

# Media Arts, BFA (Boston)

The continuing revolution in digital computing and global communications has produced a rapidly evolving field for artists who create experiences of image and form with computer screens, intelligent devices, and new materials. Artists also invent tools for exploring, creating, and distributing their ideas and works. Media arts concentrations of animation, photography, and video arts are offered.

Courses in imaginative and narrative arts required for professional work in documentary films, game art, visualization, visual effects, motion graphics, interactive art, illustration, and short animated films are offered at Northeastern University. The curriculum in our intensive studio program provides knowledge, experience, and techniques of media arts informed by theory, experimentation, and critique. Extensive digital imaging and interactive media editing production facilities afford one the opportunity to become highly proficient in the current skills and emerging practices necessary for remarkable work. The media arts are evolving and expanding into culture in daily life and global experience. The revolutions in immersive media, 3D printing, embedded devices, and robotics are changing the landscape in which the media artist will operate. This degree is designed to prepare students to meet the challenges of continuous change with adaptive ingenuity.

The animation concentration provides a comprehensive exploration of the entire production pipeline for a variety of animated content including films, visual effects, broadcast, visualization, games, and spatial media. With a focus on developing robust, conceptual, narrative, and technical software skills, this rigorous studio program explores the power and potential of effective visual communication through 2D and 3D motion design. The animation concentration provides ample opportunities to explore and collaborate with related creative disciplines (VR/AR/XR, game design, interactive, video, etc.), making this a truly unique learning experience. Throughout their education, students will work to develop a professional-level portfolio—the centerpiece of which will be a one-year capstone project—demonstrating mastery in their specific area of focus.

The photography concentration encourages experimental and self-disciplined engagement with photographic processes in order to understand how materials function, both as a physical component of photographic work as well as a signifier of meaning. Concept and process are in constant dialogue, and we believe learning through doing cultivates individual vision and working methods. Each student's creative approach establishes a vital platform for discovery. In addition, theory and conceptual development provide students with necessary analytical tools for understanding and analyzing visual and technological trends in current and future photographic practices.

Young professionals today must meet challenges—as well as enjoy opportunities—to be more creative, adaptive, and innovative as active practitioners within our contemporary visual culture and evolving technological environment. Our responsibility as liberal arts educators is to expand the skills and vision of each student in light of their individual and professional goals. At a time when initiative, creativity, and innovation are leading principles for social and economic progress, it is important to stress the ways in which their artistic and creative endeavors can make a rewarding and meaningful contribution.

Northeastern photography program students find themselves in the center of Boston's creative hub, across from the Museum of Fine Arts. Northeastern's own Center for the Arts directs interdisciplinary research and presents exhibitions and innovative programs. The newly renovated Media Hub offers state-of-the-art equipment rentals and digital printing resources. Photography students have access to two large computer labs and an alternative photographic processes darkroom with film processing and analog printing capabilities.

Our foundation photography courses are small studio and lab classes, leading to intermediate and advanced studios and seminars with an emphasis on personal vision developed through lectures, critiques, individual meetings, and research. In addition, guest artists are invited to participate and offer insights.

The video arts concentration is a multidisciplinary field focused on creative video expression and messaging that weaves together art and design foundations; art and design history; video production; cinematic language (including documentary, narrative, and experimental strategies); collaborative frameworks; and theories of social and cultural change. The scope of the video arts curriculum is a broader and more diverse tapestry than traditional video art and it reflects the dynamic evolution of video in multiple contexts. The video arts concentration enables students to explore traditional, alternative, and other artistic means of video art production in a variety of creative and technical contexts. The focus on a multiplicity of artistic formats—hence, the choice of the title video arts—underscores our attention to the training of students who are interested in learning how to experiment with new technical, narrative, and aesthetic practices and incorporate these options into the traditional medium of video art.

## Program Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

## Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/>).

## NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/nupath/>).

NUpath requirements Creative Expression and Innovation (EI), Interpreting Culture (IC), and Societies and Institutions (SI) are met through the major course requirements.

NUpath requirements Natural and Designed World (ND), Formal and Quantitative Reasoning (FQ), Analyzing and Using Data (AD), Differences and Diversity (DD), and Ethical Reasoning (ER) must be met through general electives.

## Art and Design Core

Code	Title	Hours
<b>Introduction to College</b>		
ARTF 1000	Art and Design at Northeastern	1
<b>Art and Design Fundamentals Required</b>		
ARTF 1240 and ARTF 1241	Making with Video, Sound, and Animation and Making with Video, Sound, and Animation Tools	2
<b>Art and Design Fundamentals Elective</b>		
Complete 6 semester hours from the following:		6
ARTF 1200	Representational Drawing	
ARTF 1210	Abstract Drawing	
ARTF 1220	Elements of Visual Composition (with optional ARTF 1221)	
ARTF 1230 and ARTF 1231	Making with Form and Materials and Making with Form and Materials Tools	
ARTF 1250 and ARTF 1251	Designing Interactive Experiences and Designing Interactive Experiences Tools	
<b>Art and Design History</b>		
ARTH 1001 and ARTH 1002	Visual Intelligence and Seminar in Visual Intelligence	4
ARTH 3000	Topics in Visual Studies	4
ARTH 4000	Topics in Visual Studies	4

## Media Arts Requirements

Code	Title	Hours
ARTD 1001 and ARTD 1002	Media Art, Culture, and Social Justice and Seminar for ARTD 1001	4
<b>Media Arts Basics Electives</b>		
Note: If you are pursuing a concentration, select courses not used for your concentration.		
Complete 10 semester hours from the following:		10
ARTD 2360 and ARTD 2361	Introduction to Photography and Photo Tools	
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	
ARTD 2380 and ARTD 2381	Video Basics and Video Tools	
<b>Media Arts History Elective</b>		
If a topics in course is completed more than once, the additional completions may be allowed toward the electives.		
Complete 4 semester hours from the following:		4
ARTH 2210	Modern Art and Design History	
ARTH 2211	Contemporary Art and Design History	
ARTH 2212	Survey of the Still and Moving Image	
ARTH 3000	Topics in Visual Studies	
ARTH 4000	Topics in Visual Studies	
<b>Design Requirement</b>		
ARTG 1290 and ARTG 1291	Typographic Systems and Studio for Typographic Systems	4
<b>Degree Project</b>		
ARTD 4530	Media Arts Degree Project	4

## Concentration or Electives Option

A concentration is not required. Students may complete electives in lieu of a concentration.

- Animation (p. 3)
- Photography (p. 3)
- Video Arts (p. 4)
- Electives (p. 4) Option (p. 4)

## Program Requirement

130 total semester hours required

### CONCENTRATION IN ANIMATION

Code	Title	Hours
<b>Animation Requirements</b>		
ARTD 2100	Narrative Basics	4
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	5
ARTD 3000	Topics in Media Arts	4
ARTD 3470	Animation 1	4
ARTD 4570	Animation 2	4
<b>Animation Electives</b>		
If ARTD 3000 is completed more than once, the additional completions may be allowed toward the electives.		
Complete 16 semester hours from the following (at least 4 semester hours must be at the 4000 level):		16
ARTD 3471	Virtual Environment Design	
ARTD 3472	Character Design for Animation	
ARTD 3473	Animation for Games	
ARTD 4575	Animation 3	
<b>Art and Design Electives</b>		
Complete 8 semester hours from ARTD, ARTE, ARTG, ARTH, ARTS, or GAME courses as long as prerequisites have been met.		8
If ARTD 3000 (or any other topics course in the subjects listed above) is completed more than once, the additional completions may be allowed toward the electives.		
Courses in this requirement may not be used for the drawing fundamentals elective, media arts basics elective, media arts history elective, or animation electives.		

### CONCENTRATION IN PHOTOGRAPHY

Code	Title	Hours
<b>Photography Requirements</b>		
ARTD 2360 and ARTD 2361	Introduction to Photography and Photo Tools	5
ARTD 3460	Photography: Concept + Process	4
ARTD 4565	Photography: Visual Strategies + Context	4
<b>Photography Electives</b>		
Complete 8 semester hours of the following (ARTD 3000 may be completed twice to satisfy this requirement):		8
ARTD 3000	Topics in Media Arts	
ARTD 4660	Studio Photography	
ARTD 4661	Photography: Experimental Processes	
<b>Art and Design Electives</b>		
Complete 16 semester hours of ARTD, ARTE, ARTG, ARTH, ARTS, or GAME courses as long as prerequisites have been met. At least 4 semester hours must be at the 4000 level.		16
If ARTD 3000 (or any other topics course in the subjects listed above) is completed more than once, the additional completions may be allowed toward the electives.		
Courses in this requirement may not be used for the drawing fundamentals elective, media arts basics elective, media arts history elective, or photography elective.		

**CONCENTRATION IN VIDEO ARTS**

Code	Title	Hours
<b>Video Arts Requirements</b>		
ARTD 2380 and ARTD 2381	Video Basics and Video Tools	5
ARTD 3480	Video: Sound and Image	4

Code	Title	Hours
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**Video Arts Electives**

If ARTD 3000 (or any other topics course in the subjects listed above) is completed more than once, the additional completions may be allowed toward the electives.

Complete 20 semester hours from the following: 20

ARTD 3000	Topics in Media Arts
ARTD 3485	Experimental Video
ARTH 2212	Survey of the Still and Moving Image
MSCR 2160	Narrative Filmmaking
MSCR 3389	Screenwriting
MSCR 3446	Documentary Production
THTR 2345	Acting for the Camera

**Art and Design Electives**

Complete 16 semester hours of ARTD, ARTE, ARTG, ARTH, ARTS, or GAME courses as long as prerequisites have been met. At least 4 semester hours must be at the 4000 level. 16

If ARTD 3000 (or any other topics course in the subjects listed above) is completed more than once, the additional completions may be allowed toward the electives.

Courses in this requirement may not be used for the drawing fundamentals elective, media arts basics elective, and media arts history elective.

**ELECTIVES OPTION**

Code	Title	Hours
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If a topics in course is completed more than once, the additional completions may be allowed toward the electives.

Courses in this requirement may not be used for the drawing fundamentals elective or media arts history elective.

Complete 28 semester hours from the following: 28

ARTD 2000	Introduction to Immersive Media
ARTD 2100	Narrative Basics
ARTD 2340	Introduction to Computational Creative Practice
ARTD 3000	Topics in Media Arts
ARTD 3460	Photography: Concept + Process
ARTD 3470	Animation 1
ARTD 3471	Virtual Environment Design
ARTD 3472	Character Design for Animation
ARTD 3473	Animation for Games
ARTD 3480	Video: Sound and Image
ARTD 3485	Experimental Video
ARTD 3490	Data Art and Hacktivism
ARTD 4565	Photography: Visual Strategies + Context
ARTD 4570	Animation 2
ARTD 4575	Animation 3
ARTD 4660	Studio Photography
ARTD 4661	Photography: Experimental Processes
ARTE 2500	Art and Design Abroad: Studio
ARTE 2501	Art and Design Abroad: History
ARTE 3901	Art and Design Special Topics
ARTE 4901	Special Topics in Art and Design Studio
ARTH 1100	Interactive Media and Society
ARTH 2210	Modern Art and Design History
ARTH 2211	Contemporary Art and Design History

ARTH 2311	The Science of Art, the Art of Science
ARTH 2312	Revolutionary Design and Propaganda in Eastern Europe
ARTH 2313	Global Networks in Early Modern Art and Visual Culture
ARTH 3000	Topics in Visual Studies
ARTH 3211	Performance Art
ARTH 4000	Topics in Visual Studies
ARTH 5600	Landscape and Ecology in Visual Culture
ARTS 2340	Painting Basics
ARTS 2341	Figure Drawing
ARTS 3449	Drawing in Mixed Media

## Program Requirement

130 total semester hours required

## Plan of Study

### Sample Plans of Study by Concentration

- Animation (p. 5)
- Photography (p. 6)
- Video Arts (p. 6)
- Electives Option (p. 4)

### ANIMATION

#### FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER FIRST-HALF

##### Year 1

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000		1 ARTD 2370 and ARTD 2371		5 Media arts basics elective 1		5 Elective	4
ARTF 1240 and ARTF 1241		2 Art and design fundamentals elective		2 Elective		4 Elective	4
Art and design fundamentals electives		2 Art and design fundamentals elective		2			
ARTD 1001 and ARTD 1002		4 Media arts history elective		4			
ARTH 1001 and ARTH 1002		4 EEAM 2000		1			
ENGW 1111		4 Elective		4			
	17		18		9		8

##### Year 2

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 2100		4 Co-op		0 Co-op		0 Elective	4
ARTD 3470		4				Elective	4
Animation elective 1		4					
Media arts basics elective 2		5					
	17		0		0		8

##### Year 3

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 4570		4 Co-op		0 Co-op		0 Elective	4
ARTG 1290 and ARTG 1291		4				Elective	4
ARTH 3000		4					
Animation elective 2		4					
	16		0		0		8

##### Year 4

Fall	Hours	Spring	Hours
ARTH 4000		4 ARTD 4530	4

Animation elective 3	4	Animation elective 4	4
Art and design elective 1	4	Elective	4
Art and design elective 2	4	Elective	4
	<b>16</b>		<b>16</b>

Total Hours: 133

### PHOTOGRAPHY FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER FIRST-HALF

## Year 1

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000		1 ARTD 2360 and ARTD 2361		5 Media arts basics elective 1		5 Elective	4
ARTF 1240 and ARTF 1241		2 Art and design fundamentals elective		2 Elective		4 Elective	4
Art and design fundamentals electives		2 Art and design fundamentals elective		2			
ARTD 1001 and ARTD 1002		4 Media arts history elective		4			
ARTH 1001 and ARTH 1002		4 EEAM 2000		1			
ENGW 1111		4 Elective		4			
	<b>17</b>		<b>18</b>			<b>9</b>	<b>8</b>

## Year 2

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 3460		4 Co-op		0 Co-op		0 Elective	4
ARTH 3000		4				Elective	4
Art and design elective 1		4					
Elective		4					
	<b>16</b>		<b>0</b>			<b>0</b>	<b>8</b>

## Year 3

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 4565		4 Co-op		0 Co-op		0 Elective	4
ARTG 1290 and ARTG 1291		4				Elective	4
ARTH 4000		4					
Media arts basics elective 2		5					
	<b>17</b>		<b>0</b>			<b>0</b>	<b>8</b>

## Year 4

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
Photography elective 1		4 ARTD 4530		4			
Art and design elective 2		4 Photography elective 2		4			
Art and design elective 3		4 Art and design elective 4		4			
Elective		4 Elective		4			
	<b>16</b>		<b>16</b>				

Total Hours: 133

### VIDEO ARTS FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER FIRST-HALF

## Year 1

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000		1 Art and design fundamentals elective		2 Media arts basics elective 1		5 Elective	4
ARTF 1240 and ARTF 1241		2 Art and design fundamentals elective		2 Elective		4 Elective	4

Art and design fundamentals elective	2	Art and design elective 1	4					
ARTD 1001 and ARTD 1002	4	Media arts history elective	4					
Art and design fundamentals elective		EEAM 2000	1					
ARTH 1001 and ARTH 1002	4	Elective	4					
ENGW 1111	4							
	17		17			9		8

**Year 2**

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 2380 and ARTD 2381		5 Co-op		0 Co-op		0 Elective	4
Video arts elective 1	4					Elective	4
Video arts elective 2	4						
ARTH 3000	4						
	17			0		0	8

**Year 3**

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 3480		4 Co-op		0 Co-op		0 Elective	4
ARTG 1290 and ARTG 1291	4					Elective	4
ARTH 4000	4						
Media arts basics elective 2	5						
	17			0		0	8

**Year 4**

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
Video arts elective 3		4 ARTD 4530		4			
Video arts elective 4	4	Video arts elective 5		4			
Art and design elective 2	4	Art and design elective 3		4			
Elective	4	Art and design elective 4		4			
	16			16			

**Total Hours: 133**
**ELECTIVES OPTION (NO CONCENTRATION)**  
**FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER FIRST-HALF**
**Year 1**

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000		1 Media arts basics elective 1		5 Elective		4 Elective	4
ARTF 1240 and ARTF 1241	2	Media arts history elective		4 Elective		4 Elective	4
Art and design fundamentals electives	2	EEAM 2000		1			
ARTD 1001 and ARTD 1002	4	Elective		4			
ARTH 1001 and ARTH 1002	4	Elective		4			
ENGW 1111	4						
	17			18		8	8

**Year 2**

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
Art and design fundamentals elective		2 Co-op		0 Co-op		0 Elective	4

Art and design fundamentals elective	2	Elective				4	
Media arts basics elective 2	5						
Elective	4						
Elective	4						
	17		0		0	8	
Year 3							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTG 1290 and ARTG 1291	4	Co-op		0 Co-op		0 Elective	4
ARTH 3000	4	Elective				4	
Electives option 1	4						
Electives option 2	4						
	16		0		0		8
Year 4							
Fall	Hours	Spring	Hours	Summer 2		Hours	
ARTH 4000	4	ARTD 4530	4	Vacation			
Electives option 3	4	Electives option 5	4				
Electives option 4	4	Electives option 6	4				
Elective	4	Elective	4				
	16		16			0	
Total Hours: 132							