

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 with variations yet to be invented.

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.

Optional study abroad with University of Arts London (https://www.arts.ac.uk/?utm_source=qs&utm_medium=profile&utm_campaign=referralsites), based in the heart of one of the world's creative capitals, London. Students from this program will have the opportunity to spend their second spring semester in London studying fine art at Central Saint Martins (<https://www.arts.ac.uk/subjects/fine-art/undergraduate/ba-hons-fine-art-csm/>).

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.

Universitywide Requirements

All undergraduate students are required to complete the Universitywide 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 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), Difference 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		
ARTF 1122	Color and Composition (with optional ARTF 1123)	4
ARTF 1124 and ARTF 1125	Form and Structure and Form and Structure Tools	5
ARTF 2220 and ARTF 2221	Movement and Time and Movement and Time Tools	5
ARTF 2223 and ARTF 2224	Experience and Interaction and Experience and Interaction Tools	5
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
Drawing Fundamentals Elective		
ARTF 1120 or ARTF 1121	Observational Drawing Conceptual Drawing	4
Media Arts Basics Elective		
Note: If you are pursuing a concentration, select courses not used for your concentration.		
Complete one of the following:		4-5
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 1100	Interactive Media and Society	
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 2250 and ARTG 2251	Typography 1 and Type Tools	5
Degree Project		
ARTD 4530	Media Arts Degree Project	4

Media Arts Electives or Concentration

Complete the media arts electives or contact your academic advisor to declare one of the following concentrations:

- Animation (p. 3)
- Photography (p. 4)
- Video Arts (p. 4)

Code	Title	Hours
Complete 24 semester hours from the following.		24
If a topic 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.		
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 1400	The Science of Art, the Art of Science	
ARTH 2210	Modern Art and Design History	
ARTH 2211	Contemporary Art and Design History	
ARTH 3000	Topics in Visual Studies	
ARTH 4000	Topics in Visual Studies	
ARTH 5100	Contemporary Art Theory and Criticism	
ARTD 2100	Narrative Basics	
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 4565	Photography: Visual Strategies + Context	
ARTD 4570	Animation 2	
ARTD 4575	Animation 3	
ARTD 4660	Studio Photography	
ARTD 4661	Photography: Experimental Processes	
ARTS 2340	Painting Basics	
ARTS 2341	Figure Drawing	
ARTS 3449	Drawing in Mixed Media	

Sound Management at University of Arts London

Optional London study abroad for sound management at Central Saint Martins, University of Arts London. Complete the following:

INAM 3510	Applied Sound Design	
INAM 3520	Collaborative Project	
INAM 3540	Sound Culture: Perception and Communication 2	
INAM 3550	Sound Practitioners 2	

Program Requirement

134 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 three of the following. At least one must be at the 4000 level. 12

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 Elective

Complete any one ARTG, ARTE, ARTD, ARTH, ARTS, or GAME course as long as prerequisites have been met. 4

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 Elective

If ARTD 3000 is completed more than once, the additional completions may be allowed toward the electives.

ARTD 3000	Topics in Media Arts	4
or ARTD 4660	Studio Photography	
or ARTD 4661	Photography: Experimental Processes	

Art and Design Electives

Complete any three ARTG, ARTE, ARTD, ARTH, ARTS, or GAME courses as long as prerequisites have been met. At least one must be a 4000-level course. 12

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 four of the following. 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.

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
Optional London study abroad for sound management at Central Saint Martins, University of Arts London. Complete the following:	
INAM 3510	Applied Sound Design
INAM 3540	Sound Culture: Perception and Communication 2
Art and Design Electives	
Complete any three ARTG, ARTE, ARTD, ARTH, ARTS, or GAME courses as long as prerequisites have been met. At least one must be a 4000-level course. 12	
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.	
Optional London study abroad for sound management at Central Saint Martins, University of Arts London. Complete the following:	
INAM 3520	Collaborative Project
INAM 3550	Sound Practitioners 2

Program Requirement

134 total semester hours required

Plan of Study

- No Concentration (p. 5)
- Animation (p. 6)
- Photography (p. 7)
- Video Arts (p. 7)

No Concentration

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

Year 1								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTF 1000		1 ARTF 1122 (with optional ARTF 1123)		4 Elective		4 Elective		4
ARTF 1124 and ARTF 1125		5 ARTF 2220 and ARTF 2221		5 Elective		4 Elective		4
Drawing fundamentals elective		4 Media arts history elective		4				
ARTH 1001		2 Elective		4				
ARTH 1002		2						
ENGW 1111		4						
		18		17		8		8
Year 2								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTF 2223 and ARTF 2224		5 Co-op		Co-op		Elective		4
ARTH 3000		4				Elective		4
Media arts basics elective		4-5						
Elective		4						
EEAM 2000		1						
		18-19		0		0		8
Year 3								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTG 2250 and ARTG 2251		5 Co-op		Co-op		Elective		4
ARTH 4000		4				Elective		4
Media arts elective		4						

Elective	4							
	17			0			0	8
Year 4								
Fall	Hours	Spring	Hours			Summer 2	Hours	
Media arts elective	4	ARTD 4530	4			Vacation		
Media arts elective	4	Media arts elective	4					
Media arts elective	4	Media arts elective	4					
Elective	4	Elective	4					
	16		16					0

Total Hours: 134-135

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

Year 1								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTF 1000		1 ARTF 1122 (with optional ARTF 1123)		4 ARTF 2223 and ARTF 2224		5 Elective		4
Drawing fundamentals elective	4	ARTF 1124 and ARTF 1125		5 Elective		4 Elective		4
ARTF 2220 and ARTF 2221	5	ARTD 2370 and ARTD 2371		5				
ARTH 1001 and ARTH 1002	4	Media arts history elective		4				
ENGW 1111	4							
	18		18			9		8
Year 2								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTD 2100	4	Co-op		Co-op		Elective		4
ARTD 3470	4					Elective		4
Animation elective	4							
Media arts basics elective	4-5							
EEAM 2000	1							
	17-18		0			0		8
Year 3								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTD 4570	4	Co-op		Co-op		Elective		4
ARTG 2250 and ARTG 2251	5					Elective		4
ARTH 3000	4							
Elective	4							
	17		0			0		8
Year 4								
Fall	Hours	Spring	Hours					
Animation elective	4	ARTD 4530	4					
Art and design elective	4	Elective	4					
Art and design elective	4	Elective	4					
ARTH 4000	4	Elective	4					
	16		16					

Total Hours: 135-136

Photography

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

Year 1								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTF 1000		1 ARTF 2220 and ARTF 2221		5 Elective		4 Elective		4
ARTF 1122 (with optional ARTF 1123)	4	ARTF 2223 and ARTF 2224		5 Elective		4 Elective		4
ARTF 1124 and ARTF 1125	5	ARTD 2360 and ARTD 2361		5				
ARTH 1001 and ARTH 1002	4	Media arts history elective		4				
ENGW 1111	4							
	18			19		8		8
Year 2								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTD 3460		4 Co-op		Co-op		Elective		4
Photography elective	4					Elective		4
Drawing fundamentals elective	4							
ARTH 3000	4							
EEAM 2000	1							
	17			0		0		8
Year 3								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTD 4565		4 Co-op		Co-op		Elective		4
ARTG 2250 and ARTG 2251	5					Elective		4
ARTH 4000	4							
Media arts basics elective	4-5							
	17-18			0		0		8
Year 4								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
Art and design elective	4	ARTD 4530		4				
Art and design elective	4	Art and design elective		4				
Elective	4	Elective		4				
Elective	4	Elective		4				
	16			16				

Total Hours: 135-136

Video Arts

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

Year 1								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTF 1000		1 ARTF 2220 and ARTF 2221		5 Elective		4 Elective		4
ARTF 1122 (with optional ARTF 1123)	4	ARTF 2223 and ARTF 2224		5 Elective		4 Elective		4
ARTF 1124 and ARTF 1125	5	Art and design elective		4				
ARTH 1001 and ARTH 1002	4	Media arts history elective		4				
ENGW 1111	4							
	18			18		8		8

Year 2								
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours
ARTD 2380 and ARTD 2381		5 Co-op		Co-op		Elective		4
Video arts elective	4					Elective		4
Drawing fundamentals elective	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		Co-op		Elective		4
ARTG 2250 and ARTG 2251	5					Elective		4
ARTH 4000	4							
Media arts basics elective	4-5							
	17-18		0		0			8
Year 4								
Fall	Hours	Spring	Hours					
Video arts elective	4	ARTD 4530	4					
Art and design elective	4	Video arts elective	4					
Elective	4	Art and design elective	4					
Elective	4	Elective	4					
	16		16					

Total Hours: 135-136

Notes:

Optional study abroad with University of Arts London (https://www.arts.ac.uk/?utm_source=qs&utm_medium=profile&utm_campaign=referralsites), based in the heart of one of the world's creative capitals, London. Students from this program will have the opportunity to spend their second spring semester in London studying fine art at Central Saint Martins (<https://www.arts.ac.uk/subjects/fine-art/undergraduate/ba-hons-fine-art-csm/>).