

College of Art and Design - CAD Only Undergraduate Electives  
Fall 2191

Note: Elective offerings may be subject to change

Course Title			Type	Credit	Course Description	Prerequisites
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>	
ARTH	136	History of Western 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	364	Art in Paris	LEC	3.00	Students will study the history of artistic production and display in Paris, a city long regarded as a capital of the art world, from the Middle Ages to the twentieth century. The class will explore issues related to artistic production and display in Paris, including Paris as a center for Gothic production, art and the royal court, the intersection of classicism and French art, art and revolution, art and public space, Paris as a center of modernity, the role of historic conservation, and the role of museums.	
ARTH	366	18th, 19th Century Art	LEC	3.00	This course will examine Western art in the period leading up to the French Revolution and the early Modern period-generally, the mid-19th century. This process will include a close examination of the works and careers of individual artists who are considered some of the best-known representatives of the most significant art movements of the era, such as rococo, neoclassicism, romanticism, realism, and impressionism. Students will learn a new vocabulary for discussing visual representations and attempt to situate issues within political, religious, literary, and historical contexts. Throughout the course, a series of questions about art will be presented and students will assess how the nature of those questions affects the way they see images.	
ARTH	368	20th Century Art: 1900-1950	LEC	3.00	A critical study of the art and visual culture of the first five decades 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: the relationship between art and politics, abstraction vs. figuration, primitivism, anti-modernism, and the search for origins, reactions to modernity and the rise of technology, the tension between the avant-garde and popular culture, utopian and dystopian views of art and society, the institutional critique, artistic responses to Phenomenology, Existentialism, Nihilism, and the special role of art and artists in modern society. Part I of a two-semester historical sequence devoted to 20th century art.	Prerequisites: ARTH-136
ARTH	550	Topics in Art History Topics: Venice 15th-16th or Postmodernism	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	584	Scandinavian Modernism	LEC	3.00	This course examines the decorative arts and visual culture of modern Scandinavia from 1860 to the present, with special emphasis on the social, economic, and political impulses that have shaped them. Scandinavian Modern design plays a significant role in the postwar epoch; it is equated with such leading brands as Volvo, Saab, Ericsson, Nokia, H&M, Electrolux Orrefors, Georg Jensen, ARTEK, Iittala, and IKEA and the idea of progressive, social democracy. The myths and realities of its success will be examined and related to emerging cultural and national identities, as well as its impact on contemporary design.	Prerequisites: ARTH-136

ARTH	588	Symbols and Symbol Making: Psychoanalytic Perspectives on Art	LEC	3.00	This course explores the links between psychoanalytic theory, art history and visual culture with special focus on the work of Sigmund Freud, Carl Jung, and their followers. A central aim is to examine the way in which psychoanalytic theory has been employed by art historians and theorists as a mode of interpretation, as well as to study how, why, and what several of the most notable psychoanalysts have written about art. Topics include the interpretation of dreams, transference, the Oedipal myth, melancholia, narcissism, abjection, the structure of the unconscious, the fetish, Archetypes and the Collective Unconscious, as well as outsider art, and the art of the insane. Key theorists to be discussed include: Freud, Jung, D.W. Winnicott, Melanie Klein, Jacques Lacan, Otto Rank and Julia Kristeva; individual artists studied include: Albrecht Dürer, Leonardo da Vinci, Edvard Munch, Lars Hertervig, Max Ernst, Jackson Pollock, Antonin Artaud, Louise Bourgeois, Mary Kelly and Victor Burgin; in addition to examples from film (Maya Deren, Luis Buñuel and Salvador Dalí, and Stan Brakhage).	Prerequisites: ARTH-136
CCER	530	Ceramics 3 Credit Elective Topics: Handbuilding or Wheel Forms	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	206	Molten Glass Practice I	STU	3.00	This course will introduce students to basic glass working processes in the hot glass studio. Solid and blown techniques are introduced as ways to activate ideas through molten glass. Students will learn introductory processes of finishing and further manipulating annealed glass in the cold shop. Students will build technical understanding and material comprehension in the application of these skills through assigned projects motivated by current themes in contemporary art. There is required out-of-class work time in the glass studio at a minimum of 6-9 hours per week **Fee: There is a lab fee for materials required**	Prerequisites: FDTN-132 or FDTN-232 or ILLS-209 or equivalent course.
CGLS	211	Mold & Kiln Glass Practice	STU	3.00	This course will introduce students to basic mold making and glass working processes in the kiln studio. Fusing, slumping, and casting techniques will be covered as ways to activate ideas through kiln formed glass. In addition, basic processes of finishing glass in the cold shop will also be introduced. Students will build technical understanding and material comprehension in the application of these skills within self-directed projects motivated by prompted themes found within contemporary art. There is a required out-of-class work time in glass studio at a minimum of 6-9 hours per week **Fee: There is a lab fee for materials required for this course**	Prerequisites: FDTN-132 or FDTN-232 or ILLS-209 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.

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
CWTD	530	Quilting Elective	STU	3.00	This course will introduce the beginner to the textile studio and to quilting as a creative process. This can be repeated to allow students to develop additional skills. **Fee: There is a lab fee required for this course**	This course is available to RIT degree-seeking undergraduate students.
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 College of Art and Design
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

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 College of Art and Design
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
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 College of 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.

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 College of Art and Design
GRDE	205	History of Graphic Design	LEC	3.00	This course will focus on the development of graphic communication from prehistory through the present. This course will provide students with knowledge and understanding of the places, people, events; historical and cultural factors; and technological innovations that have influenced the practice of graphic design. Lectures are complemented by guest speakers, archive visits, videos, research projects, critical essay writing, and discussion.	Prerequisites: ARTH-136 and completion of First Year Writing (FYW) requirement.
GRDE	326	20th Century Editorial Design History	LEC	3.00	This course is a thematic approach to the history of magazine design and provides a necessary historical basis for students in the visual arts and design. The course involves lectures on editorial designers, other pioneering Modernist designers, and design from other countries. Exemplars from the field are presented, set in a wide historical context. Lectures are complemented by guest speakers, videos, participatory exercises, discussion, and critical essay writing.	This course is restricted to undergraduate students in College of Art and Design with at least 2nd year standing.
GRDE	431	Packaging Systems Collaborative	STU	3.00	This course focuses on the design of physical packaging for the protection and marketing of goods. Aspects of visual, structural, ergonomic and environmental issues are considered in the design of rigid and flexible containers. Taught as a team/collaborative course, students from graphic design, packaging science, and industrial design will work together to develop effective packaging design solutions.	Prerequisites: GRDE-307 and GRDE-308
IDDE	221	History of Industrial Design	LEC	3.00	This course explores the history of the industrial design profession as it evolved in response to the Industrial Revolution and industry's need for standardized approaches to aesthetics and design for the end user. Significant designers and their work are reviewed in the context of the economics and politics of the times. This course also surveys the history of modern furniture design from the late 19th Century to the present, including important design movements, individual designers and their significant furniture designs.	
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.

IDEA	550	Experimental Workshop Topic: Queer Sensibility	LEC LAB	3.00	The course focuses on implementing and developing interdisciplinary design projects. Technical, cultural, and human-centered aspects will be covered through a series of projects. Students will participate in short, deep-dives and extended group projects with a range of design problems, goals, tools, and procedures. Activities include branding, physical prototyping, fabrication, and digital product design. The specific topic varies and is determined by the instructor. A specific topic outline is provided each time the course is taught. This shell course offers a subtopic and may be repeated with different subtopics.	
ILLM	503	3D Modeling of Organic Fo	LEC	3.00	This course introduces strategies used to create NURBS and polygonal models of organic subjects in a three-dimensional environment. Assignments stress accurate portrayal of proportions, form, and texture. Instruction will also focus on creating lighting and shader networks that emphasize form and are consistent with surface characteristics.	Prerequisites: FDTN-131 or equivalent course.
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
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
ILLS	218	Dimensional Illustration I	STU	3.00	This course will introduce students to an alternative style of illustration that will expand their thinking into the third dimension. Emphasis will be placed on planning and preparation of compositional elements in three-dimensional sculptural form and creative problem solving. Students will be encouraged to explore a variety of materials and techniques to complete projects.	Prerequisites: FDTN-112 and FDTN-122 or ILLS-206
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

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
ILLS	319	Digital Illustration II	LEC LAB	3.00	Digital Illustration II will provide students with advanced 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: ILLS-219
ILLS	413	Illustration III	STU	3.00	This course will focus on preparing students to function as professional working illustrators. Students will prepare and supply professional business materials such as job cost estimates, work and job delivery schedules, etc. along with assignment work. Emphasis will be placed on the development and creation of a variety of finished illustrations that will demonstrate understanding of current industry standards. Students will gain insight into pricing, time management, and effective communication relative to the illustration profession. Creative problem solving, stylistic self-expression, and technical proficiency will also be emphasized. Students will participate in individual and group reviews and critiques.	Prerequisites: ILLS-313
ILLS	465	Book Illustration	STU	3.00	This course focuses on preparing students to create work for the book publishing industry. Emphasis will be placed on creating a wide variety of finished illustrations that will appeal to picture book markets as well as a range of other publishing categories. To create a basis for their illustrations, students will visualize existing narratives and/or author their own story concepts. This will involve story development and storyboard conceptualization. Creative expression and technical experimentation will be encouraged. The course will culminate with the student creating a completed dummy suitable for presentation to book publishers.	Prerequisites: ILLS-219
ILLS	467	Animating Digital Illustratio	LEC	3.00	Animating Digital Illustration will provide an introduction to illustrating for multimedia projects by creating computer generated animations and presentations. Adobe Flash in combination with other imaging and motion software will be used. Assignments will investigate not only illustrated animation, but also sound, music, color and special effects. The course will emphasize conceptual problem solving methodology, color systems, digital terminology and motion file formats.	Prerequisites: ILLS-219



ILLS	468	Fantastic Illustration	STU	3.00	This course will focus on the visual interpretation of subject matter specific to these specialized genres of illustration. Emphasis will be placed on creating a wide variety of finished illustrations. Critical thinking, visual criticism, and rhetoric will also be a required component of work generation and imaginative conceptualizing. Stylistic options and technical approaches to the subject matter will be emphasized.	
ILLS	472	Sketchbook Illustration	STU	3.00	This course will facilitate the use of sketchbooks as a creative, developmental tool for illustrators and artists. Students will complete assignments by draw on location and in class to explore subjects and environments to create a visual reference material in the form of a sketchbook journal. Material documented in the sketchbook will then provide visual reference for more complete illustrations.	
ILLS	477	Caricature Illustration	STU	3.00	This course will provide an in depth look and practice at creating humorous, symbolic or acerbic images of people for this specialized area within the field of Illustration. Assignments will challenge students to create characters for a variety of purposes and media. Emphasis will be placed on interpreting facial expressions, body postures, and clothing. Students will work in black and white and in color media producing a wide variety of finished illustrations. Students will be instructed in production methodologies, character diagramming, and color systems.	
ILLS	550	Topics in Illustration Topics: Art -Entertainment	LEC LAB	3.00	This course will focus on the investigation of, and practice in, a selected topic in illustration. Subject offerings will vary by sub-field specializations in the illustration field. A subtopic course description will be published each term course is offered and may have limited repeatability. The course, however can be repeated.	
ILLS	559	Illustrative Design	STU	3.00	Illustrative Design is an introduction to the principles and methods used to incorporate illustration with typography and layout. Students will conceptualize, organize and execute illustrations within a design context. Illustrative Design will emphasize the use of graphic elements such as symbols, charts, and type to be incorporated into illustrations. Layout terminology and illustration production methods will be included. Projects will expose students to various examples of current, real-world assignments that will demand the use of traditional illustration methods as well as computer-based production media. Assignments will stress solutions that are typically managed by art directors and designers. The course will emphasize the language of visualization and the relationship and coordination of concept, illustration and word. This course may be repeated once for a total of six credits.	Prerequisites: ILLS-219

ILLS	562	Journalistic Illustration	STU	3.00	This course will familiarize students with the requirements of visually reporting a specific happening or event. Assignments will be longer in duration and will consist of several major works, many drawings, sketches, notes and photo references. This journalistic approach to illustration demands that students attend an event and selectively record important aspects that will best communicate the atmosphere and action of the scene. Extensive research, both informational and visual is expected. A personal, editorial viewpoint is desired. This course will familiarize students with methods and issues involving creating a series of images for the single purpose of representing a story or illustrated sequence. Emphasis will be placed on choosing important content and planning effective image sequences. Students will learn to share their observations to clarify and embellish what might be commonplace for the non-visual observer.	Prerequisites: ILLS-213
ILLS	569	Advertising Illustration	STU	3.00	This course will deal with creating illustrations used to advertise products, services and events. Assigned projects will give students a better understanding of the wide range of assignments advertising illustrators are asked to produce by advertising agencies and corporate accounts. Students will experience the fast paced working conditions inherent in the advertising industry.	
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
INDE	345	History of Architecture, Interiors and Furniture I	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 Ancient World to the Industrial Revolution.	
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 class is open to undergraduate students in College of Art and Design except those with majors in STAR-BFA, ILLM-BFA or ILLS-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 STAR-BFA major.
ITDI	301	Introduction to 3D Digital Creation	STU	3.00	This course is an introduction to the creation of three-dimensional art and design in the digital realm. The course focuses on the development of visual and verbal vocabulary as a means of exploring, developing, and understanding composition and motion with digital geometry and in virtual spaces in three-dimensional software.	This course is restricted to College of Art and Design Major students.
PAIT	201	Introduction to Painting	STU	3.00	This course explores techniques in painting to advance students' understanding, such as 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

PAIT	233	Painting for Non-Majors	STU	3.00	This course will allow students 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 except for those in the STAR-BFA, ILLM-BFA, ILLS-BFA, GRDE-BFA, INDE-BFA, IDDE-BFA, NMDE-BFA
PAIT	460	Watercolor	STU	3.00	This course will focus on the exploration of watercolor concepts and techniques to enhance skills and personal expression of the individual student.	Prerequisites: FDTN-112 or FDTN-212 or IDDE-102 and FDTN-122 or FDTN-222 or ILLS-206
PAIT	501	Painting	STU	3.00	This course engages students in contemporary visual art practice through a personal exploration of painting techniques. Individual approaches to painting address issues of representation and abstraction to build a portfolio for further career advancement. Course may be repeated. **Fee: There is a lab fee required for this course**	Prerequisites: PAIT-201
PHAP	368	Interactive Music Video Experiences	LEC LAB	3.00	This interdisciplinary course has been designed for College of Art and Design and Golisano College of Computing and Information Sciences students working in collaboration to produce a semester long interactive music project. The students will work with upcoming young musicians in the Rochester area in teams consisting of programmers, designers, CG artists, photographers, and filmmakers, depending on class enrollment. The students will examine how digital technology is changing the way we experience and consume music. Students will be introduced to the resources and tools necessary to produce an interactive music experience working with professional musicians.	Prerequisites: This course is restricted to students in College of Art and Design or GCCIS with at least 3rd year student 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 except those in PHTILL-BFA, PHIMAG-BFA, VISMED-BFA, PHIMTEC-BS, PHBM-BS and IMPT-BS.

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	211	Histories and Aesthetics of Photography I	LEC	3.00	The objective of this course, part one of a two semester sequence, is to present an overview of the multiple, intersecting histories and aesthetic practices of photography as utilized for fine art, snapshot, documentary, scientific, commercial and propaganda purposes in a global perspective. Course lectures include the medium's pre-history and a detailed development of the camera obscura. Students will learn about many technical processes, as well as, the multiple interpretations of notable images during the period 1800-1915.	
PHAR	363	Black and White Photography I	LEC	3.00	This course, the first part of a two-semester sequence, will introduce students to the exposure and development of black and white film and the procedures for making high quality black and white photographic prints in a traditional darkroom with chemicals, safe lights and enlargers. Included in this course are 35mm, medium and large-format cameras, variables in making fine black and white prints and techniques for archival and museum quality processes and methods of display. Students must have access to a film camera with adjustable exposure controls. Each student will produce a finished portfolio of black and white fine prints.	Prerequisites: PHAR-101 or PHAR-160 or equivalent course.
PHPS	106	Photographic Technology I	LEC	3.00	This first course of a two-semester course will explore the basic technology required for producing photographs, with an emphasis on applications to real world photographic problems. Among the topics studied in the course will be lenses, image formation and evaluation, perspective, light sources, light-sensitive materials, exposure, digital systems and post-processing, tone reproduction, digital workflows, variability, quality control and photographic effects.	
PHPS	211	Photographic Optics	LEC	3.00	This required course will investigate advanced photographic technology, with an emphasis on the study of the components of photographic imaging systems. Geometrical optics, color management, printing technologies and video standards will also be studied. Working in a lab environment, students will evaluate how technology can be optimized and where its limitations might be found.	Prerequisites: PHPS-107 or equivalent course.
PHPS	307	Surgical Photography	LEC	1.00	This course, a collaboration between RIT & Rochester Regional Health, will introduce students to the issues and methods used in contemporary surgical photography. Students will be exposed to the fundamental photographic equipment and procedures used in operating rooms including proper file management in this era of HIPAA regulations. At the end of the course, students will have visited the surgery theater at least three times with the objective of making photographs. This course can be repeated.	

PRNT	201	Introduction to 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
PRNT	501	Printmaking	STU	3.00	This course is designed to introduce advanced non-toxic printmaking concepts and techniques. The focus will be on non-toxic intaglio printmaking research and how to creatively apply techniques that will result in sophisticated works of art. Course may be repeated. **Fee: There is a lab fee required for this course**	Prerequisites: PRNT-201
SCUL	201	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 are 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
SCUL	269	Sculpture for Non-Majors	STU	3.00	This course will offer 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 except for those in the STAR-BFA, ILLM-BFA, ILLS-BFA, GRDE-BFA, INDE-BFA, IDDE-BFA, NMDE-BFA, CCER-BFA, GLASS-BFA, METAL-BFA and WOOD-BFA majors.
SCUL	501	Sculpture	STU	3.00	This course allows students to explore concepts, materials, processes, and techniques to develop a personal, cohesive three-dimensional body of work. Theories and history of sculpture will be discussed as relevant to individual directions. Course may be repeated. **Fee: There is a lab fee required for this course**	Prerequisites: SCUL-201
SCUL	511	Expanded Forms	STU	3.00	The course will focus on the diverse new forms of expression that have emerged in contemporary fine art, including installation, performance, video, and digital art among the many other possibilities. Students will research some of these new forms and produce artwork in at least one of these forms. Course may be repeated. **Fee: There is a lab fee required for this course**	Prerequisites: SCUL-211
SCUL	543	Foundry Practices	STU	3.00	This course is designed to introduce or develop students' skills in casting metals with an emphasis on cast iron and the use of a cupola. Advanced pattern-making, mold-making, sprueing, patination, and casting techniques will be introduced. Students will develop their concepts through cast metal sculpture.	Prerequisites: FDTN-132 or FDTN-232 or ILLS-209

SCUL	583	Welding and Fabrication	STU	3.00	This course will introduce develop skills in metal fabrication. Several different types of equipment will be introduced and explained along with the welding and cutting processes. Students will complete a body of work consisting of finished fabricated steel sculptures. The course will be taught off-campus at Rochester Arc and Flame Center connected to Mahany Welding, 115 Fedex Way, Rochester, NY. There is a lab fee to cover some safety equipment and supplies. **Fee: There is a lab fee required for this course**	Prerequisites: FDTN-132 or FDTN-232 or ILLS-209
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	512	Film Sound Theory: Effects	LEL	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 effects in sound design. Addressed is the history of effects from the early sound era to the modern design. The concepts studied include the modal changes in point-of-audition, and positioning across diegeses. Other topics like complementarity and the acousmetre acousmatic are also addressed.	This course is available to RIT degree-seeking undergraduate students.
STAR	250	STAR Collaborative Topics: Ceramics/Wood, Furniture Design	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.	
STAR	268	Bookbinding	STU	3.00	This course is an introduction to the many different binding options ranging from saddle-stitched pamphlets to hardcover books, as well as the wide range of materials available. Contemporary procedures of finishing on demand publications are part of this course. Students are encouraged to bring with them some personal projects for binding. No prerequisites are required; however, good manual dexterity is desired. ** Fee: There is a lab fee required for this course**	
STAR	305	Figure Drawing	STU	3.00	This course focuses on building figure drawing skills in a traditional life drawing class format with emphasis on dynamic line quality, visual perception and contemporary approaches to figure drawing.	Prerequisite: FDTN-112 or FDTN-212 or SOFA-108 or IDDE-102
STAR	468	Letterpress Printmaking	STU	3.00	This course will introduce the technologies of letterpress printing as applied to the creation of fine art prints. Students will generate several printed works using vintage metal and wood type set by hand, and then combine these traditional skills with innovative 21st century relief printing techniques. Students will learn platen and cylinder press printing and maintenance in order to make small editions of multi-color printed works.	

STAR	535	Curating and Managing Art Spaces	LEC	3.00	This course will explore the roles of contemporary, traditional, and alternative art spaces through curatorial studies, exhibition evaluation, and criticism. Student will consider gallery administrative roles and supporting operations, and undertake site visitations and gallery research. Students will organize and install a final exhibition project in an approved exhibition venue.	This course is available to RIT degree-seeking undergraduate students.
STAR	550	Top Studio Arts:	STU	3.00	This course will focus on traditional or contemporary processes, techniques, media or materials used in the creation of artwork. Topic will be determined by faculty teaching the course. A topic course description will be published each term the course is offered. This course can be retaken but individual topics may not.	This class is restricted to students with majors in College of Art and Design and at least 3rd year student standing.
STAR	578	Screenprinting	STU	3.00	This course is a comprehensive introduction to non-toxic silkscreen printing 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 screen-printing. The course addresses a wide variety of media, tools, techniques both traditional and technological and the 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**	





































































































































