq. ART U338. Prereq. ART U130 and ART U290 or permission of instructor.

ART U338 Type Tools for ART U334 1 SH
Introduces skills required for integrating words and images in print authoring. This technology workshop introduces software such as Adobe InDesign. Coreq. ART U334. Prereq. ART U220.

ART U344 Typography 2 4 SH
Continues ART U334. Shifts the focus from the letterform to text type in a series of projects and exercises that introduce students to generating and manipulating typography on computers. Assignments increase in typographic complexity, bringing into play issues of structure, hierarchy, legibility, and readability in a variety of applications and formats. Investigates publication and periodicals design issues including concept development, sequence, organization, page design, typography, and the typographic grid. Includes assignments using page layout software in the computer labs. Prereq. ART U334.

ART U350 Color in Multiple Media 4 SH
Focuses on the optical phenomena of color and their application in visual communication. Studies hue, value, and saturation, and their implications for color activity, legibility, and spatial illusion in traditional and electronic media. Prereq. ART U130; one prior course in art history recommended.

ART U354 Figure Drawing 4 SH
Focuses on developing the student's awareness of the structure of the figure as well as the emotive qualities of “figuration.” Students draw from a model in each class. They also develop drawings based on the political and social concerns of contemporary culture and the role of gender as seen through “image.” Prereq. ART U124, ART U130, and ART U131.

ART U360 Photography 2 4 SH
ART U375 Animation Studio 2 4 SH
Continues ART U275. Focuses on seamless integration of animated three-dimensional models with digital photographic backgrounds. Continued emphasis on building comprehensive modeling, surfacing, and animation skills. Students develop original content based on course objectives. Complex systems for creating realistic movement are introduced. Exposes students to compositing and animation processes through lectures, demonstrations, and hands-on assignments. Prereq. ART U275.

ART U381 Video Project 4 SH
Offers in-depth exploration of the video medium. Students research, write, and produce a documentary, fictional narrative, or experimental video project. Emphasizes innovation, personal authorship, effective research, sound conceptual development, formal and technical skills, and imaginative and creative authorship, effective research, sound conceptual development, and comprehension. Explores visual poetry, choices in mark making, and the merging of words/text with images/symbols through the heterotopic. Uses lectures, critiques, discussions, fieldwork, and hands-on interaction with art objects. Same as AFR U500. Prereq. 64 SH toward degree or junior or senior standing.

ART U385 Still Digital Imaging 4 SH
Offers a project-based course for majors/minors only and covers all aspects of digital capture, image management, and outputting. There is extensive use of the program’s digital equipment and a final project for successful completion of the course. Prereq. ART U180 or equivalent.

ART U443 Graphic Design 2 4 SH
Investigates the range of conceptual possibilities inherent in the merging of words/text with images/symbols through the understanding of how their relationship can enhance meaning and comprehension. Explores visual poetry, choices in mark and form, and applied semiotics through projects, readings, and lectures/discussions. Prereq. ART U160, ART U333, and ART U344.

ART U468 Art in Ireland 4 SH
Explores the Irish landscape in-depth through drawing, painting, and digital media as students travel in Ireland. Requires assigned and independent projects, readings, critiques, and field trips. Students develop a project based on their own concepts and ideas about this international experience. Prereq. Permission of instructor.

ART U469 Venetian Art History 4 SH
Provides students with the opportunity to travel to Venice to study the unique and rich history of art from medieval and Renaissance times up to and including the present. Prereq. Permission of instructor.

ART U475 Animation Studio 3 4 SH
Continues ART U375. Focuses on building comprehensive modeling, animation, and compositing skills in this advanced studio course. Students explore creating special effects through seamless mixture of computer-generated imagery and digital video footage. Advanced compositing and lighting techniques are introduced and explored. Students create original characters using organic modeling and surfacing techniques. Exposes students to animation and compositing processes through lectures, demonstrations, and hands-on assignments. Prereq. ART U375.

ART U500 Arts of the African Diaspora 4 SH
Traces the historical development of the art forms and production practices of the African Diaspora, from traditional to contemporary styles in Africa, the Americas, and elsewhere in the African Diaspora. Emphasizes the study of art objects, the historical and social context in which aesthetic issues are shaped, and the impact of religion and external forces on creativity. Uses lectures, critiques, discussions, fieldwork, and hands-on interaction with art objects. Same as AFR U500. Prereq. 64 SH toward degree or junior or senior standing.

ART U512 Topics in the History of Art 4 SH
Offers in-depth exploration of a specialized theme within the history of art. For upper-level students in the visual arts. Prereq. Permission of instructor.

ART U514 Topics in Contemporary Art 4 SH
Explores a selected group of current themes in the visual arts. Topics may range from postgender artistic practice, contemporary installation and time-based media, or the new discourse on beauty to digital media, ethnic and regional identities in the visual arts, and the problem of high art in the era of mass culture. Emphasis is on firsthand experience of contemporary art in galleries, museums, and alternative venues, and on the writings of contemporary critics. Prereq. ART U103, ART U313, and permission of instructor.

ART U575 Animation Studio 4 4 SH
Continues ART U475. Serves as preparation for life as a professional animator in this advanced studio course. Centers on student-generated projects that result in either a completed short video piece suitable for submission to animation festivals and/or in a video portfolio reel suitable for submission to potential employers. Structure is based on weekly goals that are determined by aesthetic and technical demands of student proposals. Prereq. ART U475.

ART U601 Alternative Analog and Digital Processes 4 SH
Explores, demonstrates, and uses nineteenth-, twentieth-, and twenty-first-century photographic processes to explore alternative delivery systems for creative and professional applications. Both analog and digital domains are used and cross-referenced. Prereq. ART U160 and ART U360; for photography concentrators and multimedia studies majors only.
ART U602 Fine Art Digital Imaging  4 SH
Explores and allows higher-level application of digital tools including mural printing, personal Web page construction, conceptually based installations, and nonstandard delivery of visual imagery. The course is project based. A final presentation is required for completion of the course. Prereq. ART U385; for photography concentrators and multimedia studies majors only.

ART U630 Degree Project in Design  4 SH
Presents an advanced seminar in the area of information design whose development sequence mirrors that of complex professional design projects. Extends a single applied project theme in phases through an entire term. Central to the course is a substantive written problem definition and program development integrating academic and applied design experience. Fulfills the Arts and Sciences experiential education requirement. Prereq. ART U344, ART U644, ART U691, and junior or senior standing.

ART U635 Time-Based Design  4 SH
Introduces time-based sequencing and characteristics of motion and transformation (such as anticipation, interval, succession, tempo, pacing, silence, and change) through a series of analog and digital projects. Initial short projects explore the potential of type in motion. Subsequent projects increase in length and complexity incorporating image and sound. Concepts from film, animation, and music are incorporated in classroom discussions. Film titles, motion graphics, and other related time-based arts are explored through assignments, lectures, and student presentations. Prereq. ART U180, ART U290, ART U333, and ART U344.

ART U644 Interactive Design  4 SH
Introduces fundamental principles of screen-based interactive design. Emphasis is on basic principles such as idea mapping and storyboarding, content and relationship structuring, and an understanding of the impact on nonlinear and user-driven narratives. Hierarchy, composition, typography, and visual metaphors are explored as means to clarify navigation. Short exercises, some involving collaboration efforts, allow exploration of the interactive medium. A longer and less constrained individual project requiring research and problem-solving methodologies introduces the complexities of creating an interactive information structure. Prereq. ART U290, ART U344, ART U443, ART U635, and junior or senior standing.

ART U685 Interarts  4 SH
Introduces nontraditional art concepts in an intensive studio course. Includes categories of performance art, installation art, electronic art, multimedia, and kinetic art. Using their own frames of reference and experience, students contribute to a collaborative project and are responsible for keeping a journal that helps them formulate their ideas. Students reflect upon their co-op, internships, and other art-related experiences in a written essay that accompanies their final product. Fulfills the Arts and Sciences experiential education requirement. Prereq. ART U130, ART U131, and junior or senior standing.

ART U691 Information Architecture  4 SH
Builds on the visual and technical experience of ART U290 in a sequence of applied projects integrating word and image. Emphasizes imaginative and effective use of digital input and output devices, in conjunction with conventional media, to develop unexpected visual language. Portions of weekly classes are conducted as collaborative workshops and supported by labs, with students encouraged to interact with one another to enhance technical, problem-solving, and critiquing skills. Prereq. ART U344, ART U350, ART U443, and junior or senior standing.

ART U699 Advanced Television Production  4 SH
Designed to provide students with guidance in the development and implementation of special projects in television and video production. Includes studies and creative experiential practices in advanced directing (both in the studio and in the field), lighting, scriptwriting, editing, graphics, and postproduction technology. Same as CMN U699, HST U699, INT U699, JRN U699, and MUS U699. Prereq. Permission of instructor.

ART U700 Thesis  4 SH
Focuses on the production of a twenty- to thirty-page thesis. Students do individual research under the direction of a faculty member on art-historical topics appropriate to their personal and professional interests. Conceived for art majors who are completing the Bachelor of Arts degree and whose primary interest is in art history. Fulfills the Arts and Sciences experiential education requirement for art/art history. Prereq. ART U101 and ART U103.

ART U710 Senior Project in Photography  6 SH
Intended for photography concentrators and is part one of degree projects. Structured to teach advanced applications and processes and refine evaluative methods in this thesis-level course. Weekly critiques, a thesis plan, outside reviewers, discussions centered on business practices, portfolio preparation and presentation, and Web page format and content help to prepare senior students for the professional practice. Prereq. ART U601 and ART U602; for photography concentrators with senior standing only.
ART U711 Senior Project in Photography 2  
Continues ART U710. Intended for photography concentrators only and continues the work begun in the previous course. Additional work is also done to integrate and relate the student’s work and five-year experience to the concept of finishing with a thesis-based project at the conclusion of the semester. Critiques and evaluations by curators, professionals, and photo editors are used to aid students in relating to the profession outside academia. A thesis is required for successful completion of the course and the concentration. Prereq. ART U710; for photography concentrators with senior standing only.

ART U901 Topics in Studio Art  
Emphasizes individual exploration in general art and/or graphic design through assigned and independent projects, readings, critiques, and field trips. This is an intensive studio course. Prereq. Open to general art and design majors with junior or senior standing.

ART U921 Directed Study  
ART U922 Directed Study  
ART U923 Directed Study  
ART U924 Directed Study  
Offers independent work under the direction of members of the department on a chosen topic. Course content depends on instructor. Prereq. Permission of instructor.

ART U951 Experiential Education Directed Study  
Draws upon the student’s approved experiential activity and integrates it with study in the academic major. Restricted to those students who are using it to fulfill their experiential education requirement.

ART U970 Junior/Senior Honors Project 1  
Focuses on in-depth project in which a student conducts research or produces a product related to the student’s major field. Culminating experience in the University Honors Program. Combined with Junior/Senior Project 2 or college-defined equivalent for 8 credit honors project. Prereq. Honors program participation.

ART U971 Junior/Senior Honors Project 2  
Focuses on second semester of in-depth project in which a student conducts research or produces a product related to the student’s major field. Culminating experience in the University Honors Program. Prereq. ART U970 and honors program participation.