Art, BA

A studio-based fine art program that offers a broad and deep exploration of what it means to be culturally aware, skilled, and productive, the Bachelor of Arts in Art balances studio courses in drawing/painting and digital media with art history and visual studies. Students’ education, experience, and training in understanding cultural practices take full advantage of the remarkable scope of the College of Arts, Media and Design. The focus of obtaining a well-rounded liberal arts education, within a broad study of the arts and humanities, is complemented by the study of a language and its cultural context and knowledge in the natural, physical, and social sciences. Some courses in this program are offered in Ireland, a cultural treasure-house amid natural splendor, where students may have an intensive and immersive experience. There students make art in their own studios in an art school equipped with all the tools and resources an artist requires. Select courses at the School of the Museum of Fine Arts, Boston (SMFA), adjacent to the Northeastern campus, permit students to discover new talents and interests. Most important, ample elective choices include study-abroad programs and span the complete range of offerings of our college.

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.

University-Wide Requirements
All undergraduate students are required to complete the University-Wide Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements).

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

NUpath requirements Creative Expression/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), Difference and Diversity (DD), and Ethical Reasoning (ER) must be met through general electives.

BA Language Requirements
All BA students are required to complete the BA language requirements (http://catalog.northeastern.edu/undergraduate/university-academics/nupath/ba-requirements).

Art and Design Core
Introduction to College
ARTF 1000 Art and Design at Northeastern

Art and Design Fundamentals
ARTF 1122 2D Fundamentals: Surface and Drawing and 2D Tools
and ARTF 1123
ARTF 1124 3D Fundamentals: Structure and Drawing and 3D Tools
and ARTF 1125

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<td>ARTF 2223 and ARTF 2224</td>
<td>5D Fundamentals: Experience and Drawing and 5D Tools</td>
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Drawing Fundamentals Elective
ARTF 1120 Observational Drawing
or ARTF 1121 Conceptual Drawing

Art and Design History
ARTH 1110 Global Art and Design History: Ancient to Medieval
ARTH 1111 Global Art and Design History: Renaissance to Modern
ARTH 2210 Modern Art and Design History
ARTH 2211 Contemporary Art and Design History

Degree Project
ARTS 4540 Art Degree Project 1
ARTS 4541 Art Degree Project 2

Concentration or Electives
Complete the following concentration or the elective section below:

- Concentration in Visual Studies (p. 2)

Arts, Media and Design Electives
Complete four courses from the following lists: 16-20

Art + Design
ARTS 2330 Sculpture Basics
ARTS 2340 Painting Basics
ARTS 2341 Figure Drawing
ARTS 3449 Drawing in Mixed Media
ARTR 1100 Interactive Media and Society
ARTR 2213 19th-Century Art
ARTR 2214 American Art
ARTR 4500 Arts of the African Diaspora
ARTR 5100 Contemporary Art Theory and Criticism
ARTR 5200 Issues in Contemporary Art
ARTR 5300 Postmodernism: Theory and Practice in the Visual Arts
ARTR 5400 Contemporary Visual Culture
ARTR 5500 Art and New Media: History and Theory
ARTD 2100 Narrative Basics
ARTD 2360 Photo Basics and ARTD 2361 and Photo Tools
ARTD 2370 Animation Basics and ARTD 2371 and Animation Tools
ARTD 2380 Video Basics and ARTD 2381 and Video Tools
ARTD 3460 Photography 1
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 4565  Photography 2
ARTD 4570  Animation 2
ARTD 4575  Animation 3
ARTD 4577  Digital Sculpture and Model Making
ARTD 5582  Collaborative Video and Community Engagement
ARTD 4660  Studio Photography
ARTD 4661  Alternative Photographic Processes
ARTD 4682  Video in Context: Video and Social Change
ARTG 1250  Design Process Context and Systems
ARTG 2250 and ARTG 2251  Typography 1 and Type Tools
ARTG 2252  Graphic Design 1
ARTG 3352  (The Graphic Novel, pending approval)
ARTE 2300  Art and Design Abroad: History
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
ARTE 4902  Special Topics in Art and Design History
ARCH 1310 and ARCH 1311  Architecture and Global Cultures, Prehistory to 1400 and Recitation for ARCH 1310
ARCH 1320 and ARCH 1321  Architecture and Global Cultures, 1400 to Present and Recitation for ARCH 1320
ARCH 1350  American Architecture
ARCH 1450  Understanding Design
ARCH 2330  Architecture, Modernity, and the City, 1800 to 1910
ARCH 2340  Architecture, Modernity, and the City, 1910 to 1980
COMM 1101  Introduction to Communication Studies
GAME 1110 and GAME 1111  Games and Society and Games and Learning
JRNL 1150  Interpreting the Day's News
MSCR 1220  Media, Culture, and Society
MSCR 1230  Introduction to Film Production
MSCR 1310  Introduction to Digital Media Culture
MSCR 2220  Understanding Media and Film
CINE 1200  Exploring the Humanities through Film
CINE 2336  American Film and Culture
MUSC 1101  Introduction to Music
MUSC 1109  Introduction to Art, Drama, and Music

MUSC 1113  Film Music

Theatre
THTR 1101  Introduction to Theatre
THTR 1270  Introduction to Theatrical Design

Major GPA Requirement
A major GPA of 2.500 is required.

Program Requirement
133 total semester hours required

Concentration in Visual Studies
Art and Design History Electives
Courses in architectural history and media and screen studies may also be used upon approval by the chair of the Department of Art + Design.
Complete four of the following: 16
ARTE 2501  Art and Design Abroad: History
ARTE 4902  Special Topics in Art and Design History
ARTH 1100  Interactive Media and Society
ARTH 2212  Survey of the Still and Moving Image
ARTH 2213  19th-Century Art
ARTH 2214  American Art
ARTH 2215  History of Graphic Design
ARTH 4500  Arts of the African Diaspora
ARTH 5100  Contemporary Art Theory and Criticism
ARTH 5200  Issues in Contemporary Art
ARTH 5300  Postmodernism: Theory and Practice in the Visual Arts
ARTH 5400  Contemporary Visual Culture
ARTH 5500  Art and New Media: History and Theory

Plan of Study
Sample Five Years, Two Co-ops in Summer 2/Fall Sample. YA or ZA Plan of Study optional.

Year 1
Fall  Hours  Spring  Hours  Summer 1  Hours  Summer 2  Hours
ARTF 1000  1  ARTF 1124  5  Vacation  0  Vacation  0
ARTF 1120  4  ARTF 1125
ARTF 1122  5  ARTH 1111  4
ARTF 1123
ARTH 1110  4  Elective  4
ARTH 1112  4  Elective  4
Elective

Year 2
Fall  Hours  Spring  Hours  Summer 1  Hours  Summer 2  Hours
ARTF 1120  4  ARTF 2200  5  Vacation  0  Co-op
ARTF 1121  4  ARTF 2221
ARTF 2210  4  ARTH 2211  4
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Total Hours: 135