

## School of the Museum of Fine Arts, Boston

### Studio Art Courses Open to Tufts Students

### Spring 2012

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

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

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

Credit value conversion:

2.00 SMFA credits (45 contact hours) = 0.5 Tufts credits

4.00 SMFA credits (90 contact hours) = 1.0 Tufts credits

#### **Registration**

Students must register for FAM or FAMB studio courses through the Tufts student registration system. A schedule of courses with descriptions 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  
Department of Art and Art History, 11 Talbot Avenue  
Office Hours: Mondays, 4–6 pm  
                  Tuesdays/Thursdays 9:30 am–12 pm  
Phone: 617-627-2014  
E-mail: patrick.carter@tufts.edu

#### **Transportation to SMFA**

Shuttle bus service is available for Tufts students taking courses at SMFA. 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 – Studio Art Courses at Tufts

**FAM 0003 B Art as Process 0.50 Credit**  
Amanda Moore  
F 9:30 am - 12:30 pm LANE HALL STUDIOS

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 towards combining materials in unusual ways. Abstract, Realist, 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.

**FAM 0005 A Calligraphy 1.00 Credit**  
Polly Broman-Wright  
TR 7:00 pm - 10:00 pm LANE HALL STUDIOS

This course introduces both a way of seeing line, form and space and the basics of design through pen-drawn letters. Concentrating on the basic Italic letterforms and touching on the Square Roman capitals, emphasis will be on developing rhythm and freedom of line, as well as layout and design. Several projects exploring the expressive possibilities of contemporary calligraphy will be completed during the semester.

**FAM 0006 A Calligraphy II 1.00 Credit**  
Polly Broman-Wright  
TR 7:00 pm - 10:00 pm LANE HALL STUDIOS

This course is a continuation of Calligraphy. The student will acquire a working knowledge of other existing scripts, based on historic examples, and will incorporate each one in a creative design using color and decoration. As a culmination of the semester's work, students will design, write and bind a manuscript. Continued courses may be taken for credit for an unlimited number of times.

**FAM 0020 01 Design Foundation 1.00 Credit**  
Joanne Breiner  
MW 1:30 pm - 4:30 pm LANE HALL STUDIOS

The design process is the seeking of visual solutions. This course provides a working knowledge of the elements of design and the tools that can strengthen your work and give form to ideas. Using line, shape, form, texture, value, color and space, you will learn the principal guidelines for building composition. You will be encouraged to make choices, to question the known and the unknown, and to expand your creative problem-solving abilities. Media such as pen and ink, graphite, colored pencil, paint, collage and relief will be used to develop skills and knowledge that have direct application to all art disciplines. The prerequisite is an interest in what you want to say, and how you want to say it. This is an excellent program for anyone working in, or just starting out in, the visual arts.

**FAM 0021 01 Design: Intermediate to Advanced 1.00 Credit**  
Joanne Breiner  
MW 1:30 pm - 4:30 pm LANE HALL STUDIOS

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.



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 B    Drawing: Intermediate to Advanced    1.00 Credit**  
Patrick Carter  
TR    1:30 pm - 4:30 pm    LANE HALL STUDIOS

This class is for students who have taken Foundation Drawing or have had previous experience with fundamentals of drawing. Students will further advance their drawing skills and experiment with various drawing approaches and styles, including mixed media. The objective is for students to develop a more individual style and direction through exposure to various possibilities. Students will be able to build a personal body of work within the structure of class. We will observe the work of a wide variety of artists and visit Boston area museums in order to provide insights, points of departure and inspiration based on perceptions and translations of the observed visual world. Students will work in both black-and-white and color, using traditional materials such as graphite pencil, charcoal, conte, and pastel, with the option of introducing painting media into drawings. Live models will be used throughout the semester. For further inquiries please contact the instructor.

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

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. Materials will include charcoal, sumi ink, graphite, erasers and other water based media.

**FAM 0039 A    Graphic Design    1.00 Credit**  
Marcy Pape  
MW    7:00 pm - 10:00 pm    BRAKER 2, 222

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 projects with attention given to layout, typography, production, and computer competency. This course includes problem solving analysis, creative concepts, and basic computer skills using Adobe Illustrator software. This course is designed to accommodate both the beginner and more advanced students through a series of presentations, class critiques and field trips.

**FAM 0040 A    Graphic Design II    1.00 Credit**  
Marcy Pape  
MW    7:00 pm - 10:00 pm    BRAKER 2, 222

This advanced course in advertising design will cover complex design techniques, practical applications of new materials and current communications theory. Students will work individually on graphic design problems that will further develop their awareness of how design enhances communication in all printed media, while at the same time building their computer competency. Class critiques, lectures and trips to printing houses are an important part of the course. Regular attendance is imperative. Continued courses may be taken for credit an unlimited number of times.

**FAM 0052 01    Introduction to Painting    0.50 Credit**  
Susan Belton

F 9:30 am - 12:30 pm LANE HALL STUDIOS

This course explores the issues and techniques of contemporary painting. Process, not product, is stressed. Working in oil or acrylic paints, exercises will explore the basics of value, color, composition of 2-D and 3-D space, usually working from life in the classroom studio. We will also see contemporary work in local galleries, museums or professional artist's studios, and explore ideas generated there. Previous drawing or painting experience is preferred but not required. The class exercises have multiple level entry points. Instruction is geared to individual needs and interests of the student. This class may be repeated for credit.

**FAM 0053 01 Intro to Painting Continued 0.50 Credit**  
Lizi Brown  
F 1:30 pm - 4:30 pm LANE HALL STUDIOS

This course is a continuation of Introduction to Painting (FAM 0052). It allows students to work more independently and to explore advanced painting techniques and issues. We will continue to investigate work by contemporary artists and engage in a dialogue about what it means to be a painter in the 21st century. Personal commitment, vision, and curiosity will be the driving forces behind the work produced in the class. Emphasis will be placed on developing one's own tastes and sensibilities as a painter so that an increasingly sophisticated level of mastery may be achieved. Both individual and group critiques will be conducted throughout the semester.

**FAM 0054 01 Foundation Painting 1.00 Credit**  
Cynthia Frost  
TR 1:30 pm - 4:30 pm LANE HALL STUDIOS

**FAM 0054 02 Foundation Painting 1.00 Credit**  
Marilyn Levin  
MW 7:00 pm - 10:00 pm LANE HALL STUDIOS

This course is an introduction to the materials and methods of painting. The framework of the course emphasizes the importance of individual responses and ideas; therefore no prior experience is required. Paint is used in exploring a wide range of subject matter, from ordinary, everyday objects to the human figure and face. Work in progress is discussed consistently with each individual and with the group as a whole. The purpose of the course is to develop both a broad understanding of color, shape, structure and space, and the confidence to recognize and value the extraordinary process of making art.

**FAM 0055 01 Painting: Intermediate-Advanced 1.00 Credit**  
Cynthia Frost  
TR 1:30 pm - 4:30 pm LANE HALL STUDIOS

**FAM 0055 02 Painting: Intermediate-Advanced 1.00 Credit**  
Marilyn Levin  
MW 7:00 pm - 10:00 pm LANE HALL STUDIOS

This course is an extension of Painting: Foundation (FAM 0054) with a much greater emphasis on independent and personal directions. The exploration of materials will include the use of oil paint and a more varied manipulation of scale. The assignment sets are more challenging and require more imaginative solutions developed through discussion and evaluation of work in progress. Note: Continued courses may be repeated for as many times as a student wants to.

**FAM 0063 01 Perspective Drawing 0.50 Credit**  
Mela Lyman  
T 9:30 am - 12:30 pm LANE HALL STUDIOS

This comprehensive course in basic objective drawing is open to all levels and is devoted to drawing from observation. Buildings, exterior objects and their surroundings, as well as the still life and interior spaces of the places we visit and draw during class will become subject matter as we explore various methods of creating the illusion of realism in our

work. For context, we'll examine how western artists have historically used perspective to convincingly portray three-dimensional volume and space on two-dimensional surfaces. Concentration on the formal elements of line, shape, value, texture, light and other underpinnings of these works will provide insight into what has given this discipline its time honored visual appeal and help us to create new and unique perspective drawings and designs. Continued courses may be taken for credit an unlimited number of times.

<b>FAM 0064 A</b>	<b>Photo Foundation</b> Roswell Angier MW 1:30 pm - 4:30 pm	<b>1.00 Credit</b>  JACKSON GYM COMPLEX 4
<b>FAM 0064 B</b>	<b>Photo Foundation</b> Dore Gardner TR 1:30 pm - 4:30 pm	<b>1.00 Credit</b>  JACKSON GYM COMPLEX 4
<b>FAM 0064 C</b>	<b>Photo Foundation</b> Michael Mandel TR 7:00 pm - 10:00 pm	<b>1.00 Credit</b>  JACKSON GYM COMPLEX 4

These foundation courses will cover fundamental aspects of photography as a means of personal expression: craft, seeing/perception, design, critiquing, history and hard work. The acquisition of basic skills in the craft of photography necessary to make technically good black and white prints will be emphasized along with the development of a photographic aesthetic. Critiques will be held to assist students in judging their work. The course will also give basic historical information to provide a context in which the students will be working. Students will be introduced to electronic imaging if time permits. Students must have a manually adjustable (non-automatic) 35mm camera with a 50mm lens and provide film and printing paper. The school will provide chemicals and darkroom facilities. Approximate cost of supplies will be \$150. Three to six hours per week of lab time outside of class will be required.

<b>FAM 0065 A</b>	<b>Photography &amp; Computer</b> Thomas MacIntyre TR 4:00 pm - 6:45 pm	<b>1.00 Credit</b>  HALLIGAN 105
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This course is an introduction to the techniques of electronic imaging as they relate to the practice of photography. Students will learn the basics of digitizing, image editing, and manipulation with Adobe Photoshop. In addition to regular assignments and critiques, there will be frequent class discussions of critical and historical issues raised by the introduction of the computer into the practice of photography. Some familiarity with computers is desirable, but not absolutely necessary.

<b>FAM 0067 01</b>	<b>Photo: Intermediate-Advanced</b> Roswell Angier MW 7:00 pm - 10:00 pm	<b>1.00 Credit</b>  JACKSON GYM COMPLEX 4
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This course presumes a basic working knowledge of photographic materials and processes: how to expose and develop film and how to print the negatives. The technical aspect of the course is geared toward finer control of exposure and materials. Development of visual ideas will be emphasized, and individual and group critiques will be arranged in order to broaden both personal approaches and a fuller understanding of the medium. Class attendance is mandatory and group participation is highly encouraged.

<b>FAM 0077 A</b>	<b>Sculpture: Foundation</b> Brenda Star MW 1:30 pm - 4:30 pm	<b>1.00 Credit</b>  LANE HALL STUDIOS
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Designed to produce an environment where learning is by doing and thinking, this introductory course encourages experimentation toward the discovery of possibilities in sculpture. Initially, the student will produce a series of sculptures in clay, based on the dissection and analysis of a single object – then branch into the use of alternate

materials such as cardboard, plaster, and found objects. This process helps uncover innumerable layers of meaning and reference to the subject, and assists in the exploration of the relationship between material and concept – experiencing how the types of material used may change one’s perception of the object. Notebook journals, class readings and other media will be an ongoing part of the course, and the student is expected to produce an individual final project at semester end. Students with sculpture experience could also benefit from this class.

**FAM 0093 A Watercolor 1.00 Credit**  
Kate Finnegan  
TR 1:30 pm - 4:30 pm LANE HALL STUDIOS

An introduction to watercolor painting for beginners. The basic techniques and the characteristics innate to the watercolor medium will be explored. Frequent exercises will develop the individual's understanding of the medium in technical, expressive, and historical terms. Great watercolorists will be studied. There will be a trip to see masterpieces from the Museum of Fine Arts' watercolor collection. Basic skills will include watercolor techniques, light (indoor and outdoor), figure-ground relationships, and color (mixing, layering, theory, perspective).

**FAM 0094 A Watercolor: Intermediate -Advanced 1.00 Credit**  
Kate Finnegan  
TR 1:30 pm - 4:30 pm LANE HALL STUDIOS

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 0.50 Credit**  
Judy Blotnick  
W 9:30 am - 12:30 pm LANE HALL STUDIOS

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 02 Special Topics: Contemporary Portrait 0.50 Credit**  
Lizi Brown  
R 7:00 pm - 10:00 pm LANE HALL STUDIOS

This intensive portrait course is designed to help students synthesize creative and analytical skills; combining right and left brain activities for a more productive studio practice. This includes the examination of contemporary portrait artists; a review of technical-based questions; working with a model in short and long poses; anatomy, composition and how to identify, mix, and apply color in the complex landscape of the human face. You will explore observational and emotional uses of color and how to develop skin tones and subtleties including translucency and luminosity. You will be presented with directed exercises as well as time to work on your own projects. Group critiques will provide opportunities for creative problem solving. You may elect to work in acrylics or oils.

## FAMB – Studio Art Courses at the SMFA

**FAMB 0002 01 Anatomy: Muscles** **0.50 Credit**  
Gerry Hoag  
W 6:30 pm - 9:45 pm A316

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 Lisa Gordon  
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. Abstract, Realist, 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**  
Matt Templeton  
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 B211A

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 Printmaking** **0.50 Credit**  
Liz Shepherd  
R 6:45 pm - 9:45 pm A104/A106

There are numerous approaches in printmaking that develop from scanned images and from a seamless incorporation of found and appropriated imagery and text. Over the past ten 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 photo-polymer 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. This course is equivalent to 0.5 credits at Tufts.

**FAMB 0025 01 Making Marks: Intro to Drawing**      **0.50 Credit**  
Heidi Hogden  
M      6:45 pm - 9:45 pm      A202

This class offers an immersion in the essential experience of drawing. Through a variety of approaches and media, you will explore drawing as a vehicle for individual expression. Issues of mark making, process, control, and accident will be emphasized. We will experiment with the expressive potential of line, tone, and mood to explore a variety of graphic techniques. Working from still lifes, interiors, and models, focus will be on spatial and compositional development. This introductory course provides artists with the expressive foundation they need for future work. This course is equivalent to 0.5 credits at Tufts.

**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 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. The course 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, 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 01 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. 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 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 final project will be the focus of the last weeks of the class, and is a requirement for the completion of the course. Some supplies are provided by the instructor and a materials list will be given out and discussed during the first day of class. Animation skills are recommended but not required. This course is equivalent to a 0.5 credit at Tufts.

**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 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 A104/106

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**  
Kendall Reiss  
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 0059 01 Foundation Painting** **0.50 Credit**  
Abby Zonies  
T 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. 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.

**FAMB 0061 01 Intermediate to Advanced Painting** **0.50 Credit**

Elaine Spatz-Rabinowitz  
M 6:30 pm - 9:45 pm B307

This course is for students who are interested in furthering their painting skills, interests, and projects. Structured as a workshop, you will discuss your previous work and future goals with the instructor and receive ongoing, personalized, specific feedback. Instruction will be offered in subjects including painting techniques, archival issues, color complexities, composition, and what it means to be a painter in the twenty-first century. You will explore work by other painters and learn to think about your work in relation to these self-selected "mentors." Group critiques will be conducted occasionally during the semester to increase dialog, but the main focus of this course is your personal journey in painting. Please note: Students are expected to have achieved some mastery of basic painting skills.

**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 1.00 Credit**  
Rhoda Rosenberg  
S 9:00 am - 4:15 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**  
TBA  
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 0094 01 Watercolor & Water-Based 0.50 Credit**

**Mix Media**  
Heidi Whitman  
F 9:00 am - 12:15 pm A310

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 and different combinations of media will help you develop your technique and personal imagery. We will work from observation, 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 0097 01 Intermediate Web Design 0.50 Credit**

TBA  
T 6:30 pm - 9:45 pm B211B

This course is for students who have experience with Web design using HyperText Markup Language (HTML), Flash, or Dreamweaver. You will be introduced to new ways of thinking about how people use the Internet, both for business and creative expression, while learning the basics of scripting and programming. We will examine the fundamentals of interactive multimedia design and development by working in Flash, and create interactivity and data integration with JavaScript and XML. All of these elements will work together to help you produce sophisticated Web designs featuring graphics, animation, sound, and video. By the end of the course, you will be able to design, develop, and implement a rich internet application.

**Note:** *In previous semesters, this course has required students to bring their own laptops to class. In the Spring 2012 semester, the class will be held in SMFA's Mac Lab and students do not need to bring laptops.*

**FAMB 0098 01 Art as Fashion, Fashion as Art 0.50 Credit**

Judy Blotnick  
W 6:30 pm - 9:45 pm A312

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 slides 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.

**FAMB 0101 01 Special Topics: Intro to Narrative Print 0.50 Credits**

Eszter Sapi

W 6:30 pm - 9:45 pm

A104/A106

This course is an introduction to intaglio printmaking via narrative construction and storytelling potential within the printed image. Together, we will explore a variety of artists (including Michael Mazur, Kiki Smith, W.W. Denslow, Francisco Goya) and the connection between story and image cultivated in their work. The focus of our studio practice will be etching. We will cover a range of plate techniques aimed at producing a single image (monoprint) or multiples of an image (editioned prints). Students will become familiar with a variety of processes related to etching; including drypoint, hard and soft ground use, aquatint and white ground. Various approaches to color will be presented, including the use of colored inks, viscosity rolls and chine-collé. No previous printmaking experience is required for this class, though some experience with drawing or painting is recommended.

**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 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 0121 01 Design Portfolio Prep 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. This course is equivalent to 0.5 credits at Tufts.

**FAMB 0134 01 Digital Photography I 0.50 Credit**

TBA

R 6:30 pm - 9:45 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 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. 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 0146 01 Color Digital Photography 0.50 Credit**

Jodie Goodnough

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, as well as 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 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.

<b>FAMB 0147 01 Mapping: Drawing &amp; Painting</b>	<b>0.50 Credit</b>
Heidi Whitman	
T 6:30 pm - 9:45 pm	A310

Maps evoke images of journeys and unexplored places. They 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 experiment with different combinations of media, including drawing tools, water based paint, and collage, to develop personal imagery. The course includes class discussions, critiques, and slide and digital presentations. Open to all levels and abilities.