

Foundation Course Requirements

Contemporary Frameworks FN150

How are artists and designers thinking and making in the 21st Century? What are similarities and differences in how creators research, experiment, and solve problems? How do history, geography, and culture affect the multitude of ways works of art and design are made and experienced? Contemporary Frameworks is a Foundation studio course that explores these ideas through an inquiry-based, experiential approach to making. Students will investigate creative approaches used by contemporary artists and designers while exploring their own points of view in relation to those approaches

Perceptual Drawing FN100

How do artists and designers use drawing as a way to understand and interpret the world around them? How can one think through the process of drawing by synthesizing perception, curiosity, and imagination? This course explores drawing as a process for visually interpreting the physical world and for solving creative problems. Course projects focus on depicting illusory form and space, exploring how drawing tools and processes mediate perception, and developing ideas through the process of iterative drawing. Students will cultivate their technical skills while exploring how drawing may support a variety of diverse creative practices.

Color & Design FN110

How do artists and designers in the 21st Century actively use color and visual organization to create a diverse array of meaningful images? How can theories of color and principles of design further the exploration of one's ideas about the contemporary world? Color and Design is a foundational introduction to the historical significance of color and visual organization that emphasizes a hands-on approach to learning with analog and digital tools. The course offers a survey of historically diverse applications of color and composition, including relevant theories, applications, and the significance of both in contemporary culture.

Form & Space FN130

How do artists and designers fabricate objects and build 3-dimensional forms in order to investigate their curiosities and ideas? How are specific tools, materials, and processes chosen for the creation of these forms? How do historically significant tools and new technologies help us understand material and spatial environments? Form and Space is a first-year Foundation course that provides a comprehensive introduction to the creation of multi-dimensional works in space using a variety of media. Students will explore process-based approaches to form building, spatial reasoning, and tool/material usage. Projects employ an iterative methodology, following a project through initial stages of conception through the development of finalized forms.

Time-Based Practices FN140

How do artists and designers explore time, movement, and sound to creatively represent, reimagine, and interpret the world? How do physical realms of time and space intersect with digital and virtual time? Time-Based Practices is a foundational introduction to the concepts of temporality, sound, and motion within physical and digital environments. Students will investigate using lens-based tools along with video and audio software and performative actions in the production of time-based works. Students will expand their awareness of time-based approaches while exploring how concepts of time and motion are explored in an array of contemporary creative practices.