

School of the Museum of Fine Arts, Boston

Studio Art Courses Open to Tufts Students

Spring 2010

In cooperation with the Department of Art and Art History at Tufts University, the Museum School offers a broad range of studio art courses to Tufts University students.

Studio art courses taught at Tufts University's Medford campus include drawing, painting, design, calligraphy, photography, sculpture, and watercolor. These courses are labeled with an **FAM** course prefix.

The Museum School offers expanded course offerings in the above areas, as well as ceramics, sculpture, animation, video, metals, and printmaking. Courses are taught on weekdays, evenings, and Saturdays at the Museum School campus in Boston. These courses are labeled with an **FAMB** course prefix.

Credit value conversion:

2.00 SMFA credits = 0.5 Tufts credits

4.00 SMFA credits = 1.0 Tufts credits

Registration

Students must register for FAM or FAMB studio courses through the Tufts student registration system. A schedule of courses for this term may be found on the following pages.

Course Advising

Students who have questions about studio courses or need help in planning a comprehensive program of study should contact:

Patrick Carter, Studio Coordinator at Tufts
Fine Arts Department, 11 Talbot Avenue
Office Hours: Mondays, 4–6 pm
Phone: 617-627-2014

Transportation to the Museum School

Shuttle bus service is available for Tufts students taking courses at the Museum School. The shuttle bus schedule may be viewed online, or you may pick up a copy at the Tufts Department of Art and Art History, 11 Talbot Avenue.

The Museum School is also accessible via public transportation.

FAM 0021 01 Design: Intermediate to Advanced 1.00 Credit
Karen Stein
MW 1:30 pm - 4:30 pm LANE

This course is a continuation of Design: Foundation and is intended for the serious student who wants to develop 2-D and 3-D design skills. Elements of design encountered in Design: Foundation will be re-examined to see how they can be used in new situations, including commercial applications. The use of a variety of media and participation in critiques is encouraged. Continued courses may be taken for credit an unlimited number of times.

FAM 0022 A Design: Architectural 1.00 Credit
Andrew Grace
MW 6:30 pm - 9:30 pm LANE

The main objective of this course is to introduce basic principles of architectural design through design projects. The course begins with projects addressing some principles of 3D design and representation, models, drawing and observation; then moves to slightly more complex and involved architectural problems. There is no definitive path or linear progression for making architecture and the course investigates many of its aspects in these projects. Each project will address:

- Skills: Drawing and other means of graphic representation, model building, research, reading and interpreting maps.
- Design Thinking: The process of developing ideas through proposing and evaluating solutions.
- Ideas: The poetic notion which gives sense and meaning to architectural forms.
- Context: Historical, cultural, physical, and topological.
- Tectonics: Structural, material, order and organization.

Since a major component of this class is studio work, you are expected to attend every class. Expect to work about eight hours a week outside of class, as well. Prerequisite: FAM 20, or students must have taken a college level architecture history or art history class, as well as a studio art class.

FAM 0023 A Design: Advanced Architectural 1.00 Credit
Andrew Grace
MW 6:30 pm - 9:30 pm LANE

Building on your experience from FAM 0022, you will be assigned five major projects to refine your design process and your knowledge of basic architecture design principles. You are asked to develop projects further than in FAM 0022 and to incorporate previous learning experiences, such as past studio projects, work from other related courses, such as architectural history, sculpture, and drawing, in developing each project. In addition to the five projects, you will maintain a sketchbook recording your work - sketches of projects, and design ideas, as well as terms used in class. Since a major component of this class is studio work and participation in group discussions, you are expected to attend every class. The course is designed to require at least one hour of work outside of class for each hour of class.

FAM 0024 01 Introduction to Drawing 0.50 Credit
Mela Lyman
F 1:30 pm - 4:30 pm LANE

This is an introductory course in drawing as a creative tool and as a means of learning to see. Problems will center around rendering, composition, the use of perspective, design, and the figure. A variety of materials will be used.

FAM 0026 A	Drawing: Foundation Ria Brodell TR 7:00 pm - 10:00 pm	1.00 Credit LANE
FAM 0026 B	Drawing: Foundation Patrick Carter TR 1:30 pm - 4:30 pm	1.00 Credit LANE
FAM 0026 C	Drawing: Foundation Greg Mencoﬀ MW 7:00 pm - 10:00 pm	1.00 Credit LANE
FAM 0026 D	Drawing: Foundation Justin Life MW 1:30 pm - 4:30 pm	1.00 Credit LANE

Drawing is a fundamental skill that plays an important role in all areas of visual art. Students will discover some of the key elements and methods that form the foundation of the drawing process. A focus on the basics will include an investigation of issues such as line, shape, gesture, draftsmanship, planes (simple and complex), perspective, anatomy, proportion and measurement, positive and negative space, placement, and value composition. Students will be introduced to a variety of materials including charcoal, conte, and pencil. The course will use direct observation and invention to approach an array of subjects, including the figure, objects, and imagination. Structured in-class activities and demonstrations expose students to the essential tools for sharpening their vision and finding their expressive voice.

FAM 0027 A	Drawing: Intermediate to Advanced Patrick Carter TR 1:30 pm - 4:30 pm	1.00 Credit LANE
-------------------	--	----------------------------

This course is a continuation of Foundation Drawing (FAM 0026). It allows students to work more independently and to explore advanced drawing techniques and issues.

FAM 0035 01	Figure Drawing Mela Lyman W 9:30 am - 12:30 pm	0.50 Credit LANE
--------------------	---	----------------------------

Contemporary and traditional approaches to the figure will be the focus and inspiration for this course. Composition, light, gesture, line, contour and space will be addressed through the juxtaposition of models and objects. Proportion and traditional methods for observational drawing, including systems of perspective, will be addressed. Various materials will be explored as important elements in providing greater descriptive capacity for self realization and expression. Examples of drawings from the past to the present will be resources and context for understanding and experimenting with the subject matter and the tools for its expression. Discussions of the work will be ongoing. Media will include charcoal, sumi ink, graphite, erasers and other water based media.

FAM 0039 A	Graphic Design Marcy Pape MW 7:00 pm - 10:00 pm	1.00 Credit BRAK
-------------------	--	----------------------------

This is a commercially oriented course in visual communications that will cover conceptual design, visual literacy, and the principles of design. Students will work individually on realistic communications

FAM 0094 A Watercolor: Intermediate -Advanced 1.00 Credit
Katharine Finnegan
TR 1:30 pm - 4:30 pm LANE

Students will develop the expressive and technical skills acquired the first semester and expand their understanding of the elements that work together to make a painting. Note: Continued course may be taken for credit an unlimited number of times.

FAM 0098 01 Art as Fashion 1.00 Credit
Judy Blotnick
MW 9:30 am - 12:30 pm LANE

Since the beginning of the twentieth century, the validity of the notion that art and fashion are distinct and separate practices has eroded. *Art as Fashion, Fashion as Art* explores the collaborative relationship between the two. This course is intended for artists who are interested in the world of fashion and for fashion enthusiasts who are looking to approach design from a different, fresher perspective. We will work in class on assigned projects, explore unusual methods of making clothes, jewelry, and accessories, learn how to design a comprehensive collection, and put a portfolio together. You will be given readings and shown works that illuminate the effect of current events, economics, and art on the fashion collections being shown in Europe, Asia, and the United States, as well as the ins and outs of the "rag trade." This course is open to students of all levels.

FAM 0193 01 Special Topics: Adobe Illustrator 0.50 Credit
Matt Pelham
F 1:30 pm - 4:30 pm BRAK

Adobe Illustrator is a premier, high-level design application used by graphic designers. This course has two objectives: to help you become proficient in Illustrator and to develop your ability to use Illustrator to solve a range of graphic design problems. During the first part of the course you will learn basic Illustrator skills such as drawing, type, layers, masks, painting, and gradients. The second part of the course will be devoted to applying these basic techniques to design issues related to logo and typographic design. If you have some experience with the Macintosh computer and want to learn what you can accomplish in graphic design using the computer as a tool, this introductory course will provide the requisite Adobe Illustrator skills.

FAMB – Studio Art Courses at the SMFA

FAMB 0002 01 Anatomy: Muscles 0.50 Credit

Gerry Hoag

M 6:30 pm - 9:45 pm

A202

Anatomy: Muscles is the second of a two-part study; the skeleton is the focus of the fall course. This course is designed to improve your concept and understanding of the human figure by studying the muscle structure and how it affects surface appearance. You will gain an improved sense for observation, proportion, perspective, planes, structure, volume, weight, space, and clarity of articulation, as well as for the visual dynamics of body movement and resultant formal changes. Class periods include drawing from models (gesture and long pose), illustrated lectures, slide lectures, observation from models, the skeleton, plaster casts, and more. To develop a working knowledge and full comprehension of the musculature, there will be periodic long studies from models during which you may test your memory of the muscles in relationship to the skeleton, to other muscles, and to the surface form. Homework is required (one hour per week minimum). Anatomy study is best suited for students who have had at least a beginning course in drawing. It is strongly recommended, though not required, that you first take *Anatomy: Skeleton* or its equivalent.

FAMB 0003 01 Art as Process 0.50 Credit

Kata Hull and Robert Siegelman

W 6:30 pm - 9:45 pm

A204

This transformative workshop is for individuals who want the challenge of investigating new and unique ways of making art. Art as Process is an intensive class that focuses on experimentation and the creative process rather than a pre-imagined or calculated end product. Each week a different project will be introduced, worked on, and completed. We will explore painting, drawing, sculpture, and other media with an eye toward combining materials in unusual ways. Abstraction, Realism, and Conceptual approaches will be discussed and explored through a variety of hands-on projects. Open to all, from absolute beginners to advanced artists, Art as Process is particularly useful for those interested in exploring and developing their own creative abilities, assembling a portfolio for art school, or exploring the idea of a professional art career. The course also provides something of a unique preview to students who might be interested in a Museum School education, as it exemplifies the School's open approach to making art.

FAMB 0010 01 Introduction to Adobe Illustrator 0.50 Credit

Gary Stanton

M 6:30 pm - 9:45 pm

B211B

Adobe Illustrator is a premier, high-level design application used by graphic designers. This course has two objectives: to help you become proficient in Illustrator and to develop your ability to use Illustrator to solve a range of graphic design problems. During the first part of the course you will learn basic Illustrator skills such as drawing, type, layers, masks, painting, and gradients. The second part of the course will be devoted to applying these basic techniques to design issues related to logo and typographic design, touching briefly on the integration of Illustrator and Photoshop. If you have some experience with the Macintosh computer and want to learn what you can accomplish in graphic design using the computer as a tool, this introductory course will provide the requisite Adobe Illustrator skills.

FAMB 0013 01 Beginning Ceramics: Hand-Building & Construction **0.50 Credit**

Ji Eun Kim
W 6:30 pm - 9:45 pm A005

Clay is a tactile material with an amazing range of possibilities, and can be used to create functional, decorative, and sculptural ceramics. In this course you will explore a variety of construction techniques including wheel-throwing, hand-building, glazing, and firing methods such as raku and gas firing. Demonstrations and slide presentations will provide technical instruction and creative inspiration. All techniques are open to personal interpretation.

FAMB 0014 01 Ceramics: Wheel-Throwing **0.50 Credit**

Ji Eun Kim
S 9:00 am - 12:15 pm A005

Prepare to get your hands dirty in this introductory wheel-throwing course. We will start by learning the basics of creating a simple vessel and move on to more refined techniques that push the limitations of this versatile media. Through demonstrations and hands-on learning, we will cover the use of low-fire terracotta clays as well as high-fired stonewares. You will be provided with an opportunity to explore a variety of wheelthrowing techniques and various glazing methods. This course is designed for beginner throwers.

FAMB 0018 01 Fundamentals of 2-D Design **0.50 Credit**

John Avakian
T 6:30 pm - 9:45 pm A204

Design is the process of selecting, organizing, and processing visual elements—shape, value, texture, color, and line—to express oneself in a cohesive and creative manner. You will develop visual awareness and a working knowledge of design elements by solving a series of two-dimensional problems. During this process, you will employ a variety of media and materials. Principles learned in this course have direct application to all media and will provide you with a foundation and direction for seeing and for learning skills in other courses.

FAMB 0020 01 Beginning Graphic Design **0.50 Credit**

Karen Stein
M 6:30 pm - 9:45 pm B211A

FAMB 0020 02 Beginning Graphic Design **0.50 Credit**

Matt Templeton
S 9:00 am - 12:15 pm B211B

This intensive course explores the potential of graphic design. We will focus on the creation of a concept to amplify content while also developing sensitivity to the relationships between typography and image, symbolism, language, and text. Throughout the course, emphasis will shift from idea generation and design theory to technical skills. Lectures on creativity, design and color theory, graphic design and letterform history, and typography are a regular part of the course. There will be some use of the Macintosh in class to develop work. The course will focus on the harmonization of all elements of design with a conscious understanding of the intention with which elements are chosen, organized, and created. The course accommodates beginners and more advanced students who are building a portfolio.

FAMB 0021 01 Intermediate Graphic Design 0.50 Credit

Joanne Breiner

R 6:30 pm - 9:45 pm

B211A

This course is for students who have taken Beginning Graphic Design or an equivalent course and are looking to gain further experience solving real-world graphic design problems while producing portfolio pieces. Emphasizing hands-on studio work on the computer with minimal lecture time, this course will focus on learning efficient work habits and on developing an arsenal of problem-solving techniques. You will receive individual attention from the instructor while continuing to develop your own graphic style. Discussions about conceptual ideas and design development through completed projects will include analysis of typography, color, layout, and content decisions and options. By the end of the course, you will have created four to five portfolio pieces suitable for presentation at job interviews.

FAMB 0022 01 Photo & Digital Applications in Printmaking 0.50 Credit

Elizabeth Shepherd

W 6:30 pm - 9:45 pm

A104

There are numerous approaches in printmaking that evolve from scanned images and from a seamless incorporation of found and appropriated imagery and text. Over the past 10 years, there have been significant technical improvements in photo-based print processes as a result of digital applications. This course will explore a range of approaches with photo/scanned imagery. We will begin with the lowly photocopy and explore gum printing in black-and-white and color, and then expand into photo etching with photopolymer emulsion. Time permitting, we will introduce the use of photo-polymer (pronto) plate lithography. No experience is necessary, although a familiarity with Adobe Photoshop is helpful.

FAMB 0025 01 Making Marks: Intro to Drawing 0.50 Credit

Evelyn Rydz

W 6:30 pm - 9:45 pm

A202

This introductory course offers an immersion in the essential experience of drawing and will provide you with the expressive foundation you will need for future work. Working from still lifes, interiors, and models, we will focus on spatial and compositional development. Through a variety of approaches and media, we will explore drawing as a vehicle for individual expression. Issues of mark making, process, control, and accident will be emphasized. We also will experiment with the expressive potential of line, tone, and mood to explore a variety of graphic techniques.

FAMB 0027 01 Experimental Drawing 0.50 Credit

Robert Siegelman

R 6:30 pm - 9:45 pm

A202

This course is open to individuals at any level and will focus on figure drawing as an experimental medium. By using the figure as a focus and as a point of departure, we will explore various approaches for developing personal connections to drawing and content. Representation, abstraction, expressionist, and conceptual possibilities will be discussed. We will look at different ways of using drawing to expand creativity and enhance your willingness to take risks. Experimentation, process, materials, and learning to critique will be emphasized in this fun and supportive yet challenging course.

FAMB 0028 01 Intermediate to Advanced Drawing 0.50 Credit

William Flynn

T 6:30 pm - 9:45 pm A202

Individual imagery grows out of a process that is not premeditated; it relies on instinct, invention, and honest interpretation. The focus of this course will be to stimulate personal definitions of what may or may not be seen. This is a course for those who wish to challenge their drawing knowledge while provoking a curious attitude toward image making. An investigation of materials will be encouraged and a tactile vocabulary will be emphasized. For content and reference, a model will be used, as will the room and select objects—even the air. Critiques and class discussions will take place weekly. Attendance is essential for continuity and clarification of ideas.

FAMB 0029 01 Sourcing the Imagination 0.50 Credit

Kathy Halamka

S 9:00 am - 4:15 pm (1/30-3/13) A202

You will be challenged to work in large scale on imagery derived from personal, imaginative sources. A series of exercises designed to promote the discovery of this imagery will enable you to produce more personal work. For inspiration, you will draw upon sources including poetic imagery, dreams, photographs, symbolic objects, metamorphic surrealist games, and collage. References to artists such as Marc Chagall, Salvador Dali, Frida Kahlo, Hieronymus Bosch, and Odd Nerdrum will be a crucial part of this course. This course is designed for students who have had some previous drawing experience and wish to push themselves beyond pure depiction from life.

FAMB 0035 01 Introduction to Typography 0.50 Credit

Karen Stein

W 6:30 pm - 9:45 pm B B211A

Typography is a field of graphic design that gives voice to the printed word. This introductory course will lead to the knowledge of creating and organizing letters, words, sentences, and paragraphs to visually communicate an idea, and promises to help develop your creative processes in new and powerful ways. Topics include the anatomy of letterforms, type history and classification systems, how to choose type, legibility, readability, and the expressive qualities of type. Course methods include discussions and critiques, slide show lectures, and demonstrations, as well as hands-on problem-solving exercises and assignments. While this is not a software-based course, there will be frequent use of Macintosh computers. This course is suitable for beginning and intermediate graphic designers or individuals developing their professional skills in visual communications.

FAMB 0036 A Introduction to Filmmaking 0.50 Credit

Gregory Mahoney

M 6:30 pm - 9:45 pm B015

Designed for individuals with little or no previous experience, this course will provide an introduction to the technical and aesthetic aspects of film production. We will cover basic shooting and editing techniques using primarily Super-8mm equipment, and you will be introduced to a wide range of production methods and creative strategies that encourage exploration and risk taking in all aspects of the medium. This course has a strong workshop component with a hands-on instructional approach. It proposes a stimulating, inspiring, and challenging environment that fosters the exchange of ideas, offers new ways of seeing, and promotes experimentation. Please note: There is an additional \$25 lab fee

associated with this course collected at the first class meeting. Materials, including Super-8mm film and supplies, and lab expenses for film processing are not included in the tuition.

FAMB 0037 01 Stop Motion Animation 0.50 Credit

Joseph Kolbe

R 6:30 pm - 9:45 pm B113

This course will focus on puppet and object animation, including both old- and new-world styles. Through film screenings and course exercises combined with in-class workshops, you will learn to design and build puppets for purpose and function as well as to animate them. We also will examine how to build sets and light them to scale, and explore the techniques of character directing. A required final project will be the focus of the last weeks of the semester. The instructor provides selected supplies; a materials list will be distributed and discussed during the first day of class. Animation skills are recommended but not required.

FAMB 0038 01 Realist Painting 0.50 Credit

Christopher Chippendale

S 9:00 am - 12:15 pm B307

FAMB 0038 02 Realist Painting 0.50 Credit

Christopher Chippendale

S 1:00 pm - 4:15 pm B307

FAMB 0038 03 Realist Painting 1.00 Credit

Christopher Chippendale

S 9:00 am - 4:15 pm B307

This multi-level course in realist painting requires no significant prior experience in this particular discipline, and invariably attracts new and returning students with a range of backgrounds and skill levels. We will focus on the means and language of direct painting techniques in the service of illusionism, as well as a broad and supple set of painting skills fundamental to observational painting (firm color mixing, synthetic ways of seeing and making, the material use of paint, and reading tone through color). Ancillary to our studio focus, we will examine modes and models of realist painting, past and present, from the standpoint of their painting language. There will be in-class observational painting from the model and the model in a larger environment (model sessions typically last three to four sessions).

FAMB 0039 01 The Portrait 0.50 Credit

Lizi Brown

W 6:30 pm - 9:45 pm A316

This course explores the field of portrait painting as it is practiced in our post-modern environment. With a central focus on expressive portraiture, we'll develop portrait paintings as an integrated blend of traditional and contemporary practices. You will learn the fundamentals of proportion and how to create a formal structure through manipulation of tonal scale, composition, palette organization, color application strategies, and creative manipulation of materials. In addition to a studio component, each session will involve a discussion of artists who have made significant contributions to the field of portrait painting. Materials will include graphite, charcoal, acrylic, ink, oils, paper, canvas, and/or board.

FAMB 0043 01 Illustration: An Introduction 0.50 Credit

Joseph Landry
M 6:30 pm - 9:45 pm A207

This non-computer-based course begins your exploration of illustration by working on essential drawing skills, introducing you to many of the techniques an illustrator uses, and covering theoretical topics relevant to illustration. Through weekly homework assignments and in-class critiques, the course emphasizes idea and visual metaphor development and the search for a personal style. Slide lectures on idea generation, design and color theory, and the work of illustrators—and also painters and sculptors of interest to illustrators—are a regular part of the course. Class projects include drawing and color explorations as well as the illustration of editorials, short stories, book jackets, posters, and sequential art. You also may bring your own projects to the course, which is designed to accommodate beginners seeking a foundation and others interested in strengthening their skills.

FAMB 0045 01 Introduction to Adobe Photoshop 0.50 Credit

Alexa Thayer
T 6:30 pm - 9:45 pm B211A

This course will begin with basic Adobe Photoshop techniques such as selecting objects, copying and pasting, color correction, photo retouching, montage, and collage. As your skills develop you will incorporate more advanced features into your work using layers, masks, paths, colorizing, and duotones. We also will cover the basics of scanning reflective art, negatives, slides, and video capture. By working with Photoshop images, you will gain an understanding of resolution and output options. **Prerequisite:** *A knowledge of the Macintosh computer.*

FAMB 0047 01 Lithography 0.50 Credit

Carolyn Muskat
T 6:30 pm - 9:45 pm A106

Printmaking, as a process, allows an artist the opportunity to explore an image in depth through multiple reworkings. The artist can work and then rework an image almost indefinitely, all while keeping the history of past impressions. This class will focus on the concept of the progressive proof, allowing you to develop an image or concept over the semester and to really examine all the variations possible. We will focus on lithography, in editions and as singular monoprints. All levels are welcome.

FAMB 0048 01 Beginning Jewelry 0.50 Credit

Linda Priest
T 6:30 pm - 9:45 pm A111

FAMB 0048 02 Beginning Jewelry 0.50 Credit

Sandra Bonazoli
S 9:00 am - 12:15 pm A111

Metals—brass, copper, bronze, and silver— can be shaped, molded, cast, cut, and altered to produce sculptural objects, jewelry, or decorative pieces. Through demonstrations and hands-on projects, this course will explore the fundamental skills and techniques in jewelry making. You will learn processes such as sawing, piercing, cold-connections, texturing, silver soldering, bezel setting, basic forming, and simple casting. Projects will allow you to make pieces of your own design. This course is essential for beginning jewelry artists, sculptors in metal, or anyone interested in working with metals.

FAMB 0051 01 Intermediate Jewelry **0.50 Credit**
Linda Priest
R 6:30 pm - 9:45 pm A111

Making spheres and setting facets so they appear to be floating in metal will be some of the topics covered in this course. We will explore techniques to create hollow forms, both spherical and angular, and will learn to set faceted stones in gypsy settings and to manipulate rods with a forging hammer. Demonstrations including simple casting and reticulation, exercises to reinforce technique, and projects designed to stimulate imagination and utilize new information also will be part of this course. This course is meant for the seasoned jeweler who already knows the basics of making jewelry in metal.

FAMB 0055 01 Core Wood Sculpture and Fabrication **0.50 Credit**
Bradford Spavin
W 6:30 pm - 9:45 pm A205

This course will introduce you to the additive and reductive sculpture-making procedures while emphasizing both joining and shaping of forms. We will examine elements of structure, form, gravity, and mass. We also will explore the structural properties of wood and learn how it can be transformed into structure, and discuss how visual information from the natural and artificial world may be gathered and utilized in your work. This course will emphasize technical skills with hand tools and machinery. Gouges, chisels, Japanese saws, planes, lathes, and bandsaws are among the tools we will use. We also will discuss critical issues in contemporary sculpture, view recent works, and explore aesthetic boundaries. Other topics that will be incorporated into the course include simple plan drafting, designing, and model making. Home reading assignments and critiques will supplement our studio work.

FAMB 0059 01 Foundation Painting **0.50 Credit**
Abby Zonies
T 6:30 pm - 9:45 pm B307

FAMB 0059 02 Foundation Painting **0.50 Credit**
Abby Zonies
R 6:30 pm - 9:45 pm B307

FAMB 0059 03 Foundation Painting **1.00 Credit**
Abby Zonies
TR 6:30 pm - 9:45 pm B307

This course starts with the basics—setting up, paint application, color theory and its practical application to mixing color, use of media, stretching canvas, and using alternate supports—and advances to more challenging problems. This course is suitable for beginners and those with prior experience who are interested in an overview of painting and process to advance their work. Painting from life or imagination, realistically or abstractly, we will hone our skills to communicate ideas visually. Technical methods ranging from monochromatic underpainting, glazing, and scumbling to wet-on-wet techniques will be covered. Emphasis will be placed on visual thinking and the need to fully utilize, coordinate, and relate all elements of painting, form, color, space, scale, proportion, and the joy of paint. You will maintain a sketchbook and participate in class discussions and critiques. Materials will be discussed at length during the first meeting.

The Tuesday sessions are designed for students who wish to work with and learn from natural subject matter, such as still life, nude figure, and portrait. These sessions will focus on a variety of techniques and working methods, although some theory will be discussed.

The Thursday session is designed for students who wish to further explore their foundation painting technique and skill and is open to beginning and advanced levels. Emphasis will be on a visual response to color, form, and a feeling for paint.

FAMB 0064 01 Motion Graphics **0.50 Credit**
Judith Richland
T 6:30 pm - 9:45 pm B211B

More than ever before, graphic designers are being asked to expand their talents beyond print media. Design firms need designers who can design for a variety of platforms: the Internet, cell phone screens, game environments, interactive kiosks, DVD interfaces and video and film titling. If you are a student or professional with a background in typography and graphic design or with graphic design training, you are well positioned to move into motion graphics design, which offers numerous job opportunities. This course will explore the use of type and image in motion. A series of extensive tutorials will be given as part of the course to help you work comfortably with the widely used motion-based software AfterEffects. Motion graphics projects will be presented as exercises throughout the semester and a goal will be for you to produce exciting portfolio pieces by the end of the course. Video artists, filmmakers and illustrators welcome! **Prerequisites:** *Knowledge of the Macintosh computer, Beginning Graphic Design or Introduction to Typography.*

FAMB 0067 01 Intermediate to Advanced **0.50 Credit**
Black & White Photography
Cathleen Faubert
T 6:30 pm - 9:45 pm B010

In this course you will refine your competency with the camera and in the darkroom, and further develop your photographic work by learning advanced film exposure and developing techniques. Supervised darkroom sessions will help you refine the subtle aspects of printing. Critical issues pertaining to photography will be explored through assignments, critiques, and illustrated lectures. We will discuss the continuing value of the “wet” darkroom as well as the use of digital tools for creating black-and-white imagery and for documenting and disseminating your work. You will be provided with technical and theoretical readings related to the topics explored in class. As the semester progresses, you will be able to develop more thoughtful, project-based photographic work. A film-based camera is required for this course. **Prerequisite:** *Foundation Black-and-White Photography or the instructor’s approval.*

FAMB 0073 A Portrait Painting and Drawing **0.50 Credit**
Patrick Carter
T 6:30 pm - 9:45 pm A316

Portraiture is specific and general, timely and timeless. It informs us about a particular individual while telling us something about us all. The portrait, whether a painting or drawing, involves technical, organizational, spiritual, and philosophical concerns basic to any work of art. The initial objective is to produce a physical resemblance to the model, but it is even more important to progress toward the elusive “other” inner life (sometimes at the expense of physical likeness). Several approaches will be introduced to help you discover a natural and personal direction. You will use drawing and painting materials such as charcoal, graphite, acrylics, ink washes, water-based paint, and oil-based media.

FAMB 0077 01 Printmaking: Monoprinting **0.50 Credit**
Rhoda Rosenberg
M 6:30 pm - 9:45 pm A104

A monoprint is an individual, one-of-a-kind print that can be made from a variety of traditional plates (matrices) such as metal, wood, cardboard, plexiglass, or other nontraditional surfaces that are found or manipulated. This course is designed to teach you the basics in mixing inks, handwiping and rolling techniques, and overprinting in multiple colors and plates. The making and printing of carborundum, plates, gum transfers, and chine collé also will be taught. This course provides an opportunity for students to develop an image through a related series of unique prints, perhaps putting them into a portfolio or book. Open to all levels, from beginners to those who wish to investigate new techniques.

FAMB 0082 01 Guitar and Dulcimer: Design and Construction **0.50 Credit**
Walter Stanul
R 6:30 pm - 9:45 pm A205

This course is designed to develop fine woodworking skills and give a solid foundation for building your own stringed musical instrument. You will start by designing and building a uniquely American instrument: the Appalachian, or mountain dulcimer. This beautiful instrument is relatively easy to both build and play. Even those with little or no woodworking background will be able to complete a dulcimer. Students who finish in time may start a travel, or “back pack” guitar. This popular instrument is light and easier to make than a full-size guitar. Both projects involve shaping, bending, and joining wood into delicate yet amazingly strong structures—skills that can be applied to a wide range of other fabrications and sculptures. Please note: Completing a dulcimer and a guitar will likely require shop time outside of class.

FAMB 0083 01 Introduction to Web Design **0.50 Credit**
Matthew Pelham
S 1:00 pm - 4:15 pm B211A

As the Internet continues to grow in popularity and technological capability, so, too, do the creative possibilities for interactive design and art making. In this course, you will learn the fundamental skills necessary to design and develop Web sites, including HTML (Hyper Text Markup Language), XHTML (Extended HTML), CSS (Cascading Style Sheets), and incorporation of images, sound, and video. Using Adobe Dreamweaver CS4 (Creative Suite 4), you will acquire expertise in hand coding and the use of a sophisticated layout program for creating Web pages. We will also explore Dreamweaver’s integration with other Adobe Creative Suite applications such as Photoshop, Illustrator, and Fireworks, and examine theoretical and practical approaches to interface design that support the development of your individual vision. **Prerequisite:** *Experience with electronic imaging and software such as Adobe Photoshop.*

FAMB 0087 01 Screenprinting: The Whole Story **0.50 Credit**
Michael Hecht
M 6:30 pm - 9:45 pm A203

This course enables students to explore some of the most current and innovative technology within the world of printmaking and screenprinting. Color separations, large format printmaking, and the use of computer applications in the screenprinting process will form the heart of the course, which is devoted to exploring the breadth of screenprinting opportunities. We also will examine traditional screenprinting

techniques in order to provide students with an understanding of the full spectrum of screenprinting approaches. No printmaking or computer experience is required.

FAMB 0088 01 Foundation Figure Painting 0.50 Credit

Kelli Thompson

M 6:30 pm - 9:45 pm

A316

Foundation Figure Painting is designed for beginning to intermediate painters with some experience drawing the figure. The course will cover the fundamentals of figure painting through anatomical drawings and proportional studies, and then will provide an introduction to practical color theory as it applies to the figure through the production of value studies, complementary color mixing studies, and limited palette studies. We will conclude with the use of a full color palette. There will be a technical foundation from which you will be encouraged to experiment inside and outside of class; in-class time will be reserved for group critiques. You will complete the semester with a broad knowledge of how to create the formal structure of a figure painting using Old Master techniques combined with a contemporary understanding of figure painting's position in the art world today.

FAMB 0094 01 Watercolor and Water-Based 0.50 Credit

Mixed Media

Heidi Whitman

F 9:00 am - 12:15 pm

TBA

You will explore the broad range of contemporary water-based media, which includes watercolor, gouache, acrylic, acryla/gouache, and casein. We will examine how wet media can be used effectively with collage and with drawing materials such as marker, graphite, charcoal, and ink. Experimentation with new, different, and combinations of media will help you develop your technique and personal imagery. We will work from observation (still life and models), photographs, and the imagination. There will be projects involving photographs, journals, and maps as sources of inspiration and content. Class discussions, critiques, slide lectures, and visits to the Museum of Fine Arts, Boston, will be integral to the course. Weekly out-of-class assignments will expand upon work done in class. Open to all levels and abilities.

FAMB 0101 01 Special Topics: Installing Actions 0.50 Credit

Anthony Spartos

R 6:30 pm - 9:45 pm

A310

Installing Actions is an interdisciplinary course designed to help those interested in installation art in building a connection to the aesthetic of performance and actions existing in their work. You will be presented with a primary set of techniques to be used for discovering visual and performative ideas, and ultimately creating installations. You will be taught ways of effectively incorporating picture plane, space, duration, memory, sound and the body as part of your work. Classes will begin with a mixture of guided activities (for example drawing from concept, free writing, authentic movement, etc.) and will culminate with individual/group critique and discussion. We will engage in researching personal, historic and contemporary references. Throughout the semester, students will regularly produce or present their works-in-progress.

FAMB 0101 02 Special Topics: Bumps on the Wall 0.50 Credit

Charles Goss

R 6:30 pm - 9:45 pm A204

Sculpture that lives on the wall has been a subject of investigation and exploration by countless artists for many generations. From Lorenzo Ghiberti, Filippo Brunelleschi, and Donatello to Kurt Schwitters, Jean Arp, Marcel Duchamp, Jim Dine, and Robert Rauschenberg to contemporary artists Christian Boltanski, Anselm Kiefer, and Sarah Sze, artists have explored issues related to sculpture and the wall. This course will address the issues and challenges of artists working in two or more media who wish to focus their work into a single creative experience. For many it will entail the evolution of painted and drawn images into a three-dimensional space. Using fabricated raw materials and found objects, we will explore new methods of assemblage, color on objects, and methods of attachment and installation. This is a project-based course and will include both weekly and long-term assignments.

FAMB 0101 03 Special Topics: Artist's Books 0.50 Credit

Anne Pelikan

S 1:00 pm - 4:15 pm A310

An in-depth introduction to one-of-a-kind artist's books, this course is for artists of any discipline who want to work in the book format. You will learn a series of book structures, including pamphlets, concertina, wire hinge, side sewn, portfolios, and boxes. We will emboss paper, transform it with wax, and experiment with Japanese marbling. During open studio time you will develop ideas, explore materials, and create three unique books.

FAMB 0102 01 Illustrating Children's Books 0.50 Credit

Ilse Plume

S 1:00 pm - 4:15 pm A308

Experience first hand the wonder of children's book creation! The objective of this course is to enable you to produce your own children's book "dummy," a mock-up suitable to present for publication. More advanced students may work toward submitting illustrations to the Bologna Book Fair. Throughout the semester we will focus on issues of style, color, and design, and discuss topics such as layout, characterization, pace, and mood, and their relationship to illustration. Assignments will allow you to experiment with various media and to work toward a consistent style. As your work develops, your manuscript will be continually cross-critiqued by the instructor and the other students. We also will examine the various types of children's books currently in the marketplace and you will become familiar with the current demands of editors, publishers, and agents in the publishing industry. Prerequisite: A beginning illustration course or some drawing experience.

FAMB 0108 01 Ink Painting & Chinese Calligraphy 0.50 Credit

Sue Yang

T 6:30 pm - 9:45 pm A308

Traditional Chinese calligraphy and painting have many applications in contemporary art practices. These disciplines connect varied art forms by building unique skills and by helping to develop focus, balance, composition, and mark-making vocabularies. Through demonstrations and individual instruction, you will learn basic Chinese calligraphy brushwork. You will study specific Chinese painting themes such as bamboo, orchid, plum blossom, or the landscape. You also will study the outstanding collection of Chinese calligraphy at the Museum of Fine Arts, Boston, and examine the works of Western artists such as Robert Motherwell, Jackson Pollock, and Ross Bleckner, all of whom have employed

elements of Chinese calligraphy in their work. Throughout the course, you will seek ways in which traditional Chinese painting may be seen and applied within the context of contemporary art practices.

FAMB 0110 01 Foundation Black-and-White 0.50 Credit

Photography: Traditional & Digital

David Mussina

W 6:30 pm - 9:45 pm B010

This course introduces the camera, darkroom, and digital output as creative tools. You will learn to use various types of cameras and related equipment for the art of composing, shooting, and printing black-and-white photographs. Traditional darkroom techniques and digital inkjet printing will be explored. The digital portion of the course will include the use of Adobe Photoshop software on Macintosh computers. After we have covered the fundamentals, we will shift our emphasis toward photography as a visual language. Class critiques of work from photo assignments, lectures, and exhibitions will provide a forum to critically discuss photography as art, both in personal and cultural terms. Class time will be divided equally between the classroom and supervised darkroom and digital lab sessions. A 35mm camera is required for this course.

FAMB 0111 01 Color Theory 0.50 Credit

Gerri Rachins

W 6:30 pm - 9:45 pm B307

Have you ever wondered about the mystery of color? What is it, where does it come from, how has it been used historically, symbolically, culturally across many disciplines, and why does it continue to have profound significance on virtually all areas of art, design and contemporary culture? Whether you are interested in fashion, interior design, graphic design, textile design, fine art, business, marketing, or if you are simply interested in learning about color and its practical applications, this hands-on studio course is for you. Throughout the duration of the course, you will be introduced to a variety of color systems and terminology based on the theories of artists and scientists such as Johannes Itten, Albert Munsell, Josef Albers, Isaac Newton and others. Each class will begin with a discussion and group critique of the previously assigned color mixing homework, followed by the instructor's presentation of new material. Upon successful completion of the course, you will be able to see, mix, speak and understand the language of color (tint, tone, shade, warm, cool, harmony, discord, chromatic intensity, achromatic gray scale and more). Most importantly, you will understand how to utilize color relationships practically and professionally, in new and meaningful ways. You may even develop a new theory! This course is open to anyone who is interested in learning about color, including beginners.

FAMB 0117 01 Drawing for Illustrators & Realists 0.50 Credit

Joseph Landry

W 6:30 pm - 9:45 pm A310

This course combines pictorial narrative homework and in-class workshop assignments. Projects will include academic exercises from the Golden Age of illustration, expressive figure drawing exercises based on a method acting approach, and a story boarding approach to sequential picture composition. In-class exercises in picture composition, character acting, pictorial viewpoint, perspective, and expressive light and shade will be based on the construction, populating with clay figures, and dramatic lighting of small-scale dioramas. An inexpensive digital camera is recommended, but not required.

FAMB 0120 01 Intermediate Wheel-Throwing **0.50 Credit**
Ji Eun Kim
S 1:00 pm - 4:15 pm A005

If you have a basic understanding of the fundamentals of wheel throwing and want to strengthen your technique, this course is for you. We will concentrate on wheel throwing by making large, multiple-section forms using coil and throwing methods. We will design pottery and sculptural objects with an emphasis on altering forms generated on the wheel. Readings, assignments, and field trips will be part of the course. Weekly assignments must be completed outside of class time. This class is for those interested in continuing their experience as throwers.

FAMB 0121 01 Design Portfolio Preparation **0.50 Credit**
Glenna Lang
M 6:30 pm - 9:45 pm A308

This is an advanced course for illustrators and graphic designers interested in a part or full-time career in any area of illustration or design. The course will include assignments to help you work towards the completion of a presentable portfolio for the specific purpose that you desire. Assignments will be tailored to individual needs, and you will receive feedback from your peers and professionals. You also will learn how to research appropriate venues for your work, write a good query letter, promote your work (including for use online), and approach publishers and potential clients. Throughout the semester, we will hear from guest art directors and other professionals. This course is ideal for individuals who have participated in all or most of the Illustration or Design Certificate requirements, or for those who wish to pursue a passion or career.

FAMB 0132 01 Beginner Drawing **0.50 Credit**
Justin Life
R 6:30 pm - 9:45 pm A316

Drawing is a fundamental skill that plays an important role in all areas of visual art. Discover some of its secrets while exploring the key elements and methods that form the foundation of the drawing process. In a supportive environment that encourages personal creativity we will investigate the roles of line, shape, tonal values, and volume, and experiment with a wide variety of traditional and non-traditional drawing techniques and materials. Working from objects and the figure, you will learn how to estimate shapes, see relationships, and measure proportions. Imagination will be used to develop visualization skills and create personal, inventive images. Structured guidance and in-class demonstrations will let you experiment with the tools that are essential for finding your own voice in the art world. Drawings from this course will be suitable for portfolios.

FAMB 0134 01 Digital Photography I **0.50 Credit**
Lawrence Getubig
S 9:00 am - 12:15 pm B211A

The challenge of digital photography is to manage this rapidly developing technology and still remain creative in your image making. Through discussion, demonstration, and hands-on practice, students learn to operate digital cameras and to utilize them as precise tools for image capture. Discussions include the camera and equipment options available to digital photographers and how to establish a digital workflow. As students develop technical and aesthetic skills, they explore shooting techniques, composition and framing, as well as the basics of light control. Other topics include image management, using camera RAW, adjustment and editing in Photoshop, and printing digital images. Whether your

interest is in fine art or simply in making the move from film to digital, this course provides a solid foundation. A digital camera is required for this course.

FAMB 0140 01 Alternative Material Jewelry 0.50 Credit

Leslie Shershow

W 6:30 pm - 9:45 pm

A111

Contemporary art jewelry does not have to be made of metal to be considered precious or wearable. This course is designed for those with some metalsmithing experience who want to incorporate found objects and alternative materials into jewelry. Meetings will include technical demonstrations, discussions, group projects, field trips, and material studies with an emphasis on experimentation and problem solving. Demonstrations will cover cold connections, stone setting, plexiglas, epoxy resin, moldmaking, and wood carving. At the end of this course you will have a greater understanding of materials, finished pieces of jewelry, technical samples, and many techniques to develop your work at home. You will create jewelry that is interesting, wearable, and original.

FAMB 0141 01 Sculptural Fiber 0.50 Credit

Samantha Fields

R 6:30 pm - 9:45 pm

A208

In this course you will learn a different fiber-related technique each week, including knitting, crocheting, dying, weaving, flexible structures, felting, and sewing by hand and machine. We also will explore the history of these processes and their uses in contemporary art and you will gain a basic understanding of each technique by focusing on their sculptural capabilities. There will be demonstrations during each class meeting and time will be provided to work toward mastering different techniques. This course is structured for beginning as well as more advanced students.

FAMB 0143 01 Comic Book Illustration 0.50 Credit

Kent Archer

S 9:00 am - 12:15 pm

A207

With each new blockbuster superhero film, comics are shedding their reputation for being childish. With this regained popularity, the number of comic titles and companies are growing. In this course you will learn the essential techniques for creating a successful comic. Subjects such as composition, panel layout, timing, and storytelling will be covered. The positions of penciler, inker, and colorist will also be explored. Assignments throughout the course will result in a number of sequential pages that may be used in a portfolio. This course is beneficial for any artist looking to break into mainstream comics, create their own self-published comic, or create a Webcomic. Professional comic artists may be scheduled to speak. *All levels are welcome.*

FAMB 0145 01 Images on Clay: An Introduction 0.50 Credit

Lana Citowsky

T 6:30 pm - 9:45 pm

A005

This course is an introduction to clay as a three-dimensional canvas for photographers, printmakers, ceramists, and painters working with imagery in two dimensions, as well as students who need a shapeable and reproducible element for installation or performance. Macintosh computers, screen-printing, laser toner, and decals will be utilized to transfer your working 2-D images onto clay. We will develop suitable clay bodies, glaze palettes, and firing strategies and discuss modeling and carving techniques. Knowledge of basic photography, video, computer, screenprinting, or ceramics will be

helpful, but not required. Ultimately, this class will enter unknown territory—the intersection of electronic media and clay as a vehicle for wall art, sculpture, vessel, functional container, mural, or installation.

FAMB 0146 01 Color Digital Photography **0.50 Credit**
Christine Rogers
W 6:30 pm - 9:45 pm B211B

This Adobe Photoshop-based course offers a technical and creative introduction to the use of color, color theory, digital capture and scanning film or slide negatives for color photography, and is appropriate for students who have completed a foundation photography course. You will learn how to use your digital cameras through raw processing and scanning film negatives and will also learn how to make a perfect print. The class will spend time learning what digital technology is, and how to expose, process and resize images for proper output. Students will learn the fundamentals of color correcting, digital retouching, input and output resolution and optimizing files for printing on a variety of papers. In this project-based class, the instructor aims for technical understanding and production as a means to develop the your unique voice and vision. Class time will be devoted to working in the “digital darkroom,” looking at historical and contemporary color photography and reviewing your work. By the end of the course you will have a portfolio of finished color prints that represent the expression and resolution of a cohesive idea. You may use either digital cameras or film-based cameras.

FAMB 0147 01 Mapping: Drawing & Painting **0.50 Credit**
Heidi Whitman
M 6:30 pm - 9:45 pm B307

Maps evoke images of journeys and unexplored places and have a universal graphic appeal and fascination. In this hands-on course you will create drawings, paintings, and collages inspired by maps—both as material and metaphor. Conceptual projects may include mapping aspects of neighborhoods, apartments, bodies, or daily life. You will use the language of cartography—the art of creating maps—and the re-imagining of map shapes to make work that may or may not look like maps! Throughout the course you will use drawing tools, water-based paint, and collage and experiment with different combinations of media to develop personal imagery. The course includes class discussions, critiques, and slide and digital presentations. Open to all levels and abilities.

FAMB 0148 01 Digital Photography 2 **0.50 Credit**
Cathleen Faubert
R 6:30 pm - 9:45 pm B211B

Expand on your basic skills or on the concepts covered in *Digital Photography I*, with particular attention paid to exploring your digital printing. Students will review all aspects of manual exposure settings and camera controls, and develop techniques for shooting in specific conditions. As you gain experience shooting in a variety of conditions, you will continue to master the digital camera as a tool and gain control of available lighting. Students will also carefully consider the use of RAW image capture and discuss ways to manage and adjust these images. The class will work towards further visualizing potential and perfecting images through advanced Photoshop techniques. Throughout the course, students concentrate on developing a stronger sense of composition and framing by improving photographic ways of seeing. A digital camera is required for this course.