

0:00 - I'm Steve Novick and I'm a professor
0:01 of Art and Design here at Suffolk University.
0:04 (soft music)
0:05 In Foundation, you learn fundamentals,
0:08 but you also get an experience across a broad
0:12 range of courses.
0:13 So you'll have courses in drawing, 2D,
0:17 color, 3D design,
0:19 and you'll also get opportunities
0:20 to knit all those skills together
0:23 and see how you can work across disciplines.
0:28 There are three key things to Foundation.
0:30 One is that you'll work with ideas
0:33 and you'll learn how to communicate ideas.
0:35 When you're communicating, you're doing that visually,
0:37 so you'll understand how to make compelling pictures
0:41 and objects that are gonna grab people's attention.
0:43 You're also gonna learn techniques
0:45 that vary from analog skills to digital skills.
0:49 And the last thing that's really important about foundation
0:51 is you build a sense of community.
0:53 You're going to meet people not only from within your major,
0:57 but from other majors.
1:00 Foundation prepares students for their studies at Suffolk
1:03 by teaching 'em how to be art students.
1:07 A lot of students who come in have experience
1:10 in high school, in art classes, some don't.
1:13 No matter what, you're gonna learn how
1:16 to use your time well in studio,
1:18 how to structure your time
1:20 and how to build on your strengths and discover
1:25 and shore up any weak areas.
1:28 We have a pathway for students who don't have a portfolio
1:33 to take the same classes that majors take.
1:36 And if they do well in those classes,
1:38 then they can declare the major
1:40 and just continue on.
1:41 Even though they don't have the experience,
1:43 they have a knack
1:45 and they have the ability as long
1:47 as they get the opportunity.