

**College of Art and Design****Spring 2185****Lecture and Studio Electives – All RIT Undergraduate Students****Note: Electives may be subject to change**

Subject	Catalog	Course Title	Class Type	Cr	Course Description	Pre/Co-Requisites
ARTH	135	History of Western Art:-Ancient to Medieval	LEC	3.00	<p>The subject of this course is the history of western art and architecture from Prehistory through the Middle Ages. We will examine the form, style, function, and meaning of important objects and monuments of the past, and consider these in their social, historical and cultural contexts.</p> <p>A chronological study will allow us to recognize when, where and by whom a given object was produced. Once these decisive factors are established, we may try to determine why the object was made, what it meant in its time, place and culture, and whose ideology it served. Since we are dealing with visual information, the primary goals of this class are to learn how to look, and how to describe and analyze what we see.</p> <p>At the end of the term, students will be prepared to pursue additional courses in the discipline, for they will have gained a foundational knowledge of the object, scope and methods of art history. The knowledge obtained in this introductory course will also guide students in their own creative endeavors.</p>	

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ARTH	136	History of Wst Art:Renaissance to Modern	LEC	3.00	<p>The subject of this course is the history of western art and architecture from the Renaissance through the early 20th century. We will examine the form, style, function, and meaning of important objects and monuments of the past, and consider these in their social, historical and cultural contexts.</p> <p>A chronological study will allow us to recognize when, where and by whom a given object was produced. Once these decisive factors are established, we may try to determine why the object was made, what it meant in its time, place and culture, and whose ideology it served. Since we are dealing with visual information, the primary goals of this class are to learn how to look, and how to describe and analyze what we see.</p> <p>At the end of the term, students will be prepared to pursue additional courses in the discipline, for they will have gained a foundational knowledge of the object, scope and methods of art history. The knowledge obtained in this introductory course will also guide students in their own creative endeavors.</p>	
ARTH	369	20th Century Art: Since 1950	LEC	3.00	<p>A critical study of the art and visual culture of the second half of the twentieth century. Major stylistic movements in Europe and America will be examined with special attention to innovations in materials, subject matter, and philosophy. Central themes include: Abstract Expressionism, Pop Art, West Coast Junk, Funk and Beat, Nouveau Réalisme, CoBRA and Situationism, Arte Povera, Earthworks, Site Specificity, Allegory, Conceptualism, Minimalism, Feminism, Performance, Happenings, Installation, and New Media. Part II of a two-semester historical sequence devoted to 20th century art.</p>	Prerequisites: ARTH-136 or equivalent course.

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ARTH	521	The Image	LEC	3.00	The image remains a ubiquitous, controversial, ambiguous and deeply problematic issue in contemporary critical discourse. This course will examine recent scholarship devoted to the image and the ideological implications of the image in contemporary culture. Topics will include: the modern debate over word vs. image, the mythic origins of images, subversive, traumatic, monstrous, banned and destroyed images (idolatry and iconoclasm), the votive and effigy, the mental image, the limits of visibility, the moving and projected image, the virtual image, image fetishism, the valence of the image, semiotics and the image, as well as criteria by which to assess their success or failure (their intelligibility) and their alleged redemptive and poetic power.	Prerequisites: ARTH-136 or equivalent course.
ARTH	550	Topics in Art History: Medieval Architecture	LEC	3.00	A focused, critical examination and analysis of a selected topic in Art History varying according to faculty teaching the course. A subtopic course description will be published each term course is offered. This course can be repeated.	
ARTH	550	Topics in Art History: Documentary Aesthetics	LEC	3.00	A focused, critical examination and analysis of a selected topic in Art History varying according to faculty teaching the course. A subtopic course description will be published each term course is offered. This course can be repeated.	
ARTH	550	Topics in Art History: What is Art?	LEC	3.00	A focused, critical examination and analysis of a selected topic in Art History varying according to faculty teaching the course. A subtopic course description will be published each term course is offered. This course can be repeated.	

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ARTH	568	Art and Technology: from the Machine Aesthetic to the Cyborg Age	LEC	3.00	This course explores the link between art and technology in the 20th century with special focus on the historical, theoretical, and ideological implications. Topics include the body in the industrial revolution, utopian, dystopian, and fascist appropriations of the machine, engendering the mechanical body and machine-eroticism, humanism, the principles of scientific management, the paranoiac and bachelor machine, multiples, mass production, and the art factory, industrial design and machines for living, the technological sublime, cyborgs, cyberpunk and the posthuman. Key theorists to be discussed include: Karl Marx, Norbert Weiner, Reyner Banham, Siegfried Gideon, Marshall McLuhan, Michel Foucault, Deleuze and Guattari, Donna Haraway, and Martin Heidegger, as well as examples from film (Modern Times, Metropolis, Man with the Movie Camera and Blade Runner) and literature (Shelley's Frankenstein, and Zamyatin's We). Artists covered include: Tatlin, Rodchenko, Malevich, Moholy-Nagy, Leg?r, Sheeler, Picabia, Duchamp, Calder, Ernst, Le Corbusier, Klee, Tinguely, Oldenburg, Rauschenberg, Warhol, Beuys, Kiefer, Lewitt, Fischli and Weiss, Acconci, Nam June Paik, Survival Research Laboratories, Bureau of Inverse Technology, Stelarc, Orlan, Dara Birnbaum, Roxy Paine, Marina Abramovic, Kac and Bill Viola.	Prerequisites: ARTH-136 or equivalent course.
ARTH	572	Art of the Americas	LEC	3.00	This is a survey course of native north and South American visual arts within an historical and anthropological framework. Included will be an examination of the development of principal styles of Ancient American architecture, sculpture, painting, and ceramics up to the 16th century when the Spanish conquistadors defeated the Aztec and Inca empires and imposed colonial rule. Consideration is also given to materials used, techniques of construction, individual and tribal styles, as well as to the meaning and function of various art forms within Native American societies.	

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Subject	Catalog	Course Title	Class Type	Cr	Course Description	Pre/Co-Requisites
CCER	530	Ceramics 3 Credit Elective	STU	3.00	This is a class specifically designed for non-majors covering the fundamental techniques and aesthetics of working with clay. Topics covered include the forming techniques, clay mixing, basic properties of clay, glazing and firing techniques and fundamental understanding of historical and contemporary practices and applications. The course includes prescribed projects based on the number of studio hours. **Fee: There is a lab fee required for this course**	This course is available to RIT degree-seeking undergraduate students.
CGLS	207	Molten Glass Practice II	STU	3.00	This is a second course in a sequence of hot glass courses that will further introduce students to fundamental glass working processes in the hot glass studio. Solid and blown techniques will be covered as ways to activate ideas through molten glass. In addition, basic processes of finishing and further manipulating annealed glass in the cold shop will also be introduced. Students will build technical understanding and material comprehension in the application of these skills within personally developed projects motivated by themes related to systems, movement, and site-specificity. **Fee: There is a lab fee for materials required (estimated cost of \$225)**	Prerequisite: CGLS-206 or equivalent course.
CGLS	212	Kinetic Glass Practice	STU	3.00	This course will introduce students to basic flame working processes in the flame working studio. Solid working techniques with borosilicate glass will be covered as ways to activate ideas about making glass move. In addition, basic processes of finishing and further manipulating annealed glass in the cold shop will also be introduced. Students will build technical understanding and material comprehension in the application of these skills within personally developed projects motivated by themes regarding mechanics, the experimental, and absurdity.	Prerequisites: FDTN-132 or FDTN-232 or equivalent course.
CGLS	530	Glass Processes	STU	3.00	This course will introduce the beginner to the glass studio and to glass as a creative material. ** Fee: There is a lab fee required for this course**	This course is available to RIT degree-seeking undergraduate students.

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CMTJ	530	Form and Fabrication: Metals and Jewelry Design	STU	3.00	An elective course providing an opportunity for introductory study in metals: either hollowware or jewelry. Development of metals techniques, design fundamentals and encouragement of personal expression will be encouraged. The student will learn to evaluate new techniques, materials and concepts. Slide lectures, technical demonstrations, field trips, hands-on experience and critiques will be used. **Fee: There is a lab fee required for this course**	This course is available to RIT degree-seeking undergraduate students.
CWFD	530	Furniture Design 3 Credit Elective	STU	3.00	This is a class designed for non-majors, covering a fundamental introduction to techniques and aesthetics of woodworking. Topics covered include the use of select hand tools and woodworking power tools, wood as a material, its basic properties and fundamental processes of wood fabrication. The course includes a prescribed project based on five in-class contact hours. **Fee: There is a lab fee required for this course**	This course is available to RIT degree-seeking undergraduate students.
DDDD	526	Physical Interface Design	LEC	3.00	This course covers the use of basic electronics so that students can develop embedded systems or controllers for games, design environments with ambient intelligence, design interactive museum exhibits and point of purchase installations, or embed electronics in clothing. Students use micro controllers, sensors, switches, lights, and motors to implement their designs.	
FDTN	111	Drawing I	STU	3.00	This course is an introduction to the visualization of form, thought and expression through the drawing process. Concepts are introduced by lectures, discussions, demonstrations, research, and assigned projects. Designed to provide a broad introductory experience, students will experiment with a wide variety of media, tools, techniques and subjects to develop drawing expertise and problem solving skills related to design and composition. Course work will be assessed through critique, facilitating self-assessment, and the growth of both a visual and verbal vocabulary. The focus of the course is to provide awareness of the full range of ways in which drawing is used as a tool for both self-expression and communication.	Undergraduate Art and Design

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Subject	Catalog	Course Title	Class Type	Cr	Course Description	Pre/Co-Requisites
FDTN	112	Drawing II	STU	3.00	This course is an introduction to the visualization of form, thought and expression through the drawing process. Concepts are introduced by lectures, discussions, demonstrations, research, and assigned projects. Designed to provide a broad introductory experience, students will experiment with a wide variety of media, tools, techniques and subjects to develop drawing expertise and problem solving skills related to design and composition. Course work will be assessed through critique, facilitating self-assessment, and the growth of both a visual and verbal vocabulary. The focus of the course is to provide awareness of the full range of ways in which drawing is used as a tool for both self-expression and communication.	Prerequisites: FDTN-111 or equivalent course.
FDTN	121	2D Design I	STU	3.00	This course is a structured, cumulative introduction to the basic elements and principles of two-dimensional design. Organized to create a broad introductory experience, the course focuses on the development of both a visual and a verbal vocabulary as a means of exploring, developing and understanding two-dimensional compositions. Concepts are introduced through lectures, discussions, demonstrations, research, assigned projects and critiques. The course addresses a wide variety of media, tools, techniques both traditional and technological, and theoretical concepts to facilitate skill development and experimentation with process. Visual comprehension, the ability to organize perceptions and horizontal thinking that crosses other disciplines and theories, are key foundational components to the development of problem solving skills. Accumulative aspects of the curriculum included the exploration of historical and cultural themes and concepts intertwined with aspects of personal interpretation and experience.	Undergraduate Art and Design

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Subject	Catalog	Course Title	Class Type	Cr	Course Description	Pre/Co-Requisites
FDTN	122	2D Design II	STU	3.00	This course is the second semester of a sequential, structured introduction to the basic elements and principles of two-dimensional design. Organized to create a broad introductory experience, students will build upon the visual and a verbal vocabulary, media, techniques, skill development and processes acquired during the fall semester. This term will also focus on the comprehensive exploration of color theory as well as dealing with conceptualization and more advanced issues related to problem solving. Accumulative aspects of the curriculum included the exploration of historical and cultural themes and concepts intertwined with aspects of personal interpretation and experience.	Prerequisites: FDTN-121 or equivalent course.
FDTN	131	3D Design I	STU	3.00	This course presents a progressive study over two-semesters in terminology, visual principles, exploration, concept generation, process, and techniques of three-dimensional design. Using hands-on problem solving, student will develop an informed understanding of the 3D form and space with an emphasis on the elements and principles of visual design and their function as the building blocks and guidelines for ordering a 3D composition. A heightened awareness of form and space will be developed through lecture, assigned projects, and critiques. Students will also develop a personal awareness of problem seeking and solving, experimentation, and critical analysis. **Note: May be taken as a one-semester offering**	Undergraduate Art and Design
FDTN	132	3D Design II	STU	3.00	This is the second-semester of a sequential course. The focus is on composing three-dimensional form and its relationship to space. Students will build on their prior term experiences, which include the introduction to 3D principles, materials, and building processes. Students will develop the sophisticated skill of conceptualization. More advanced problems will be assigned and students will have the opportunity to explore a wide range of material and process possibilities for their resolution. A heightened awareness of idea development and design research will be explored. Inclusion of 21st century themes in the arts of social cultural and community.	Prerequisites: FDTN-131 or equivalent course.



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Subject	Catalog	Course Title	Class Type	Cr	Course Description	Pre/Co-Requisites
FDTN	141	4D Design	STU	3.00	4D Design introduces students to the basic concepts of art and design in time and space. Computers, video, photo, sound, and lighting equipment are used to create short-form time-based work. Students learn video, audio, camera, lighting, composite animation, and other skills relevant to all students in majors and programs required to take this course. The course explores elements of moving images, such as serial, narrative ordering, still and moving image editing, transitions and syntax, sound and image relations, and principles of movement. The course addresses the both historical conventions of time in art and recent technological advances, which are redefining the fields of fine art and design. In focusing on the relations between students' spacing and timing skills, 4D Design extends and supplements the other foundation courses, and prepares students for further work with time-based media.	Undergraduate Art and Design
FNAS	201	Introduction to Expanded Forms	STU	3.00	As one of five required sophomore courses that introduce the techniques, processes, and technologies of the visual fine arts to fine arts studio students, Introduction to Expanded Forms focuses on the diverse new forms of expression that have emerged in contemporary fine art including: installation, performance, video, light, sound, and numerous digital media. Students will research and produce artwork utilizing some of these new forms of personal expression. ** Fee: There is a lab fee required for this course**	Prerequisites: FDTN-141 or equivalent course.
FNAS	202	Intro Non-Toxic Printmaking	STU	3.00	This course is a comprehensive introduction to non-toxic printmaking concepts and techniques. Organized to create a broad introductory experience, the course will focus on the expansion of problem solving and skill building within the context of printmaking. The course addresses a wide variety of media, tools, techniques both traditional and technological, and theoretical concepts to facilitate skill development and experimentation with process. Accumulative aspects of the curriculum include the exploration of historical and cultural concepts of materiality and the multiple intertwined with aspects of personal interpretation and experience. ** Fee: There is a lab fee required for this course**	Prerequisites: FDTN-111 or equivalent course.

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FNAS	203	Introduction to Painting	STU	3.00	Students begin a personal exploration of techniques in painting to advance their understanding, using color theory, building compositions and effective use of painting materials. Individual approaches to content range from abstraction through representational art, as students address contemporary visual arts issues. ** Fee: There is a lab fee required for this course**	Prerequisites: FDTN-111 or equivalent course.
FNAS	204	Introduction to Sculpture	STU	3.00	This course is designed for students to develop ideas through investigation of basic sculpture practices, processes, and materials. Introduction to additive, subtractive, assemblage, and substitution processes of making sculpture will be covered with expectations that students will develop these skills in relation to individual concepts and directions. ** Fee: There is a lab fee required for this course**	Prerequisites: FDTN-131 or equivalent course.
FNAS	233	Painting for Non-Majors	STU	3.00	Students will be encouraged to experience and explore the properties of oil painting and establish strategies toward solving problems of composition related to successful form content. **Fee: There is a lab fee required for this course**	This class is open to all undergraduate students <b>except</b> for those in the FNAS-BFA, ILLM-BFA, ILLS-BFA, GRDE-BFA, INDE-BFA, IDDE-BFA, NMDE-BFA, CCER-BFA, GLASS-BFA, METAL-BFA and WOOD-BFA majors.
FNAS	269	Sculpture for Non-Majors	STU	3.00	This course offers an introduction to sculpture and will expose students to basic concepts, forms, methods, and materials of the art form. The principles of space, volume, surface texture, multiple viewpoints, and gravity will be explored in three-dimensional projects. ** Fee: There is a lab fee required for this course**	This class is open to all undergraduate students <b>except</b> for those in the FNAS-BFA, ILLM-BFA, ILLS-BFA, GRDE-BFA, INDE-BFA, IDDE-BFA, NMDE-BFA, CCER-BFA, GLASS-BFA, METAL-BFA and WOOD-BFA majors.
FNAS	560	Watercolor	LEL	3.00	An intermediate to advanced exploration of watercolor concepts and techniques to enhance skill development and personal expression of the individual student.	Prerequisites: FDTN-112 or equivalent course.

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IDEA	216	Calligraphy	STU	3.00	This course will introduce students to a calligraphic hand for the purpose of acquiring a comprehensive understanding of letterform design and application for personal and professional application. Students will learn to letter using traditional and current tools and techniques. This course is open to anyone who is interested in learning more about lettering, the historical evolution of calligraphy as a precursor to typography and about past, present and emerging styles and practitioners in the fields of lettering, calligraphy and typography.	This course is available to RIT degree-seeking undergraduate students.
ILLM	506	3D Animation of Organic Forms	LEC	3.00	This course explores animating biomedical subjects and processes in their native environment. Students will be ask to research contemporary theory defining their subjects' anatomy and create animations consistent with their findings. Frame-by-frame animation, blend shapes, non-linear deformers and rigging systems will be introduced to permit students to choose the most effective method for creating motion and transformation.	Prerequisites: ILLM-503 or equivalent course.
ILLM	518	Eye Ear and Nose Prosthetics	LEC	3.00	Eye Ear Nosemaking is an introduction to maxillofacial prosthetics. Focusing on anaplastology with additional work in the process of artificial eye-making, students will create life masks on which orbitals, noses and ears can be modeled, cast and produced. **Fee: There is a \$45 fee required for this course**	Prerequisites: FDTN-112 and FDTN-122 and FDTN-132 and students with majors in CAD with at least 2nd year student standing.
ILLS	206	2D Composition & Color	STU	3.00	This course will provide students with instruction and assignments to practice and apply compositional picture plane dynamics using representational subject matter. Students will explore the principles of composition through the use of formal visual elements such as line, shape, value and color to achieve effective two-dimensional compositions.	Prerequisites: FDTN-121 or equivalent course.
ILLS	209	3D Applications: The Figure	STU	3.00	Learners will build upon their experience in 3D Design I including materials, and building processes, while constructing the human figure. Sculpted figures will portray accurate human anatomic structure, inference of function, and balance.	Prerequisites: FDTN-131 or equivalent course.

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ILLS	213	Illustration I	STU	3.00	Illustration I is the primary core course for illustration majors in their sophomore year. The students approach major elements of technique, application, and theory in relation to becoming illustrators. Studio sessions involve basic problem solving, anatomy, pictorial composition, media applications, figurative expression, use of reference tools, and illustrative techniques. Class structure allows demonstrations of processes and experimentation for assignment development. Group and individual critiques will be used to evaluate work.	Prerequisites: FDTN-112 and FDTN-122 or ILLS-206 or equivalent courses.
ILLS	214	Anatomical Illustration	STU	3.00	This course will provide and in depth anatomical approach to drawing the figure. Students will obtain instruction and practice at drawing human anatomy including body and head postures, facial expressions, and hand gestures. Students will be taught anatomical proportioning while drawing from observation from models to convey emotions such as anger, sadness, fear, disgust, etc. Students will also learn to use photo support references. Works will be created in black and white and in color media using light and dark, and warm and cool effects.	Prerequisites: FDTN-112 and FDTN-122 or ILLS-206 or equivalent courses.
ILLS	219	Digital Illustration I	STU	3.00	Digital Illustration I will provide students with methods of conceptualizing, organizing and executing illustrations using the computer. Projects will expose students to various types of digital techniques using vector and raster-based software applications, and a variety of input and output devices for the creation of professional level assignments. The course will emphasize conceptual problem solving methodology and the language of visualization while providing a consistent foundation for digital illustration as it relates to professional illustration production. Color systems, digital terminology and pre-press file formats will be also be covered.	Prerequisites: FDTN-112 and FDTN-122 or ILLS-206 or equivalent courses.

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ILLS	313	Illustration II	STU	3.00	This course focuses on preparing students to create work for a variety of illustration markets including the advertising, editorial, corporate and book publishing markets. Emphasis will be placed on the development and creation of a variety of finished illustrations that will demonstrate understanding of current industry trends and standards. Students will gain insight into the differences and nuances of these illustration specializations. Creative problem solving, stylistic self-expression, and technical proficiency will be emphasized. Students will participate in individual and group reviews and critiques.	Prerequisites: ILLS-213 or equivalent course.
ILLS	364	Editorial Illustration	STU	3.00	Editorial Illustration takes an in-depth look at creating images for the newspaper and magazine publishing industry. Emphasis will be placed on creating a wide variety of finished illustrations. The course focuses on the visual interpretation of editorial subject matter. Critical thinking, visual criticism, and rhetoric will also be a required component of work generation and conceptualizing. Presenting thumbnails that explore a variety of concepts is emphasized. This course may be retaken one time.	Prerequisites: ILLS-213 or equivalent course.
ILLS	369	Digital Mixed Media	LEL	3.00	This course provides students with the opportunity to explore the creative potential presented through the imaginative combination of both traditional and digital media. Students will be expected to utilize and combine skills learned in traditional and digital illustration courses to provide exciting and fresh illustrations unrestricted by a singular medium.	Prerequisites: ILLS-213 and ILLS-219 or equivalent courses.
ILLS	563	Zoological and Botanical Illustration	STU	3.00	This course utilizes subjects found in the natural world as resources for applied and fine art applications. Working from live and preserved subjects, students will accurately depict animal and plant images, which may be used descriptively in print and electronic media.	Prerequisites: FDTN-112 and FDTN-122 or ILLS-206 or equivalent courses.
INDE	346	History of Architecture, Interiors and Furniture II	LEC	3.00	A survey of the history of western architecture, interiors, and furniture. An overview of the components of style, construction, and material as represented by architecture, interior environments and furnishings from the Industrial Revolution to current day.	

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ITDI	211	Drawing for Non-Majors	STU	3.00	This class is devoted to developing basic skills in drawing. Formal art elements, mark making, observational skills, and personal expression will be stressed. Students will engage in issues of representation and abstraction through relationships of marks, lines and other graphic notations.	This course is open to all undergraduate students <b>except</b> those in FNAS-BFA, ILLM-BFA, ILLS-BFA, NMDE-BFA, GRDE-BFA, IDDE-BFA, INDE-BFA, 3DDG-BFA, CCER-BFA, GLASS-BFA, METAL-BFA, WOOD-BFA, PHIMAG-BFA and PHTILL-BFA.
ITDI	236	Figure Drawing	STU	3.00	Figure drawing skills are taught in a traditional life drawing class format with emphasis on dynamic line quality, visual perception and contemporary approaches to figure drawing.	This class is open to all undergraduate students except for those in the FNAS-BFA major.
ITDI	242	Painting	STU	3.00	Students begin a personal exploration of techniques in painting to advance their understanding, using color theory, building compositions and effective use of painting materials. Individual approaches to content range from abstraction through representational art, as students address contemporary visual arts issues.	This class is open to all undergraduate students <b>except</b> for those in the FNAS-BFA major.
MAAT	101	Cross Media Foundations	LEC	3.00	This course introduces students to the graphic media industries by studying the history, culture, technology, markets and workers. The course provides an orientation to the production concepts, working environments, hardware and software tools, languages, working standards and cultures of the industry.	
MAAT	206	Print Production	LEC	3.00	This survey course introduces students to the technologies, materials, and processes for conventional, digital, and functional print production. Hands-on lab experiences will focus on practical application in industry. Related concepts of quality, efficiency, economics, and sustainability will also be addressed.	Prerequisites: MAAT-101 or MAAT-383 or equivalent course.
MAAT	223	Production Workflow	LEC	3.00	This course focuses on planning and producing cross-media projects. Students will gain hands-on experience with all phases of production through a series of print and new media projects. Concepts of content and production management will be applied with an emphasis on creating quality outcomes that are delivered on-budget and on-time.	Prerequisites: MAAT-101 or MAAT-383 or equivalent course.

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MAAT	377	Advanced Retouching and Restoration	LEC	3.00	This class demystifies the process for digitally enhancing, retouching, and restoring images in industry standard raster software. This class is designed for students who have a solid working knowledge of current industry standard raster software and are interested in advancing their skills in digital image enhancement retouching and restoration. This course includes image acquisition and specialized image manipulation techniques used to retouch, reconstruct, restore, and enhance images.	Prerequisites: MAAT-107 or equivalent course.
MAAT	383	Design Production	LEC	3.00	This introductory course provides students with the fundamental understanding of the key variables, systems and phases of production workflow. Emphasis will be placed on job planning, implementation strategies and decision-making processes for print and e-media production workflow. Projects will allow students to optimize their work for specific production requirements as well as to optimize content and workflow strategies for cross-media applications.	
MAAT	543	Limited Edition Print	LEC	3.00	Through immersive study of technologies, materials, and business models, students will learn how to produce high quality limited editions of original works and reproductions for fine art and other markets. Students will also explore the integration of print technologies (e.g. inkjet, letterpress, screen, etc.) and materials with an emphasis on print finishing, authentication, and archival concerns.	Prerequisites: MAAT-101 or MAAT-383 with at least 3rd year standing.
MAAT	544	Color Management Systems	LEC	3.00	This course addresses the science and technology of color management systems in achieving quality color reproduction and scanner-monitor and proof-print agreement. Students will study the role of color measurement for device calibration, device characterization, and building an ICC-based color management system. Students will perform color image rendering from digital capture to print, investigate digital proofing and soft and remote proofing, and evaluate color management system performance. Process control tools and analysis of control targets will also be covered.	Prerequisites: MAAT-107 or equivalent course.

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MAAT	558	Package Printing	LEC	3.00	Students who take this course will understand how package printing technologies work, and how they are used to print bags, labels, cartons, cans, boxes, and bottles. Students will apply a packaging printing workflow to produce labels and folding cartons of their own design. Finally, students will analyze the cost of printing a package.	This course is available to RIT degree-seeking undergraduate students.
MAAT	561	Industry Issues and Trends	LEC	3.00	This course presents a detailed analysis of the critical trends and issues related to the graphic media publishing industry. It provides an in-depth look at key technologies as well as business, environmental and regulatory issues. This course provides a capstone experience that contributes to the student's fuller understanding of management of the graphic media publishing industry. This course prepares students for successful careers by providing insights into the nature and scope of the major challenges facing industry managers and leaders and how to manage these challenges.	This course is available to RIT degree-seeking undergraduate students.
MAAT	563	Building Profit into Media Projects	LEC	3.00	This course familiarizes students with costing and pricing practices in website development, print media, mobile media, and social media. It highlights areas of similarity in these media but more importantly focuses on those practices and customs that are unique to a specific medium. The course provides the necessary background for developing accurate media proposals that become contractual legal obligations and result in sustained profitability.	
MAAT	566	Typography Research	LEC	3.00	The course builds on fundamentals and skills taught in introductory and advanced typography courses by developing methods of investigation, research, and analysis, with the goal of enabling students to conduct independent research. Students choose individual typographic topics to research (e.g. technology, psychology, history, aesthetics, imaging, writing systems, culture, and society). Course lectures survey these topics. Students each give presentations on their topics and prepare a written a report. The course emphasizes individual initiative and seminar participation. To enroll in this course students' need to have successfully completed two additional typography classes.	Prerequisites: MAAT-106 or equivalent course.



# College of Art and Design

Spring 2185

## Lecture and Studio Electives – All RIT Undergraduate Students

Note: Electives may be subject to change

Subject	Catalog	Course Title	Class Type	Cr	Course Description	Pre/Co-Requisites
MAAT	573	Transmedia Publishing and Storytelling	LEC	3.00	Transmedia publishing is a form of multimedia communications that tells stories from a database of media assets. It differs from conventional publishing in that the reader dynamically participates in shaping the story and the story is adapted to the channel used to distribute it. Students create stories through the application of the theoretical principles, methods and tools employed in transmedia publishing and storytelling.	This class is restricted to undergraduate students with at least 2nd year standing.
PHAR	150	Introduction to Film Photography	LEC	3.00	An introduction to black-and-white still photography – technical, aesthetic, conceptual – for non-photography majors. Through weekly assignments, students will become familiar with the operation of a 35mm camera body/lenses and film processing/printing, while exploring basic principles of lighting, depth of field, principles of design, blur/stop motion, accurate exposure, and tone control. Lectures will address photographic aesthetics, in addition to historical, contemporary and innovative practices. Students will engage in the language of the critique through participation in discussions of photographic shooting assignments. Students are required to provide their own 35mm camera, film and processing, and photo paper. Non-Photo majors only. **Fee: Photo fee required**	This course is available to RIT degree-seeking undergraduate students.
PHAR	160	Intro to Digital Photography	LEC	3.00	An introduction to digital photography – technical, aesthetic, conceptual – for non-photography majors. Through weekly assignments, students will become familiar with the operation of a DSLR camera body/lens, while exploring the basic principles of lighting, depth of field, design, blur/stop motion, accurate exposure, and image manipulation. Lectures will address photographic aesthetics, contemporary and historical practices, and professional applications. Students will learn to critique work through participation in discussions of photographic assignments. Students are required to have their own DSLR (digital single-lens reflex) camera. Non-photo majors only. This course may be repeated. "Fee – There is a lab fee required for this course**	This course is open to all undergraduate students <b>except</b> those in PHTILL-BFA, PHIMAG-BFA , VISMED-BFA, PHIMTEC-BS, PHBM-BS and IMPT-BS.

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Subject	Catalog	Course Title	Class Type	Cr	Course Description	Pre/Co-Requisites
PHAR	161	Intermediate Digital Photography for Non-Majors	LEC	3.00	This is the first required course for students enrolled in the photography minor. This course will reinforce and build upon the skills learned in Introduction to Digital Photography. It will emphasize aesthetics, craft, visual problem solving, skill development, and critical thinking skills. In this course, students will work in the studio and be introduced to the skills needed to use, create, and control artificial lighting as well as develop skills for modifying found light on location. Students will also make photographic prints. The curriculum will emphasize both craft and visual problem-solving skills necessary to achieve industry standards and prepare students for other courses available in the minor. Fee required for non-majors.	PHAR-160 or equivalent course.
PHAR	212	Histories and Aesthetics of Photography II	LEC	3.00	The objective of this course, the second course of a two-semester sequence, is to present an overview of the multiple, intersecting histories and aesthetic practices of photography from the development of Modernism to the present, including the medium's transformation by digital imaging in the 21st century. Photography's applications within fine art, documentary, scientific, journalistic, commercial and vernacular practices will be investigated within a global perspective, but primary emphasis is placed upon developments and movements within the United States and Europe.	
PHAR	560	Photography in Cuba Trip	LEC	3.00	This course will offer students the unique opportunity to participate in an immersive educational experience while traveling and photographing in Cuba. Through the use of photography, related field trips and lectures, this course will introduce students to a new culture and environment. Students will be exposed to challenges found in available light situations where they will photograph environments, architecture, and the people of Cuba. A final portfolio will illustrate effective visual documentation of Cuban culture.	This course requires permission of the Instructor to enroll.

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PHFA	386	Multimedia Arts Workshop: Topic	LEC	3.00	Multimedia Arts Workshop is a special topics shell course for the development of skills in multimedia arts. Potential topics include: motion graphics, animation, 360 immersive video, cinematography, documentary art, interactivity, etc. These topics will be situated within related global, social, historical, and theoretical perspectives. This course may be repeated, topics may not.	This course is available to RIT degree-seeking undergraduate students.
PHPJ	307	Ethics and Law	LEC	3.00	This course will introduce students to the principles and theories of ethics and their application to editorial photography and photojournalism for mass communications. It will establish a basic understanding of philosophical ethics, social responsibility, and professional practices within protections and responsibilities of the First Amendment. The course will also review the legal issues relating to photographic practices and access to subjects. The course will examine a wide range of case examples used in classroom discussion and analysis to build a foundation for professional practice.	This course is available to RIT degree-seeking undergraduate students.
PHPJ	350	PJ Topics: Community Journalism	LEC	3.00	Photography (and photographic education) is in a perpetual state of flux due to constant changes in practices and technology. Topics in photojournalism will provide students with the opportunity to explore this shifting terrain of photography and imaging using contemporary problems. The content taught in this course will change frequently and the course may be repeated for credit, however each particular topic may have limits on repeatability.	
PHPJ	375	Interactive Narrative Storytelling	LEC	3.00	This course will enable students to develop a strong foundation in elements of web production including learning basic mark-up and programming languages commonly used in web development, UI/UX design, typography and content editing. Students will complete the course by working collaboratively with students in other art, design, photographic, digital humanities or visual storytelling courses to develop effective and innovative ways to display and narrate content in digital environments. Students will learn usability testing, how to prepare images and video for online environments as well as understanding the importance of storytelling on mobile devices.	

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Subject	Catalog	Course Title	Class Type	Cr	Course Description	Pre/Co-Requisites
PHPS	107	Photographic Technology II	LEC	3.00	This is the second course in a two-semester course based in the study of the technology of photography, with emphasis on applications to real world photographic problems. Among the topics studied will include color vision, Munsell color system, CIELAB system, color theory, color management, digital color balance during post-processing, digital tone reproduction, and digital workflows.	Prerequisite: PHPS-106 or equivalent course.
PHPS	207	Vision, Perception and Imaging	LEC	3.00	This course will explore the anatomical structure, function, and physiology of the human eye and brain and their relationship to vision, color, visual perception and imaging systems. Both the physiology and psychology of visual perception will be explored. The concepts of depth perception in human vision as they relate to both two-dimensional and three-dimensional contexts will be explored. Relationships of image brightness, contrast and how visual processes lead to seeing will be addressed.	
PHPS	336	e-Sensitometry	LEC	3.00	This course provides students with immersive experiences investigating the design of imaging systems and related technology with an emphasis on device characterization and image quality metrics and standards. Input and output standards including photographic and video systems will be covered in detail. Additionally, the course will explore measurable and subjective evaluations required for image quality.	Prerequisite: PHPS-106 or IMSM-303 or equivalent course.
SOFA	127	Digital Filmmaking	LEC	3.00	Digital video is currently used in many fields. This course teaches basic digital filmmaking skills (camera, editing, and sound) with an emphasis on storytelling skills using motion media. Students will work in small groups shooting and editing various projects in fiction, documentary, and experimental genres. Non-majors will be required to pay a facilities fee.	This course is available to RIT degree-seeking undergraduate students.
SOFA	505	Acting for Film	LEC	3.00	A course in basic acting technique with an emphasis on the requirements of film production. Students are introduced to various approaches to acting through exercises and by performing in scenes from professional productions. Scenes are rehearsed outside of class, and then staged and critiqued during class time.	This course is available to RIT degree-seeking undergraduate students.

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SOFA	511	Film Sound Theory: Music	LEC	3.00	This course is one of three in the study of film sound theory. Through readings, focused group discussion, and the viewing of/listening to select films, the course promotes critical analysis of the varied and profound uses of music in sound design. Addressed is the history of music from the silent era to the modern score. The concepts studied include the modal changes in point-of-audition, and positioning across diegeses. Newer topics including audio-visualization and ventriloquism theory are also addressed.	This course is available to RIT degree-seeking undergraduate students.
STAR	202	Crafts CADD Drawing	LEC	3.00	This is the second of a two-semester class covering basic CADD (computer assisted design and drawing) for both design and presentation. Topics covered will include a broad range of drawing types, three-dimensional modeling and presentation strategies. The course includes lectures, group discussions, independent study, homework, drawing and oral presentations. Each semester long course is structured as an independent unit.	
STAR	250	STAR Collaborative Topics: Topic	STU	3.00	The course will involve two disciplines collaborating to develop creative works focused on a particular theme or conceptual framework. STAR Collaborative Topics will students an exploratory and collaborative studio experience that will encourage and increase preparation for cross-disciplinary work in later years. Students will use concept, design and creative inquiry to gain familiarity with the breadth and scope of each medium involved, as well as the potential for mixed-media solutions. This course will also provide students with the initial skills needed in order to take more advanced courses within media-specific STAR-BFA options (ceramics, furniture design, glass, and metals and jewelry Design). Exact description of each topic offered will be determined by a faculty team and may have limited repeatability.	