

Media Arts, BFA

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. 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

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- Concentrations and course offerings may vary by campus and/or by program modality. Please consult with your advisor or admissions coach for the course availability each term at your campus or within your program modality.
 - Certain options within the program may be *required* at certain campuses or for certain program modalities. Please consult with your advisor or admissions coach for requirements at your campus or for your program modality.
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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 |
|---|--|-------|
| Introduction to College | | |
| ARTF 1000 | Art and Design at Northeastern | 1 |
| Art and Design Fundamentals Required | | |
| ARTF 1240 and ARTF 1241 | Making with Video, Sound, and Animation and Making with Video, Sound, and Animation Tools | 2 |
| Art and Design Fundamentals Elective | | |
| Complete three of the following courses: | | 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 | |
| Art and Design History | | |
| 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 |

Media Arts Basics Electives

Note: If you are pursuing a concentration, select courses not used for your concentration.

| | | |
|--------------------------------|--|----|
| Complete two of 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 | |

Media Arts History Elective

| | | |
|--------------------------------|--|---|
| Complete one of the following: | | 4 |
|--------------------------------|--|---|

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

| | | |
|-----------|--------------------------------------|--|
| 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 | |

Design Requirement

| | | |
|----------------------------|---|---|
| ARTG 1290 and ARTG 1291 | Typographic Systems and Studio for Typographic Systems | 4 |
| Degree Project | | |
| 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)

Program Requirement

130 total semester hours required

CONCENTRATION IN ANIMATION

| Code | Title | Hours |
|---|---|-------|
| Animation Requirements | | |
| 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 |
| Animation Electives | | |
| Complete any four of the following. At least one must be at the 4000 level: | | 16 |
| If ARTD 3000 is completed more than once, the additional completions may be allowed toward the electives. | | |
| ARTD 3471 | Virtual Environment Design | |
| ARTD 3472 | Character Design for Animation | |
| ARTD 3473 | Animation for Games | |
| ARTD 4575 | Animation 3 | |

Art and Design Electives

| | |
|---|---|
| Complete any two ARTG, ARTE, ARTD, ARTH, ARTS, or GAME course 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 |
|---|--|-------|
| Photography Requirements | | |
| 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 |
| Photography Electives | | |
| Complete two of the following. ARTD 3000 maybe completed twice to satisfy this requirement: | | 8 |
| ARTD 3000 | Topics in Media Arts | |
| ARTD 4660 | Studio Photography | |
| ARTD 4661 | Photography: Experimental Processes | |

Art and Design Electives

| | |
|---|----|
| Complete any four ARTG, ARTE, ARTD, ARTH, ARTS, or GAME courses as long as prerequisites have been met. At least one must be a 4000-level course. | 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 |
|--------------------------------|---------------------------------|-------|
| Video Arts Requirements | | |
| ARTD 2380 and ARTD 2381 | Video Basics and Video Tools | 5 |
| ARTD 3480 | Video: Sound and Image | 4 |

| Code | Title | Hours |
|-----------------------------|-------|-------|
| Video Arts Electives | | |

Complete any five of the following: 20

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.

| | | |
|-----------|--------------------------------------|--|
| 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 any four ARTG, ARTE, ARTD, ARTH, ARTS, or GAME courses as long as prerequisites have been met. At least one must be a 4000-level course. 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 |
|--|-------|-------|
| Complete 28 semester hours from the following: | | 28 |

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.

| | | |
|-----------|---|--|
| 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 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 |
| 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

- Animation (p. 5)
- Photography (p. 6)
- Video Arts (p. 7)
- Electives (p. 4)

Animation

SAMPLE FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER 1/SAMPLE--A PLAN OF STUDY ONLY

| 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 + Design Fundamentals Elective | | 2 Elective | | 4 Elective | 4 |
| Art + Design Fundamentals Electives | | 2 Art + Design Fundamentals Elective | | 2 | | | |
| ARTD 1001 and ARTD 1002 | | 4 Media arts history elective | | 4 | | | |
| 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 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 | | | | | |
| EEAM 2000 | | 1 | | | | | |
| | | 18 | | 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 | | | | | |
| | 16 | | | 16 | | | | | |

Total Hours: 133

Photography

SAMPLE FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER 1/SAMPLE--A PLAN OF STUDY ONLY

| | | | | | | | | | |
|---------------------------------------|--------------|--|--|--------------|------------------------------|--------------|-----------------|----------|--------------|
| 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 + Design Fundamentals Electives | | 2 | Elective | | 4 | Elective | 4 |
| Art + Design Fundamentals Elective | | 2 Art + Design Fundamentals Electives | | 2 | | | | | |
| ARTD 1001 and ARTD 1002 | | 4 Media arts history elective | | 4 | | | | | |
| 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 3460 | | 4 Co-op | | 0 | Co-op | | 0 | Elective | 4 |
| ARTH 3000 | | 4 | | | | | | Elective | 4 |
| EEAM 2000 | | 1 | | | | | | | |
| Art + design elective 1 | | 4 | | | | | | | |
| Elective | | 4 | | | | | | | |
| | 17 | | | 0 | | | 0 | | 8 |
| 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 | | | | | | | |
| | 17 | | | 0 | | | 0 | | 8 |
| Year 4 | | | | | | | | | |
| Fall | Hours | Spring | | 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 | | | | | |
| | 16 | | | 16 | | | | | |

Total Hours: 133

Video Arts**SAMPLE FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER 1/SAMPLE--A PLAN OF STUDY ONLY**

| Year 1 | | | | | | | | |
|------------------------------------|-------|--------------------------------------|-------|--------------------------------|-------|------------|-------|----------|
| Fall | Hours | Spring | Hours | Summer 1 | Hours | Summer 2 | Hours | Hours |
| ARTF 1000 | | 1 Art + Design Fundamentals Elective | | 2 Media arts basics elective 1 | | 5 Elective | | 4 |
| ARTF 1240 and ARTF 1241 | | 2 Art + Design Fundamentals Elective | | 2 Elective | | 4 Elective | | 4 |
| Art + Design Fundamentals Elective | | 2 Art and design elective 1 | | 4 | | | | |
| ARTD 1001 and ARTD 1002 | | 4 Media arts history elective | | 4 | | | | |
| Art + Design Fundamentals Elective | | Elective | | 4 | | | | |
| ARTH 1001 and ARTH 1002 | | 4 | | | | | | |
| ENGW 1111 | | 4 | | | | | | |
| | | 17 | | 16 | | 9 | | 8 |
| Year 2 | | | | | | | | |
| Fall | Hours | Spring | Hours | Summer 1 | Hours | Summer 2 | Hours | 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 | | | | | | |
| EEAM 2000 | | 1 | | | | | | |
| | | 18 | | 0 | | 0 | | 8 |
| Year 3 | | | | | | | | |
| Fall | Hours | Spring | Hours | Summer 1 | Hours | Summer 2 | Hours | 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 | 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)**SAMPLE FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER 1/SAMPLE--A PLAN OF STUDY ONLY**

| Year 1 | | | | | | | | |
|-------------------------------------|-------|--------------------------------|-------|------------|-------|------------|-------|-------|
| Fall | Hours | Spring | Hours | Summer 1 | Hours | Summer 2 | Hours | 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 + Design Fundamentals Electives | | 2 Elective | | 4 | | | | |
| ARTD 1001 and ARTD 1002 | | 4 Elective | | 4 | | | | |

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|--|--------------|--------------------|--|--------------|-----------------|--|-----------------|-----------------|
| ARTH 1001 and ARTH 1002 | 4 | | | | | | | |
| ENGW 1111 | 4 | | | | | | | |
| | 17 | | | 17 | | | 8 | 8 |
| Year 2 | | | | | | | | |
| Fall | Hours | Spring | | Hours | Summer 1 | | Hours | Summer 2 |
| | | | | | | | | Hours |
| Art + Design Fundamentals Electives | 2 | Co-op | | 0 | Co-op | | 0 | Elective |
| Art + Design Fundamentals Electives | 2 | | | | | | | Elective |
| Media arts basics elective 2 | 5 | | | | | | | |
| Elective | 4 | | | | | | | |
| Elective | 4 | | | | | | | |
| EEAM 2000 | 1 | | | | | | | |
| | 18 | | | 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 |
| ARTH 3000 | 4 | | | | | | | Elective |
| 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