

FOUNDATION Course Descriptions and Outcomes

FDN 1111 Foundation: 2D – 3 cr.

Foundation: 2D is an introduction to creative thinking that develops students' skills in research, observation, interpretation, and self-expression. An emphasis is placed on exploring new ways to read and see the world, as well as new ways to report on it. Students learn basic two-dimensional principles through the use of various media, tools, materials, and processes. As a result, students develop a visual and verbal language for analyzing, organizing, shaping, and communicating two-dimensional form and meaning.

Outcomes:

- Demonstrate a dedication to craft in both digital and hand-made forms.
- Demonstrate beginners level competence in core 2D software (Illustrator, InDesign, and Photoshop).
- Master key terminology of color theory and shall be able to communicate this in both written and oral form.
- Cite and show an understanding of the two key issues of a life in design and art: the infinite complexities of reflected and projected light.
- Emerge with a better understanding of potential directions in their educational career at MCAD.

FDN 1112 Foundation: 3D – 3 cr.

This course is an introduction to the understanding of visual creation in the development of knowledge, imagination, and perception. Students are introduced to basic three-dimensional concepts as well as materials and technical production processes. Classroom activities include shop demonstrations of tools and techniques, lectures, critiques and discussions appropriate to promoting the balanced fusion of practice and theory.

Outcomes:

- Describe the perceptual, conceptual, and technical foundations of 3-D form
- Demonstrate engaged making with a wide range of materials and processes, including welding, wood working, digital fabrication, casting and other materials
- Express individual ideas through personal content

FDN 1211 Foundation: Drawing 1 – 3 cr.

Foundation: Drawing 1 is an introductory drawing course designed to prepare students for study in all majors of the college. Students develop basic drawing skills, including the ability to perceive and express visual relationships, organize a two-dimensional composition, and depict and manipulate form, space, and light. Students work from direct observation of still life, interior space, and landscape.

Outcomes:

- Demonstrate skill with a range of fundamental drawing techniques.
- Demonstrate ability to effectively draw basic and complex geometric and organic forms in space, including linear perspective systems.
- Articulate critical judgment concerning the idea of quality in drawing.

- Demonstrate composition, organization, placement.
- Identify a variety of historical and contemporary approaches to representational drawing.

FDN 1212 Foundation: Drawing 2 – 3 cr.

Foundation: Drawing 2 is an observationally based drawing course designed to reinforce and develop the basic drawing skills established in Foundation: Drawing 1. Students work with a variety of subjects, including a substantial amount of drawing from the figure. In addition to working from direct observation, students explore drawing as a tool for invention, conceptualization, and idea development. The course also affords students an opportunity to investigate drawing materials in more breadth and depth than in Foundation: Drawing 1. Prerequisite: Foundation: Drawing 1

Outcomes:

- Combine observational drawing with drawing from imagination/memory
- Use drawing as a tool for invention, & idea development
- Demonstrate an expanded drawing vocabulary and knowledge of techniques
- Create sustained drawing projects. Articulate individual content.

FDN 1311 Foundation: Media 1 – 3 cr.

Students are introduced to the digital resources at MCAD while exploring digital media and laptop computing. Areas covered include the Service Bureau, student servers, Media Center, and digital resources. Students discuss media and media artists as well as study various software applications including Adobe Photoshop and web development tools. Prerequisite: None

Outcomes:

- Operate a digital camera for shooting still and moving images
- Edit still and moving images using professional photo and film editing software
- Digitally record and edit sound
- Employ basic lighting techniques for documenting artwork, and for media production
- Produce a basic web site
- Articulate concepts and techniques through class critique
- Employ concepts and techniques in media art production and practice

FDN 1312 Foundation: Media 2 – 3 cr.

Building on the skills acquired in Foundation: Media 1, this class takes up more advanced software applications. Through discussions and lectures, students explore various modes of media presentation, the power of moving images, and web work. Using a variety of software and hardware, students learn the basics of nonlinear editing, sound recording, and video recording. Prerequisite: Foundation: Media 1

Outcomes:

- Employ advanced concepts and techniques in media art production and practice
- Perform basic web coding

- Composite motion graphic projects using professional compositing and motion graphics software
- Articulate concepts and techniques through class critique

FDN 1411 Ideation and Process – 3 cr.

Everything we make has its beginning as an idea, which takes form as an artist/designer makes a series of decisions to guide its creative evolution. This course is designed to help students explore the development of new ideas and their own process of making. Students also create visual tools to track their creative process from idea through construction and then to post-production analysis. The course consists of discussions, critiques, exercises, and visual logs. Prerequisite: Sophomore standing

Outcomes:

- Build on the interdisciplinary experience in Media One
- Experiment working individually and collaboratively
- Produce an archive (process book/blog) examining research, ideation, production and documentation of projects
- Produce a series of short projects
- Identify problem solving skills

FDN 1412 Sophomore Seminar: Contemporary Practice – 1 cr.

Studio practice is more than just making things: it's also the context, marketing, and creative space that maintain creative work. Contemporary Practice introduces students to the foundations, variety, and tools of a professional practice. Students upgrade websites and documentation, enter contests, and create professional presentations of their work. Classes consist of lectures, student presentations, and guest speakers from a wide range of disciplines. Prerequisite: Sophomore standing

Outcomes:

- Demonstrate professional practice awareness
- Identify and declare major
- Formulate verbal and written skills related to practice
- Prepare for Junior Review