

Unrestricted Graduate Electives

This list is subject to change

Subject	Catalog	Course Title	Course Description
ARTH	655	Top Med Art: Body Medieval Art	The medieval concept of the body differed radically from that of the modern world, and was substantially informed by theology, religious practices, and evolving traditions of classical philosophy and medicine. Students in this course will examine how complex and sometimes contradictory medieval ideas of the body determined its presence and depiction in the visual arts. Subjects to be considered include the interpellation of the body in architectural settings; ideals of physical beauty and ugliness; the body and the apocalypse; medieval naturalism and expression; saintly bodies; metaphors of the body; relics and reliquaries; portraits and presence; representing gender; medieval medical and anatomical depictions; and the monstrous body. Students will research medieval uses of the body in works of art found in Rochester collections, and will leave the course with a critical understanding of how medieval culture conditioned bodily representation.
CCER	630	Ceramics Elective: Handbuilding	This course is designed to give the student an understanding of a variety of processes involved in creating hand-built ceramic objects/sculpture. There will be an emphasis on manipulating clay using forming techniques such as pinch, coil building, slip casting and building solid and press molding. Supporting information relating to historical, cultural, and scientific concerns will be provided to broaden the students' perspectives of ceramic art and its relationship to the larger world of art. The student will be involved in many aspects of the clay process including making their own clay. Additional focus will be given to glaze application as well as firing and finishing processes. The historical, cultural and technical concerns of ceramics will be augmented with digital lectures, videos and critiques. **Course fee of \$100 via student account**
CMTJ	630	Fabrication and Form	This is an elective course providing graduate-level students an opportunity for introductory study in metals: either hollowware or jewelry. Students will gain an understanding of the history of metals. Development of metals techniques, design fundamentals and encouragement of personal expression are encouraged. The student will learn to evaluate new techniques, materials and concepts. Slide lectures, technical demonstrations, field trips, hands-on experience and critiques used. **Course fee of \$100 via student account**
IDDE	672	Graduate ID Studio	This is the second part of a two-course series that provides opportunities for fine tuning of design process and development of meaningful solutions across multiple scenarios. Projects and assignments will expand on the application of design methods and collaboration. Course content will integrate current and emerging technologies that influence design practice as well as society and culture. A strong focus will be on the testing and implementation of design solutions in effective ways.
PHGR	611	Contemporary Issues: Photographic Verses	This course will explore how words affect photographs, addressing conceptual as well as aesthetic issues. Students enrolled in Photographic Verses will look at projects that combine photographs and writing. Additionally, students will make their own projects combining the two mediums, employing a range of techniques, from analog to digital, and multiple camera formats in their exploration. Upon completion of this course, students will have created projects that demonstrate an understanding of how the intersection of image and text alters the meaning, experience, and aesthetics of a photographic project.
PHGR	676	Preservation and Care of Photographs	This course will explore the field of photographic conservation and professional practices. The class will introduce students to photographic conservation, organization in conservation and preservation, leading experts in the field as well as possible career opportunities.
PHGR	702	Histories and Aesthetics of Photography II	This course, the second in the two-semester sequence, will offer an in-depth study of key historical, critical, and theoretical issues in photographic visual culture in the modern, postmodern, and contemporary periods. The course will explore aesthetic trajectories in modern and contemporary photography from the emergence of the modernist Avant Garde at the beginning of the 20th century to such contemporary phenomena as the deadpan aesthetic, performance documentation, fictive photography, and photographic appropriation. This course will also examine the evolving language of commercial photography, stylistic and ethical approaches to photojournalism, photography and the politics of the museum, vernacular photographs, and the presence of digital technologies and social media networks in the contemporary global media age.

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SCUL	643	Foundry Practices	This course will introduce and develop students' skills in casting metals with an emphasis on cast iron and the use of cupola. Course content will cover advanced pattern-making, mold-making, spruing, patination, and casting techniques will be introduced. Students will create several cast metal pieces using different mold-making materials and alloys. At the completion of this course students will be able to develop their concepts through cast metal sculpture. **Course fee of \$160 via student account**
SOFA	635	Acting for Film	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.
SOFA	652	Alternate Frame by Frame	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.
STAR	678	Screenprinting	This course will be 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 screenprinting. The course will address 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 will include the exploration of historical and cultural concepts of materiality and the multiple, intertwined aspects of personal interpretation and experience. **Course fee of \$100 via student account**
VCDE	712	Design Studies Seminar	As an introduction to the field, this course will present the many complex roles of design—as process, product, function, symbol and use. This seminar will approach critical views of design studies from an interdisciplinary perspective. Faculty colleagues representing diverse campus expertise and beyond will contribute from their respective knowledge bases. The course will require readings, discussion, critical thinking, and writings as we examine the impact of history, theory and critical analysis as related to the interpretation and understanding of design.
VCDE	722	Design Praxis I	This course involves the research, writing, and production of printed applications based on content developed from RIT's unique archival resources (Vignelli Center, Cary Graphic Design Archive, Cary Collection and Wallace Library) and others. Typography and imagery are used to interpret topics such as design history, theory and criticism with formal visual language.