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

ARTD 2000. Introduction to Immersive Media. 4 Hours.
Introduces three forms of immersive media—augmented reality, 360 video, and virtual reality—through engagement in content creation, the fundamentals of software tools, development methodologies, and production techniques. Offers students an opportunity to produce basic immersive sequences, read literature, play games, and experience contemporary projects that highlight the uniqueness of immersive media.

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 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. Introduction to Photography. 4 Hours.
Introduces creative photography, exploring techniques and processes starting with the basic principles of camera controls, lens and lens functions, digital image presentation basics, as well as photographic seeing and visual thinking. Evaluates and expands technical and conceptual knowledge of the medium. Beyond the technical foundation of digital image making, analyzes various theories and understanding of ways of seeing photographically. Culminates in a final project and presentation designed to demonstrate the importance of technical expertise, editing, sequence, layout, and presentation of ideas.

ARTD 2361. Photo Tools. 1 Hour.
Introduces students to the creative possibilities of photographic image editing and management with Adobe Bridge, Camera Raw, and Photoshop. Offers students an opportunity to establish a professional digital workflow, acquire industry-standard creative techniques for photographic image editing, and gain an understanding of the importance of high-quality postproduction output.

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 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. Experimental Video. 4 Hours.
Constitutes an advanced video production and analysis course. Emphasizes the development of personal vision and building a working knowledge of contemporary experimental 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 exploratory 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: Visual Strategies + Context. 4 Hours.
Emphasizes combining students' personal aesthetic choices with refined technical skills in this advanced photography seminar. Students integrate personal vision, historical research, and well-defined concepts in their work. Through lectures on contemporary topics and artist studio and museum visits, students situate their own ideas and processes to historical and cultural forces. Focuses on the relevance of contemporary models in which the still image is used, specifically interdisciplinary approaches.

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

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. Students who do not meet course prerequisites may seek permission of instructor.

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. Photography: Experimental Processes. 4 Hours.
Offers a studio/lab course in which students study the history of photographic processes and contemporary approaches of the medium while creating their own photographs in the darkroom. Explores 19th-century techniques such as camera obscura, photograms, cyanotypes, tintypes, kalli-types, cliché verre, and others. Investigates the use of analog film photography and digital photography in combination with alternative processes. The structure of the course is designed to present exciting ways of thinking about technical questions, materials, subject matter, and aesthetic approaches through experimentation.

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 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 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.