

Art - Fundamentals (ARTF)

ARTF 1000. Art and Design at Northeastern. (1 Hour)

Introduces students to the intellectual and extracurricular opportunities within the Department of Art + Design and the College of Arts, Media and Design. Exposes students to the cultural vibrancy of Boston with the goal of building networks that facilitate a supportive learning community. Familiarizes students with their major and introduces them to the resources at the university and across the city to help them succeed academically. Provides grounding in the culture and values of the university community and seeks to help students develop interpersonal skills.

ARTF 1120. Observational Drawing. (4 Hours)

Focuses on developing an understanding of the structure of object and figure through freehand drawing. Offers students an opportunity to explore a wide range of materials, including wash, charcoal, and pencil.

Attribute(s): NUpath Creative Express/Innov

ARTF 1121. Conceptual Drawing. (4 Hours)

Seeks to expand the student's knowledge and skills through a mark-making process. Offers students an opportunity to begin to understand the relationship between form and meaning while relating the drawing process to broader concepts of communication.

Attribute(s): NUpath Creative Express/Innov

ARTF 1122. Color and Composition. (4 Hours)

Offers an opportunity to discover and research basic principles, language, and concepts inherent in two-dimensional visual systems. Offers students an opportunity to learn to think critically, analyze, and apply basic principles to design and art projects. In a studio workshop setting, three primary phases explore art, design, and photography.

Attribute(s): NUpath Creative Express/Innov

ARTF 1123. Color and Composition Tools. (1 Hour)

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.

Prerequisite(s): ARTF 1122 (may be taken concurrently) with a minimum grade of D-

ARTF 1124. Form and Structure. (4 Hours)

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.

Corequisite(s): ARTF 1125

ARTF 1125. Form and Structure Tools. (1 Hour)

Introduces skills and software used in creating 3D forms with the computer. Explores basics of 3D modeling, surfacing, lighting, and rendering in this technology workshop.

Corequisite(s): ARTF 1124

ARTF 1200. Representational Drawing. (2 Hours)

Introduces the fundamental tools and techniques of representational drawing as a means of rendering 3D objects and spaces in the physical environment onto a 2D surface. Structured exercises offer students an opportunity to practice the act of seeing and drawing utilizing the techniques of positive and negative space, formal one- and two-point perspective, observed perspective, organizational lines, sighting, and value.

Attribute(s): NUpath Creative Express/Innov

ARTF 1210. Abstract Drawing. (2 Hours)

Introduces the fundamental tools and techniques of conceptual drawing to represent abstract concepts and information. Applies contemporary art and design practices to explore physical mark making and to better understand the relationship between form and content.

Attribute(s): NUpath Creative Express/Innov

ARTF 1220. Elements of Visual Composition. (2 Hours)

Introduces the fundamental principles and materials of 2D art and design. Emphasizes visual concepts of balance, rhythm, pattern, emphasis, contrast, unity, movement, line, shape/form, space, value, color, and texture. Studio experimentation offers students an opportunity to practice composition and color theory as it applies to 2D art and design.

Attribute(s): NUpath Creative Express/Innov

ARTF 1221. Elements of Visual Composition Tools. (0 Hours)

Introduces 2D art and design software including Adobe Photoshop, Adobe Illustrator, and Adobe InDesign.

Prerequisite(s): ARTF 1220 (may be taken concurrently) with a minimum grade of D-

ARTF 1230. Making with Form and Materials. (2 Hours)

Introduces concepts, processes, and studio practice in 3D making. Examines the elements and principles of 3D making, including mass, volume, line, plane, and texture. Hands-on experimentation offers students an opportunity to develop skills to define 3D form, express ideas through it, and solve visual problems. Students experiment with additive, subtractive, and substitutive material processes while leveraging both traditional craft techniques and digital fabrication. Focuses on developing a practical understanding of the relationship between material, form, function, aesthetic and context, and a vocabulary to successfully articulate concepts and insights during discussions and critiques.

Corequisite(s): ARTF 1231

Attribute(s): NUpath Creative Express/Innov

ARTF 1231. Making with Form and Materials Tools. (0 Hours)

Introduces a range of tools and industry-standard software for creating 3D forms and making. Offers students an opportunity to learn about file setup and safe operation of basic wood shop tools, CNC laser cutters, and 3D printers. Focuses on the unique affordance of each tool to enable students to creatively experiment with these processes. Covers the basics of 3D modeling and vector drawing and making.

Corequisite(s): ARTF 1230

ARTF 1240. Making with Video, Sound, and Animation. (2 Hours)

Introduces the fundamental tools and techniques of lens-based and time-based art and design principles and materials. Applies visual principles of movement, point of view, time, repetition, sequencing, sound, and space to create video and film compositions.

Corequisite(s): ARTF 1241

Attribute(s): NUpath Creative Express/Innov

ARTF 1241. Making with Video, Sound, and Animation Tools. (0 Hours)

Focuses on developing an understanding of, and dexterity with, movement- and time-based media and software—including After Effects—to create motion graphics, short animations, video, and montage-style films.

Corequisite(s): ARTF 1240

ARTF 1250. Designing Interactive Experiences. (2 Hours)

Introduces the language, concepts, and processes of interactive experience as a compelling medium to communicate meaning. Examines how variables within the environment can change how we inhabit an experience physically, conceptually, and emotionally and affect or provoke responses. Hands-on experimentation offers students an opportunity to learn using one or more forms of rapid prototyping. Studies historical and contemporary examples of art and design projects designed as exchanges or experiences. Incorporates visual and nonvisual mapping techniques as a means to understand the present.

Corequisite(s): ARTF 1251

Attribute(s): NUpath Creative Express/Innov

ARTF 1251. Designing Interactive Experiences Tools. (0 Hours)

Introduces wireframing and industry-standard tools and software for creating basic web-based content using HTML and CSS. Offers students an opportunity to create a portfolio website for showcasing projects created in ARTF 1250.

Corequisite(s): ARTF 1250

ARTF 1990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

ARTF 2220. Movement and Time. (4 Hours)

Explores time-based art and design in an introductory lecture/studio format. Introduces formal, narrative, and alternative concepts for creative time-based communication. Assignments investigate video, animation, and a mixture of media in a screen based context.

Corequisite(s): ARTF 2221

Attribute(s): NUpath Creative Express/Innov

ARTF 2221. Movement and Time Tools. (1 Hour)

Introduces skills and software used in animating 2D and 3D images, graphics, and forms. Explores the basics of key framing, layering, parenting, 3D modeling, surfacing, and rigging in this technology workshop.

Corequisite(s): ARTF 2220

ARTF 2223. Experience and Interaction. (4 Hours)

Explores the language of interactive experience as a compelling medium to communicate meaning. Examines how variables within the environment can change how we inhabit an experience physically, conceptually, and emotionally. Studies historical and contemporary examples of art and design projects designed as exchanges or experiences. Incorporates drawing as a means to understand the present and project potential future experiences.

Corequisite(s): ARTF 2224

Attribute(s): NUpath Creative Express/Innov

ARTF 2224. Experience and Interaction Tools. (1 Hour)

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.

Corequisite(s): ARTF 2223

ARTF 2990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

ARTF 3990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

ARTF 4990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.