I'm Steve Novick and I'm a professor of Art and Design here at Suffolk University. In Foundation, you learn fundamentals, but you also get an experience across a broad range of courses. So you'll have courses in drawing, 2D, color, 3D design, and you'll also get opportunities to knit all those skills together and see how you can work across disciplines. There are three key things to Foundation. One is that you'll work with ideas and you'll learn how to communicate ideas. When you're communicating, you're doing that visually, so you'll understand how to make compelling pictures and objects that are gonna grab people's attention. You're also gonna learn techniques that vary from analog skills to digital skills. And the last thing that's really important about foundation is you build a sense of community. You're going to meet people not only from within your major, but from other majors. Foundation prepares students for their studies at Suffolk by teaching 'em how to be art students. A lot of students who come in have experience in high school, in art classes, some don't. No matter what, you're gonna learn how to use your time well in studio, how to structure your time and how to build on your strengths and discover and shore up any weak areas. We have a pathway for students who don't have a portfolio to take the same classes that majors take. And if they do well in those classes, then they can declare the major and just continue on. Even though they don't have the experience, they have a knack and they have the ability as long as they get the opportunity.