

College of Art and Design - CAD Undergraduate Electives
Spring 2195

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	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

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
ARTH	558	The Gothic Revival	LEC	3.00	This class covers the Gothic Revival of the 18th, 19th, and 20th centuries. Issues to be examined include the question of stylistic revival vs. stylistic survival; the origin and meanings of Gothic as a stylistic category; the impact of antiquarianism on the Gothic Revival in the 18th century; Gothic and 18th century modes of vision; Gothic in the private and public spheres; Gothic's associations with science, gender, nationalism, and morality; the Gothic Revival and the Pre Raphaelites, and major figures within the movement such as A.W.N. Pugin and John Ruskin.	
ARTH	561	Latin American Art	LEC	3.00	This is a survey course of the historical development of the art of Latin America from colonial times to the present. Included will be a consideration of painting, sculpture, architecture, graphic, and photographic arts. Potential themes to be addressed include the dependence on the European neo-classical academic model; indigenism; nationalism and the resurgence of popular art; the role of the visual arts in the construction of history; the conflicts and tensions involved in the search for a cultural identity.	
ARTH	578	Edvard Munch	LEC	3.00	The Norwegian artist Edvard Munch (1863-1944) continues to generate a great deal of popular interest, critical scholarship, and reflection. The 4-volume catalogue raisonné of his paintings was published in 2009, and the graphic work appeared in 2001. A painter, printmaker, photographer, and filmmaker, Munch was also a prolific writer, well acquainted with the symbolist poets and playwrights, as well as the broad intellectual drift of the fin-de-Siècle. He is the one Scandinavian artist included within the Modernist canon and his image, <i>The Scream</i> (1893), is an icon of the modern age. Munch traveled widely throughout Europe and his work was exhibited in North America beginning with the famous 1913 Armory Show. This course will examine recent scholarship devoted to Munch and the critical issues that his work addresses. It will also place him within the broader cultural context of Scandinavian and European modernism, while examining his impact on subsequent generations.	Prerequisites: ARTH-136
CCER	530	Ceramics 3 Credit Elective Topics: Handbuilding or Wheelthrowing or Mold Making-Slip Casting	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 introductory hot glass course will allow students to discover and/or rediscover fundamental solid and blown techniques through a fresh lens of instruction and ideas. The cold shop will be an additional studio where students will learn to use the equipment to further their projects. Contemporary themes surrounding material experimentation, problem-solving and making a mess will be the springboards for prompted assignments. 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
CGLS	212	Kinetic Glass Practice	STU	3.00	This course will introduce students to basic flame working processes. Solid working techniques with borosilicate glass will be covered as ways to activate ideas about making glass move. 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. 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**	Prerequisites: FDTN-132 or FDTN-232 or ILLS-209
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.

DDDD	101	Introduction to Modeling and Motion	LEC LAB	3.00	This course is an introduction to the representation of form and motion in three-dimensional software. 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. Topics include the basics of lines, planes, contour, transforming lines into form, composing images with a software camera, interaction of light and surface, perspective, resolution of geometry, and rendering. Perception and visual thinking are emphasized in the development of projects. Projects will include modeling organic and inorganic forms, composition, level of detail, creation of spaces and motion. Structured assignments develop skills in concept generation, basic form making, techniques for creating motion, and craftsmanship. Emphasis is placed on workflow, teamwork, and the technical and aesthetic aspects of each project.	
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.	
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.	This course is restricted to College of Art and Design students.
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-semester 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**	College of Art and Design Students
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

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.	Restricted to College of Art and Design Undergraduates
IDDE	211	Human Factors Applications	LEC	3.00	This course will emphasize human characteristics, capabilities and limitations as the primary design criteria in understanding, designing and analyzing systems, displays, controls, tools, and workstations.	
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	518	Eye Ear and Nose Prosthetics	LEC LAB	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 College of Art and Design with at least 2nd year student standing.
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	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
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	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
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.	
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.	
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	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 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.
ITDI	366	Letterpress Design	STU	3.00	This course will explore the art and technique of Letterpress Printing in the 21st Century. Emphasis will be placed on typography and typesetting using lead and wood type. The history of letterpress printing; its demise and rebirth in modern times, as well as wood block and linoleum block printing will be covered. Hands-on methods of combining both types of design and hand set typographic layouts in various mediums and sizes will be integrated. All aspects of the letterpress printing process will be covered: setting type correctly, tying forms, press make-ready and maintenance, printing, ink mixing, paper, some book binding and finishing. We will also explore digital design for letterpress printing using the Box Car Base. This course may be offered off campus. This course may be repeated up to two times with advanced course work. **Fee: There is a \$75 lab fee to cover personal equipment and supplies**	This course is restricted to undergraduate students in CIAS with at least 2nd year standing.

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
PAIT	571	Painting the Figure	STU	3.00	This course will explore materials and techniques used in painting the human form. Theory and practice of color and drawing will be used to develop an understanding of how to portray the figure. Traditional and contemporary approaches to figurative painting will be explored. **Fee: There is a lab fee required for this course**	Prerequisites: FDTN-112 or FDTN-212 or IDDE-102 and FDTN-122 or FDTN-222 or ILLS-206
PHAR	150	Introduction to Film Photography	LEC LAB	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 LAB	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 maybe 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 LAB	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
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 LAB	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.	Enrollment in this course requires permission from the department offering the course.
PHFA	576	Preservation Care of Photographs	LEC	3.00	This course will expose students to the field of photographic conservation and professional practices. Even in the digital era, millions of film and paper images are in greater need of preservation and conservation than at any point in history. This course will be co-listed with graduate students also interested in this topic.	This class is restricted to undergraduate students with at least 2nd year standing.
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	375	Interactive Narrative Storytelling	LEC LAB	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.	
PHPS	107	Photographic Technology II	LEC LAB	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
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 LAB	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
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 o

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	211	Introduction to Expanded Forms	STU	3.00	This course focuses on the diverse new forms of expression that have emerged in contemporary 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
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 FNAS-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
SOFA	103	Introduction to Imaging and Video Systems	LEC LAB	3.00	This course provides an introductory overview of the basic engineering and scientific principles associated with imaging systems. Topics covered include imaging physics, photographic science, human vision and perception, image capture and display technologies (both analog and digital), and digital image processing. This course is taught using both mathematical and phenomenological presentation and prepares students to proceed with more in-depth investigation of these fields in subsequent imaging science and motion picture science courses. Accompanying laboratory exercises provide hands-on experience with the presented concepts.	Co-requisite: MATH-171 or MATH-181 or MATH-181A or equivalent course.
SOFA	127	Digital Filmmaking	LEC LAB	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.

SOFA	557	Chasing Rainbows: Entertainment Distribution	LEC	3.00	As a student of entertainment, you will be entering the workforce at a time of major change in the way entertainment is produced, distributed and monetized. Chasing Rainbows: The Business of Entertainment Distribution focuses on the big picture realities of today's entertainment media industry with an emphasis on the economic, technological and consumer forces that influence the creation and distribution of creative content. From the fracturing of the traditional studio system to the promise and pitfalls of new media platforms such as Netflix, Amazon and YouTube, you'll be armed with an understanding of the issues and opportunities that exist in today's entertainment marketplace.	
SOFA	582	Alternative Frame by Frame	LEC	3.00	This course will give all students a chance to explore three different approaches to stop-motion animation. The class will study and experiment with pixilation, time-lapse and relief animation with a down-shooter. These techniques will expand the student's knowledge of traditional or character animation and present an alternative means of expression. Students can explore character or experimental approaches to animation with these non-traditional alternative approaches to single frame animation. The class will study existing work with these techniques, analyze and discuss them with the instructor and then produce several examples of their own after instruction for each approach. There will be a final project in the technique of the student's choice.	This class is restricted to students with majors in CIAS and at least 3rd year student standing.
STAR	250	STAR Collaborative Topic: Metals/Glass	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	545	Art Exhibition Critique	LEC	3.00	This course will explore the role of the art exhibition and its effect on the discourse and practice of art. Course content will focus on contemporary and historical exhibition studies, individual and group projects. Students will also conduct site visitations and evaluation, and critique work in the context of exhibition.	This course is available to RIT degree-seeking undergraduate students.