ARTD 1990. Elective. 1-4 Hours.
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

ARTD 2100. Narrative Basics. 4 Hours.
Explores narrative sequence and story development in a variety of story architectures and media combinations, including text, video, music, audio, and design. Uses lectures, in-class workshops, and collaborative projects to expose students to the critical role of narrative in society and interactive media, including games. Offers students an opportunity to develop an interactive media design document over the second half of the semester.

ARTD 2200. Interactive Narrative. 4 Hours.
Continues the study of narrative structures from ARTD 2100, emphasizing analysis and development of interactive and experimental new media applications. Offers students an opportunity to explore narrative issues in immersive multimedia and gaming, including dynamic characters and multiuser environments. Students work in teams to develop narrative continuity across multiple media, including alternate-reality games and other forms of multimedia experiences.

ARTD 2350. Photo Basics for Nonmajors. 4 Hours.
Offers a basic photography course that introduces students to the use of camera controls, computer-based image and file management systems, lighting, and final printing. Additionally, books on demand, slide shows, and image archiving are demonstrated and then explored by students. No previous experience is necessary. Does not fulfill major or minor requirements for students within the Department of Art + Design.

ARTD 2360. Photo Basics. 4 Hours.
Offers an introductory lecture/lab photography class. Explores the technical and theoretical concepts throughout the history of photography. The lab component of the course covers processing, editing, and output of images. Culminates in a final project designed to demonstrate both technical and conceptual knowledge of the medium.

ARTD 2361. Photo Tools. 1 Hour.
Offers an introductory photography lab designed to enable the student to acquire basic technical camera usage and digital capture. Explores photographic image management applications.

ARTD 2370. Animation Basics. 4 Hours.
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.

ARTD 2371. Animation Tools. 1 Hour.
Introduces intermediate skills and software used in creating 3D animation. Explores modeling, surfacing, lighting, key framing, and rigging in this technology workshop.

ARTD 2380. Video Basics. 4 Hours.
Offers an introductory exploration into the moving image as an art form. Covers the fundamental technical and aesthetic aspects of contemporary video production. Emphasizes personal, experimental works from an individual point of view. Analysis of projects is directed toward the development of a personal voice.

ARTD 2381. Video Tools. 1 Hour.
Introduces intermediate skills and software used in capturing, manipulating, and editing video and audio in this technology workshop.

ARTD 2990. Elective. 1-4 Hours.
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

ARTD 3460. Photography 1. 4 Hours.
Continues ARTD 2360, spending significant time on idea generation and research based on contemporary theoretical principles. Explores digital capture and image management in conjunction with project development. Requires a final project based on individual research and the establishment of a concise point of view.

ARTD 3470. Animation 1. 4 Hours.
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.

ARTD 3471. Virtual Environment Design. 4 Hours.
Utilizes elements of story and game play in the design of both 2D and 3D environments, integrating architecture, landscape, and set dressing. Introduces real-time procedurally generated terrain and flora, asset optimization, and nonlinear path finding. Explores content ranging from historically accurate and contemporary hyperrealistic to stylized and fanciful.

ARTD 3472. Character Design for Animation. 4 Hours.
Focuses on the development of characters as they relate to game design and animation. Explores, through treatments and synopsis, theme-based character back story, rationale, and visual design. Integrates learning objectives of both 2D and 3D, optimized rigging, movement study, and accessory and prop design.

ARTD 3473. Animation for Games. 4 Hours.
Explores all areas of 3D game asset creation—animation, modeling, shading, effects, and their integration. Working in small groups, students have an opportunity to learn how to construct animated assets that work efficiently within a game programming environment. Encourages students to specialize in at least one area of asset creation.

ARTD 3480. Video: Sound and Image. 4 Hours.
Continues the study of video as an art form. Focuses on the dynamic relationship between sound and the moving image. Begins with audio exercises exploring various aspects of sound design that are integrated into an in-depth video production. Emphasizes the production of innovative video art with powerful visual imagery, complex editing rhythms, and creative sound design.

ARTD 3485. Video Art. 4 Hours.
Constitutes an advanced video production and analysis course. Emphasizes the development of personal vision and building a working knowledge of contemporary video art techniques. Offers students an opportunity to expand conceptual ideas and visual language skills by interrogating concepts of time, movement, light, and space within their working process. Visual research and discussion supplement the studio work.

ARTD 3990. Elective. 1-4 Hours.
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.
ARTD 4530. Media Arts Degree Project 1. 4 Hours.
Explores the criticism and theory associated with digital art. Offers students an opportunity to apply this knowledge to research in one of the digital media (photography, animation, and video) in preparation for completion of their degree project.

ARTD 4565. Photography 2. 4 Hours.
Continues ARTD 3460 with intensive project research based on specific theoretical principles chosen by the student. Explores various photographic formats, digital scanning, and Web usage. Requires a final written theoretical and visual project for successful completion of the course.

ARTD 4570. Animation 2. 4 Hours.
Continues ARTD 4570. 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.

ARTD 4575. Animation 3. 4 Hours.
Continues ARTD 4570. 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.

ARTD 4577. Digital Sculpture and Model Making. 4 Hours.
Focuses on the potential of sculpture and model making as a means of creative expression and for the communication of visual ideas. Offers students an opportunity to develop formal and technical skills for digital sculpting and the application of those skills for creating tangible models. Explores traditional and digital modeling techniques and utilizes 3D scanning and 3D printing techniques for physical model construction. Examines the historic role of model making and prototyping in the development and creation of fine art, game art, animation, and product design.

ARTD 4660. Studio Photography. 4 Hours.
Examines studio practices and lighting techniques. Offers students an opportunity to obtain a thorough understanding and working knowledge of contemporary practice in the photography studio. Includes comprehensive exercises and assignments with various types of lighting equipment.

ARTD 4661. Alternative Photographic Processes. 4 Hours.
Focuses on analog-based conventional black-and-white photography. Explores, demonstrates, and uses nineteenth- and twentieth-century photographic processes to explore alternative delivery systems for creative and professional applications.

ARTD 4670. Media Arts Degree Project 2. 4 Hours.
Continues ARTD 4530. Offers students an opportunity to research and produce a final semester project and a written thesis.

ARTD 4682. Video in Context: Video and Social Change. 4 Hours.
Offers students an opportunity to apply and refine video production skills to develop an advanced project of broad interdisciplinary significance. Introduces students to established and emerging media genres, advanced research and analysis, and activist video practices for project development. This is a hybrid lecture/studio course that incorporates screening with guest directors to consider a variety of theoretical and practical approaches to societal change and to the potential of video arts for a politics of visual representation, critical analysis, and empowerment.

ARTD 4990. Elective. 1-4 Hours.
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

ARTD 5001. Art, Context, Action 1. 4 Hours.
Offers an advanced studio-seminar to foster the creation and understanding of contemporary interdisciplinary art, emphasizing its role in reflecting and shaping its social contexts. Course activities include viewing, reading, and discussion of key projects, theories, methods, and professional practices as they have evolved over time, as well as regularly scheduled critique of the students’ ongoing bodies of work. Experiential learning opportunities allow students to interact with practitioners, curators, and institutions in the field. Offers students an opportunity to grow as practicing artists, designers, and arts professionals.

ARTD 5002. Art, Context, Action 2. 4 Hours.
Continues the study of interdisciplinary arts theory and practice begun in ARTD 5001.

ARTD 5101. Interactive Media Arts 1. 4 Hours.
Examines in-depth the issues involved in new media performance and interactive technologies that are used in or mediate performances, artworks, or installations. Emphasizes the ways in which current art intersects with ideas in the larger cultural context. Introduces methods of creative research and thematic development that results in a unique individual and/or stylistic expression. Offers students an opportunity to develop an individual approach to the interactive media art form that results in original works of art. Introduces concepts and practices of scripted interactive media including, but not limited to, Processing, Flash, JavaScript, and hardware such as Arduino.

ARTD 5202. Photographic Media in Cultural Context. 4 Hours.
Offers a practice-based course that gives students an opportunity to refine their photographic practice and to respond to contemporary photographic theory in conjunction with their portfolio work. Explores the many ways photography can be produced and experienced by investigating current cultural influences and technologies. Requires students to demonstrate an understanding of the various criteria used for making critical judgments about the visual arts, including the relationship of visual culture within a societal context. Using this individual approach to their photography, students are expected to develop a body of work that expresses their intent.

ARTD 5301. Independent Research Project 1. 4 Hours.
Offers students an opportunity to independently create practiced-based design of new media performance or experiences. Expect students to independently research interactive technologies used in contemporary-based artworks. Under faculty mentorship, students independently explore methods of creative research and thematic development that result in a unique individual and/or stylistic expression in original works of art. Includes student presentations of ongoing research and works in progress to faculty for assessment.
ARTD 5582. Collaborative Video and Community Engagement. 4 Hours.
Offers students an opportunity to explore the process of collaborative video making with a focus on the ethics and social dynamics of civic engagement in this video production course. Expects students to participate in interactive team-based production labs that mix theoretical analysis and technical training. Examines different theories that inform conceptualizations of social justice and ethics. Explores different forms of authorship, video genres, and digital tools for collaboration ranging from crowdsourcing to remix platforms. Offers students an opportunity to produce reflection papers on the process of collaboration and engagement with diversity, as well as video art projects for organizations working on campus and in the Boston area.

ARTD 6001. Art, Media, Participation 1. 4 Hours.
Offers a graduate studio-seminar to foster the creation and understanding of contemporary interdisciplinary art, emphasizing how varied media strategies foster audience interaction and public engagement. Course activities include readings and discussions of key projects, theories, and professional practices as they have evolved over time, as well as scheduled critique of the students’ ongoing bodies of work. Experiential learning opportunities allow students to interact with practitioners, curators, and institutions in the field. Paves the way toward the development of a graduate thesis project and offers students an opportunity to grow as practicing artists, designers, and arts professionals.

ARTD 6002. Art, Media, Participation 2. 4 Hours.
Continues the study of interdisciplinary arts theory and practice begun in ARTD 6001.

ARTD 6101. Interactive Media Arts 2. 4 Hours.
Continues ARTD 5101. Focuses on further research and creative development of a thematic approach to interactive media and installation as an art form. Offers students an opportunity to continue to develop an individual approach and expression in the media art that results in original artworks, installation, or digitally mediated experiences. The course goals are to advance interactive media practices resulting in unique exploration in the creation of innovative systems, installations, or experiences. Continues the study of methods for creative research and thematic development that results in a unique individual and/or stylistic expression.

ARTD 6201. Interactive Mobile Art Apps. 4 Hours.
Focuses on the creation of interactive art-based mobile apps and media. Drawn from a conceptual focus on interactive narrative and experiences, offers students an opportunity to explore mobile media as a vehicle for creative expression. Seeks to reinforce student knowledge of user-centric design processes and interaction strategies with the goal of understanding psychological and behavioral aspects of user experience as applied to conceptually oriented art and narrative projects. Surveys mobile apps in multiple environments, and introduces codebase libraries, resources, and methods for the creation of engaging interactive media content.

ARTD 6301. Independent Research Project 2. 4 Hours.
Continues ARTD 5301. Following through with creative and thematic development in practice-based research modality, offers students an opportunity to work independently to develop a creative project in an area related to public artworks that are interactive, audience- and viewer-responsive, or investigate how artworks define or alter public space. Under faculty mentorship, students work independently to develop and pursue a topic through to completion and presentation. The expectation is that realizable art, design, or media work; creative development; scholarly presentation; or other recognizable tangible result is achieved and presented to the faculty and to the public.