

PHOTOGRAPHY

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; who also invent tools for exploring, creating, and distributing their ideas and works. We offer concentrations in media practices of animation, photography, and video, with more variations yet to be invented by you.

Courses in imaginative and narrative arts, required for professional work in documentary films, game art and promotion, visualization, motion graphics, interactive art, illustration and short animated film, are offered. An intensive studio program, this curriculum seeks to provide you with knowledge, experience and techniques of media arts informed by theory, experimentation and

Extensive digital imaging and interactive media editing and production facilities afford you the opportunity to become highly proficient in the current skills and emerging practices necessary for remarkable work. The media arts are evolving and expanding their reach into culture and society in daily life and global experience. The revolutions in 3D printing, embedded devices and robotics are changing the landscape in which the media artist will operate. This degree prepares you to meet the challenges of continuous change with adaptive ingenuity.





sculpture

Based around a hub of core studios, a major in Sculpture offers students opportunities to enhance and inform ongoing work with an array of workshops, intensives, electives and seminars. The curriculum is further enriched by our fortuitous location in Boston, affording students ready access to museums, galleries, performances and other culturally rich opportunities.

Sculpture majors work in shared spaces in the arts + media Building, which houses a foundry, woodshop and extensive metal fabrication facilities. A full-time technician maintains the state-of-the-art foundry, where bronze and aluminum are poured weekly, and also supports wax-working, patina and rubber mold areas. In addition, students have access to a nearby iron foundry. In the studio, students are expected to assume responsibility for their own toolkit so that they come to understand the value of caring for the specialized tools a sculptor needs.

The school of architecture is a nexus for the design, theory and practice of architectural, landscape, urban and information environments.

We combine the scholarship, design research, and pedagogy of architectural and urban landscape design; sustainable design and science; architecture, landscape and urban theory and history; and urban informatics and real estate development.

These interrelated foci create the multiple perspectives and expertise required to address the complex issues and opportunities facing our urban and natural environments. We foster interdisciplinary relationships among our School and other related academic units, including the Department of Art + Design, the Department of Civil and Environmental Engineering, and the School of Urban Affairs and Public Policy.

The School of Architecture provides strong experiential educational opportunities through cooperative education and global study abroad. The School has a strong reciprocity with the profession through co-op and practicing professorships, and we aspire to transform professional practice through our innovative research and instruction.



architecture

painting



Given a mix of freedom and discipline, Painting majors develop the purpose, confidence and critical and technical skills necessary to express their ideas as artists. Fellow students and faculty also offer critical and emotional support, which is especially important for the emergence of strong personal work. Overall, the department offers a stimulating atmosphere conducive to exploration and growth.

Headquartered in a former 19th-century church originally designed by architect Thomas Tefft, the Painting department offers a dedicated gallery for student work along with well-lit and appropriately ventilated studios for electives and home spaces.

Just next door, the Museum offers ready access to its amazing collection of Painting and Sculpture from almost every period and genre, along with countless other works of art from around the world. Direct study of these works provides students with invaluable insights and inspiration, as does hands-on access to specimens in the Nature Lab and in the Library's extraordinary collection of books.

DRAWING



Every artist is a storyteller at heart. This program emphasizes the understanding of character development and narrative techniques.

As students grow in their capacity to draw from observation—a key tenet of the program—they learn to render images in a range of media and to develop a variety of visual concepts. Students also use electronic media to explore compositional elements of time and movement and learn how to integrate them into visual storytelling.

The fine art faculty are all active freelance illustrators or owners of their own illustration firms—and as such, offer significant insight into the demands of the professional landscape for illustration.

The program's coursework culminates in a thesis project, consisting of a body of images that will reveal the student's emerging style and personal point of view. Students exhibit this work and present their portfolio to invited professionals from publishing, editorial, advertising, institutional, and corporate markets.

graphic design

The undergraduate program in Graphic Design allows students to fully absorb an informed design process that provides lifelong support as they go on to engage in real-world design opportunities. Students gain a thorough understanding of the principles of design, theories of communication and strategies for problem solving. The program educates students to become resourceful designers engaged in reflexive, responsible and sustainable practices.

Graphic Design majors work in dedicated studios, where they have access to a wide array of digital and traditional printing and photographic resources, as well as specialized facilities for bookbinding, papermaking and screenprinting. Faculty members assign challenging projects covering everything from designing books, magazines and posters to UX and websites, film graphics, identities, packaging and exhibits. Each year dozens of visiting designers and critics spend time complementing the talents of resident faculty and offering alternative design perspectives from around the world.





ANIMATION

Recognizing the collaborative nature of the medium, the program encourages collegiality and the development of interpersonal skills. Students learn how to critique their own work and the work of others in a constructive manner.

Coursework culminates in a degree project consisting of a sustained film as well as a portfolio and reel highlighting students' professional and creative objectives.

The animation program exposes students to a wide range of experimental and conventional techniques. These include documentary animation, character animation, stop motion, experimental video, digitally generated animation, and other emerging technologies. Regardless of their preferred technique, students learn to adopt strong problem-solving strategies.

The History of Art and Visual Culture graduate concentration offers the opportunity to augment an MFA with a 15-credit art history concentration. Knowledge of the histories and theories of art and visual culture

is increasingly demanded of artists and designers, and the HAVC department has designed the concentration in recognition of this phenomenon and the fact that MFA, MLA,

MAT and MID recipients often enter teaching careers in which they are expected to teach history and theory as well as studio classes.

The concentration offers a structured curriculum in the history, theory and criticism of Western art, as well as that of cultures throughout the world. These studies are enriched by ready access to the collections of the MFA Museum and the experience of its curatorial staff.

Through the concentration, you may choose to focus on the history and theory of your particular studio discipline or any other area that interests you. Any Liberal Arts graduate degree requirements and certain graduate courses offered within the individual programs may be incorporated in the credits necessary to complete the concentration.

All master's degree candidates are eligible to add this concentration to their program of study.



art history for every

urban

Landscape architecture is a combination of art and science focusing on two of today's most important issues: the health of our environment and the well being of people. Landscape architects use skill and knowledge in design and environmental technology to create places of meaning, ecological performance and beauty. Landscape architects are social activists in the sense that they shape the very spaces and systems that define our everyday lives. From beloved parks and gardens to creating green infrastructures for energy, food, and water resources, landscape architecture is an exciting and diverse profession.



Northeastern University offers a BLA in Urban Landscape. This new major reflects a growing public interest in making our cities more sustainable, and in bringing the insights of landscape architects to join those of urban designers and architects. This hybrid field has deep roots in design, ecology, planning and aesthetics, and in the past 15 years has come to play an ever more important role in the design of new places, as well as the retrofitting of our older, post-industrial landscapes. An inherently interdisciplinary program, Urban Landscape will involve collaborations with other academic units on campus.

landscape