

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. 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/>).

### BA Language Requirements

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

### Art and Design Core

Code	Title	Hours
<b>Introduction</b>		
ARTF 1000	Art and Design at Northeastern	1
<b>Fundamentals</b>		
Complete one course in the following range. ARTF 1143 is recommended.		4
ARTF 1141 to ARTF 1149		
ARTF 1122	2D Fundamentals: Surface and Drawing (with optional ARTF 1123)	4

ARTF 1124 and ARTF 1125	3D Fundamentals: Structure and Drawing and 3D Tools	5
ARTF 2220	4D Fundamentals: Sequence and Drawing (with optional ARTF 2221)	4
<b>Drawing Elective</b>		
ARTF 1120 or ARTF 1121	Observational Drawing Conceptual Drawing	4
<b>Art History Required</b>		
ARTH 1110	Global Art and Design History: Ancient to Medieval	4
ARTH 1111	Global Art and Design History: Renaissance to Modern	4
ARTH 2210	Modern Art and Design History	4
ARTH 2211	Contemporary Art and Design History	4
<b>Capstone</b>		
ARTD 4530	Media Arts Degree Project 1	4

### Concentration or Electives

Complete the following concentration or the elective section below:

- Concentration in Visual Studies (p. 2)

Code	Title	Hours
<b>Arts, Media and Design Electives</b>		
Complete any five courses from the following lists as long as prerequisites have been met. At least one must be at the 4000 level.		20
<i>Art + Design</i>		
ARTS 2330	Sculpture Basics	
ARTS 2340	Painting Basics	
ARTS 2341	Figure Drawing	
ARTS 3449	Drawing in Mixed Media	
ARTH 1100	Interactive Media and Society	
ARTH 1400	The Science of Art, the Art of Science	
ARTH 2213	Nineteenth-Century Art	
ARTH 5100	Contemporary Art Theory and Criticism	
ARTH 5200	Issues in Contemporary Art	
ARTH 5400	Contemporary Visual Culture	
ARTD 2100	Narrative Basics	
ARTD 2360	Photo Basics (with optional ARTD 2361)	
ARTD 2370	Animation Basics (with optional ARTD 2371)	
ARTD 2380	Video Basics (with optional ARTD 2381)	
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
ARTG 1250	Design Process Context and Systems
ARTG 2250	Typography 1 (with optional ARTG 2251)
ARTG 2252	Graphic Design 1
ARTE 2301	The Graphic Novel
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

*Architecture*

ARCH 1310 and ARCH 1311	Buildings and Cities, A Global History 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

*Communication Studies*

COMM 1101	Introduction to Communication Studies
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*Game Design*

GAME 1110	Games and Society
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*Journalism*

JRNL 1150	Understanding Today's News
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*Media and Screen Studies*

MSCR 1220	Media, Culture, and Society
MSCR 1230	Introduction to Film Production
MSCR 2220	Understanding Media
MSCR 2336	American Film and Culture

*Music*

MUSC 1113	Film Music
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*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**

129 total semester hours required

**Concentration in Visual Studies**

Code	Title	Hours
<b>Art and Design History Electives</b>		
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 five of the following course as long as prerequisites have been met. At least one must be at the 4000 level		20
ARTE 2501	Art and Design Abroad: History	
ARTH 1100	Interactive Media and Society	
ARTH 2212	Survey of the Still and Moving Image	
ARTH 2213	Nineteenth-Century Art	
ARTH 2215	History of Graphic Design	
ARTH 5100	Contemporary Art Theory and Criticism	
ARTH 5200	Issues in Contemporary Art	
ARTH 5400	Contemporary Visual Culture	
ARTH 5902	Special Topics in Art and Design History	

**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 and ARTF 1125	5	Vacation	0	Vacation	0
ARTF 1143 (Or one course in ARTF 1141 to 1149)	4	ARTH 1111	4				
ARTF 1122 (with optional ARTF 1123)	4	Elective	4				
ARTH 1110	4	Elective	4				
ENGW 1111	4						
		17	17		0		0

**Year 2**

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1120 or 1121	4	ARTF 2220 (with optional ARTF 2221)	4	Vacation	0	Co-op	0
ARTH 2210	4	ARTH 2211	4				
Arts, media and design elective	4	Arts, media and design elective	4				
Elective	4	Elective	4				
		EEAM 2000	1				
		16	17		0		0

**Year 3**

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
Co-op		Arts, Media and Design Elective	4	Vacation	0	Co-op	0

	Elective	4		
	Elective	4		
	Elective	4		
	0	16	0	0

**Year 4**

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
Co-op		Arts, media and design elective	4	Vacation		Vacation	
		Elective	4				
		Elective	4				
		Elective	4				
	0		16		0		0

**Year 5**

Fall	Hours	Spring	Hours
ARTD 4530	4	Arts, Media and Design Elective	4
Elective	4	Elective	4
Elective	4	Elective	4
Elective	4	Elective	4
	16		16

Total Hours: 131