

Note: This document is subject to change

Subject	Catalog	Course Title	Course Description	Requirement or Prerequisite
ARTH	135	History of Western Art: Ancient to Medieval	In this course students will examine the forms, styles, functions, and meanings of important objects and monuments dating from prehistory through the Middle Ages, and consider these works of art in their social, historical and cultural contexts. The primary goals of this course are to learn how to look, how to describe and analyze what we see, and how to use these skills to understand and explain how art visually expresses meaning. At the end of the term, students will have gained a foundational knowledge of the object, scope and methods of the discipline of art history. The knowledge obtained in this introductory course will also guide students in their own creative endeavors.	
ARTH	136	History of Western Art: Renaissance to Modern	In this course students will examine the forms, styles, functions, and meanings of important objects and monuments dating from the European Renaissance through the beginning of the twentieth century, and consider these works of art in their social, historical and cultural contexts. The primary goals of this course are to learn how to look and how to describe and analyze what we see, and to use these skills to understand and explain how art visually expresses meaning. At the end of the term, students will have gained a foundational knowledge of the object, scope and methods of the discipline of art history. The knowledge obtained in this introductory course will also guide students in their own creative endeavors.	
ARTH	318	Art and Architecture in Florence and Rome: 16th Century	The subject of this course is 16th century painting, sculpture and architecture in Florence and Rome and its aim is to provide insight into the ways in which society and culture expressed its values through art between 1501, the year when Michelangelo returned from Rome to Florence to begin carving the colossal marble David, and 1600 which marks the emergence of the Baroque style in Rome. Artists students will study include Leonardo da Vinci, Bramante, Michelangelo, Raphael, Sebastiano del Piombo, Jacopo Sansovino, Baccio Bandinelli, Jacopo Pontormo, Agnolo Bronzino, Benvenuto Cellini, Bartolomeo Ammannati, Giorgio Vasari, and Giovanni Bologna. The works students will study will include altarpieces, private devotional images, portraits, mural cycles, paintings and sculpture of mythological subjects, allegories, ceilings, tombs, churches, chapels, palazzi, villas, piazze, fountains and equestrian monuments. Questions for consideration will include: the nature and meaning of the High Renaissance, Mannerism, and the late Renaissance, developments in artistic theory and practice, the importance of antique and medieval precedents, the increasing attention to the effects of nature, the role of the patron, and the relevance of documents, literary sources and visual precedents for our interpretation of images.	

Note: This document is subject to change

ARTH	364	Art in Paris	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	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 have been 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 will 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	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 or equivalent course.
ARTH	556	Art Comics	This course will explore how the comics medium has figured into the history of modern and contemporary art and visual culture. Students will explore how cartooning, drawing, and printmaking in the 19th century led to the development of early comics and the newspaper comic strip, how early 20th-century comics fit into the modernist avant-garde, how postwar artists began to use the comics medium as both source material and as a medium unto itself, how comics have been incorporated into contemporary art museums and galleries, and how contemporary comics artists engage with abstraction, medium specificity, seriality, and the archive. The course will draw from an interdisciplinary range of methodologies, from art history and visual culture to literary studies and museum studies.	

Note: This document is subject to change

ARTH	563	Modern Architecture	Students will explore the history of world architecture from the late nineteenth century to the present. Issues to be considered include the definition of modern as it applies to the built environment; new building types; historicism; stylistic movements; urban development; housing; modern materials; critical theory and its impact on design; and architectural representation.	
ARTH	573	Conceptual Art	This course examines the widely influential mid-1960s art movement that questioned the fundamental nature of art itself by renouncing the material art object as well as the phenomenon of art making. The definition of art as well as its institutional framework was thereby expanded, and the idea, concept, or intellectual dimension of the work was underscored. Students will be acquainted with the philosophical foundations and critical implications of this global movement across a wide spectrum of works and practices (paintings, performance, installations, books and texts, photography, film, and video) and its relevance to contemporary concerns.	Prerequisites: ARTH-136 or equivalent course.
ARTH	574	Dada and Surrealism	Students will examine the widely influential Dada and Surrealist movements in Europe and the United States from 1916 through the post-World War II period as well as their relevance to contemporary concerns. Emphasis is on identifying the major works of artists involved in these movements as well as their philosophical foundations, critical implications, as well as the broader literary and ideological contexts (e.g., Freud, Breton, Lautréamont, Leiris and Bataille). A wide range of works and practices (paintings, performance, installations, literary texts, photography, film, and ephemeral objects) will be studied, and the work of certain key artists (Höch, Heartfield, Schwitters, Duchamp, Picabia, Dalí, Ernst, Giacometti, Man Ray, Bellmer, Cahun, Cornell, Magritte, Miro, Oppenheim, Toyen and Picasso) will be analyzed in depth.	Prerequisites: ARTH-136 or equivalent course.
CCER	206	Ceramic Sculptural Processes	This introductory course is designed to give the student an understanding of a variety of basic processes involved in creating hand-built ceramic objects, sculpture, and pottery vessels. There will be an emphasis on manipulating clay using forming techniques such as pinch, coil, solid, and slab building. Students will learn surface finishing processes such as textures and surface carving and decorating with slips, glaze applications, and gain a perspective on material science. The historical, cultural, and technical concerns of ceramics will be explored. These experiences will broaden the students' perspectives of ceramic art and its relationship to the larger world of art. **Course fee of \$175 via student account**	Prerequisites: FDTN-112 or FDTN-212 or FDTN-122 or FDTN-222 or FDTN-132 or FDTN-232 or FDTN-141 or IDDE-102 or ILLS-206 or ILLS-209 or INDE-102 or equivalent course.

Note: This document is subject to change

CCER	211	Thrown Vessel Forms	This course will introduce the student to beginning wheel forming techniques used in the ideation and creation of utilitarian vessels. There will be a focus on form, function and surface development. Students will engage in a variety finishing processes for surface development as well as slip and glaze application. Students will gain an understanding of a variety of firing techniques, as well as an introduction to material science to better understand the properties clay and glaze composition. The historical, cultural, and technical concerns of ceramics will be explored. These experiences will broaden the students' perspectives of ceramic art and its relationship to the larger world of art. Students will be expected to research areas of interest within ceramic history **Course fee of \$175 via student account**	Prerequisites: FDTN-112 or FDTN-212 or FDTN-122 or FDTN-222 or FDTN-132 or FDTN-232 or FDTN-141 or IDDE-102 or ILLS-206 or ILLS-209 or INDE-102 or equivalent course.
CCER	530	Ceramics 3 Credit 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**	This course is available to RIT degree-seeking undergraduate students.
CGLS	124	Glass Studio Survey	This open elective course will introduce students to the glass studio and to glass as a creative material. The content of the course will focus on introductory tools, techniques, and experimentation. The students will learn basic skills and safety procedures for the Hot Shop, Flame Shop, Kiln Shop, and the Cold Shop. **Fee: There is a lab fee for materials required for this course**	Prerequisites: This class is restricted to students with 1st or 2nd year standing.
CGLS	206	Molten Glass Practice I	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 **Course fee of \$225 via student account**	Prerequisites: FDTN-132 or FDTN-232 or ILLS-209 or equivalent course.

Note: This document is subject to change

CGLS	211	Mold & Kiln Glass Practice	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 **Course fee of \$225 via student account**	Prerequisites: FDTN-132 or FDTN-232 or ILLS-209 or equivalent course.
CGLS	530	Glass Processes	This course will introduce the beginner to the glass studio and to glass as a creative material. **Course fee of \$225 via student account**	This course is available to RIT degree-seeking undergraduate students.
CMTJ	206	Methods and Practice	This course will introduce students to basic jewelry hand tools. Students will learn about composition and working properties of ferrous and non-ferrous metals, which will serve as primary materials. This course will provide in-depth instruction on fundamental design and fabrication techniques. Students will acquire technical understanding and demonstrate the comprehension of materials through assigned projects motivated by current themes in contemporary art and jewelry design. Students will be instructed on the proper use and maintenance of the metals shop. Students will be required to conduct research on a historical metals topic, write a paper and give a presentation. **Fee: There is a lab fee required for this course**	Prerequisites: FDTN-112 or FDTN-212 or FDTN-122 or FDTN-222 or FDTN-132 or FDTN-232 or FDTN-141 or IDDE-102 or ILLS-206 or ILLS-209 or INDE-102 or equivalent course.
CMTJ	211	Design and Fabrication	Students will engage in fundamental design and fabrication techniques, materials, and processes within the broad historical and social context of jewelry design and metalworking. Working with precious and non-precious metals, students will learn traditional metal and jewelry methods of construction and fabrication. Students will acquire technical understanding and demonstrate the comprehension of materials through assigned projects motivated by current themes in contemporary art and jewelry design. Students will be instructed on the proper use and maintenance of the metals shop. Students will be required to conduct research on an historical metals topic, write a paper and give a presentation. **Fee: There is a lab fee required for this course**	Prerequisites: FDTN-112 or FDTN-212 or FDTN-122 or FDTN-222 or FDTN-132 or FDTN-232 or FDTN-141 or IDDE-102 or ILLS-206 or ILLS-209 or INDE-102 or equivalent course.
CMTJ	530	Form and Fabrication: Metals and Jewelry Design	This is 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. **Course fee of \$100 via student account**	This course is available to RIT degree-seeking undergraduate students.

Note: This document is subject to change

CWFD	206	Furniture Design: The Table	This course covers fundamental woodworking techniques associated with furniture design and construction. Through ideation and conceptual development, students will investigate the functional and aesthetic considerations of table design. Topics covered will include wood as a material and its basic properties, design development through drawing and modelmaking, the use and care of hand tools such as chisels and saws, and the safe use of stationary power tools. Students will be introduced to wood joinery best suited for table construction including halved and bridle joints, and simple mortise and tenon construction. **Fee: There is a lab fee required for this course**	Prerequisites: FDTN-112 or FDTN-212 or FDTN-122 or FDTN-222 or FDTN-132 or FDTN-232 or FDTN-141 or IDDE-102 or ILLS-206 or ILLS-209 or INDE-102 or equivalent course.
CWFD	211	Intro to Woodworking and Furniture Design: Carving and Shaping	This course will provide students with fundamental techniques necessary to design and fabricate refined hand carved vessels and other wooden objects. Participants in this course will gain an understanding of the inherent properties of wood, identifying assets and limitations of the material as they design and build. Students will develop skills to formalize individual design ideas for presentation, planning and construction. Topics will include lumber selection, the safe and proper use of machinery and portable power tools, the care and use of gouges, spokeshaves, and other sharp-edged hand tools, as well as sanding and wood finishing and will support the focus on craftsmanship, technical knowledge and design development. **Fee: There is a materials fee required for this course and an additional course fee applied via SFS bill. See course notes for course fee information.**	Prerequisites: FDTN-112 or FDTN-212 or FDTN-122 or FDTN-222 or FDTN-132 or FDTN-232 or FDTN-141 or IDDE-102 or ILLS-206 or ILLS-209 or INDE-102 or equivalent course.
CWFD	530	Furniture Design 3 Credit Elective	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. **Course fee of \$50 via student account**	This course is available to RIT degree-seeking undergraduate students.
CWTD	530	Quilting Elective	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.

Note: This document is subject to change

DDDD	101	Introduction to Modeling and Motion	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.	
DDDD	201	Modeling and Motion Strategies	This course provides extensive coverage of methods for modeling where evaluation of the appropriate modeling method to use in various situations is key. The emphasis in the course is on problem solving. Modeling challenges of various types are incorporated into the projects. With these techniques students create complex models of organic and inorganic forms using many techniques.	Prerequisites: This class is restricted to students who have completed DDDD-101 with a C or better or equivalent course.
DDDD	302	History of Digital Graphics	This course will focus on three-dimensional, and interactive design, covering the development of digitally based 3D graphics and imagery from their prehistory to the present. Additionally, the course will explore related technologies and the growth of the computer industry. Major pioneers and their contributions to the field are reviewed. The course traces the use of digital technology in the creation of graphics for design, interactive media, fine art, animation, visualization, and performance, with the majority of the time spent on more recent 3D and interactive graphics, ending with cutting-edge design and interactive technologies.	
FDTN	111	Drawing I	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 CAD

Note: This document is subject to change

FDTN	112	Drawing II	This course is an introduction to the visualization of form, thought and expression through the drawing process. Concepts are introduced by lectures, discussions, demonstrations, research, and assigned projects. Designed to provide a broad introductory experience, students will experiment with a wide variety of media, tools, techniques and subjects to develop drawing expertise and problem solving skills related to design and composition. Course work will be assessed through critique, facilitating self-assessment, and the growth of both a visual and verbal vocabulary. The focus of the course is to provide awareness of the full range of ways in which drawing is used as a tool for both self-expression and communication.	Prerequisites: FDTN-111 or ITDI-211 or equivalent course.
FDTN	121	2D Design I	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. **Course fee of \$25 via student account**	Undergraduate CAD
FDTN	122	2D Design II	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. **Course fee of \$25 via student account**	Prerequisites: FDTN-121 or equivalent course.

Note: This document is subject to change

FDTN	131	3D Design I	<p>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.</p> <p>**Note: May be taken as a one-semester offering** **Course fee of \$50 via student account**</p>	Undergraduate CAD
FDTN	132	3D Design II	<p>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.</p> <p>**Course fee of \$50 via student account**</p>	Prerequisites: FDTN-131 or equivalent course.
FDTN	141	4D Design	<p>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.</p>	Undergraduate CAD

Note: This document is subject to change

GRDE	106	Graphic Design Studio I	Introduction to basic visual communications in the field of graphic design. Lectures will cover graphic design topics and information ranging from typographic terminology and design principles to methods of visual organization. Assignments will be undertaken in the studio where hands-on introduction to graphic design studio skills and practices will occur. Through formal studies and perceptual understanding, including aesthetics, graphic form and structure, concept development problems and visual organization, students will design solutions to visual communication problems. Assignments will explore aspects of graphic imagery, typography, hierarchy, and layout. Students will refine their computer skills through applications requiring digital formats.	Prerequisites: FDTN-111 and FDTN-121 or equivalent courses.
GRDE	205	History of Graphic Design	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 or equivalent course and completion of First Year Writing (FYW) requirement.
IDDE	206	ID Form	This course will emphasize the cognitive and technical skills necessary to manipulate material for the accurate three-dimensional communication of design intent. Projects focus on understanding the relationship of materials, manufacturing processes, products and the user. Special emphasis is placed on using non-toxic materials.	Prerequisites: FDTN-132 or FDTN-232 or equivalent course.
IDDE	221	History of Industrial Design	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.	
IDDE	501	Senior ID Studio I	This course will explore the application of design methods and skills to projects addressing large-community and global problems requiring team-based, trans-disciplinary collaborations.	Prerequisites: IDDE-302 or equivalent course.
IDEA	216	Calligraphy	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.

Note: This document is subject to change

ILLM	503	3D Modeling of Organic Forms	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	209	3D Applications: The Figure	Students will build upon their experience in 3D Design I including materials, and building processes, while constructing the human figure. Sculpted figures will portray accurate human anatomic structure, inference of function, and balance. **Course fee of \$30 via student account**	Prerequisites: FDTN-131 or equivalent course.
ILLS	213	Illustration I	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-111 or ITDI-211 or equivalent course.
ILLS	214	Anatomical Illustration	This course will provide an 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 learn 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. **Course fee of \$30 via student account**	Prerequisites: FDTN-112 and FDTN-122 or ILLS-206 or equivalent courses.
ILLS	218	Dimensional Illustration I	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 or equivalent courses.
ILLS	219	Digital Illustration I	This course 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 covered.	Prerequisites: FDTN-111 or ITDI-211 or SOFA-108 or equivalent course.

Note: This document is subject to change

ILLS	313	Illustration II	This course will focus on preparing students to create work for a variety of illustration markets including the advertising, editorial, corporate and book publishing markets. Emphasis will be placed on the development and creation of a variety of finished illustrations that will demonstrate understanding of current industry trends and standards. Students will gain insight into the differences and nuances of these illustration specializations. Creative problem solving, stylistic self-expression, and technical proficiency will be emphasized. Students will participate in individual and group reviews and critiques.	Prerequisites: ILLS-213 or equivalent course.
ILLS	319	Digital Illustration II	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 or equivalent course.
ILLS	413	Illustration III	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 or equivalent course.
ILLS	465	Book Illustration	This course will focus 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 or equivalent course.

Note: This document is subject to change

ILLS	467	Animating Digital Illustration	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 or equivalent course.
ILLS	468	Fantastic Illustration	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	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	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	501	Illustration Portfolio	Illustration Portfolio is the final preparatory course for the Illustration major. Its purpose is to provide students with information, strategies and guided instruction to market themselves and organize and create their final portfolio. Writing will be a substantial component of this course. The course will include marketing and business practices for the professional illustrator. Students will receive individual critique and analysis of work created in prior studio classes and progress to the definition of a career agenda. Projects will be customized for each students body of work and their career intentions. Presentation methods and business protocol will also be addressed. The final culminating project will be a finished portfolio. In addition to the portfolio document, students will be instructed in job seeking strategies including creating mailers and promotional materials, interviewing dynamics, resume writing, and correspondence.	Prerequisites: Completion of First Year Writing (FYW) requirement is required prior to enrolling in this class.

Note: This document is subject to change

ILLS	559	Illustrative Design	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 or equivalent course.
ILLS	562	Journalistic Illustration	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 or equivalent course.
ILLS	563	Zoological and Botanical Illustration	This course utilizes subjects found in the natural world as resources for applied and fine art applications. Working from live and preserved subjects, students will accurately depict animal and plant images, which may be used descriptively in print and electronic media.	Prerequisites: FDTN-112 and FDTN-122 or ILLS-206 or equivalent courses.
INDE	345	History of Architecture, Interiors and Furniture I	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.	Prerequisite: ARTH-135 and ARTH-136 or equivalent courses.
ITDI	211	Drawing for Non-Majors	This class is devoted to developing basic skills in drawing. Formal art elements, mark making, observational skills, and personal expression will be stressed. Students will engage in issues of representation and abstraction through relationships of marks, lines and other graphic notations.	This course is open to all undergraduate students except those in FNAS-BFA, ILLM-BFA, ILLS-BFA, NMDE-BFA, GRDE-BFA, IDDE-BFA, INDE-BFA, 3DDG-BFA, CCER-BFA, GLASS-BFA, METAL-BFA, WOOD-BFA, PHIMAG-BFA, STAR-BFA and PHTILL-BFA.
ITDI	236	Figure Drawing	Figure drawing skills are taught in a traditional life drawing class format with emphasis on dynamic line quality, visual perception and contemporary approaches to figure drawing.	This class is open to all undergraduate students except for those in the FNAS-BFA or STAR-BFA major.

Note: This document is subject to change

ITDI	301	Introduction to 3D Digital Creation	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 UGRD-CAD Major students.
PAIT	201	Introduction to Painting	This course will explore 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. **Course fee of \$70 via student account**	Prerequisites: FDTN-111 or equivalent course.
PAIT	233	Painting for Non-Majors	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 FNAS-BFA, ILLM-BFA, ILLS-BFA, GRDE-BFA, INDE-BFA, IDDE-BFA, NMDE-BFA, CCER-BFA, GLASS-BFA, METAL-BFA, STAR-BFA, and WOOD-BFA majors.
PAIT	460	Watercolor	This course will focus on the exploration of watercolor concepts and techniques to enhance skills and personal expression of the individual student.	Prerequisites: FDTN-111 or equivalent course.
PHAR	150	Introduction to Film Photography	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	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.

Note: This document is subject to change

PHAR	161	Intermediate Digital Photography for Non-Majors	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	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.	
PHPJ	351	PJ ST: Elections 2020	Photography (and photographic education) is in a perpetual state of flux due to constant changes in practices and technology. Studio topics in photojournalism will provide students with the opportunity to explore studio applications in this shifting terrain of photography and imaging when applied to contemporary situations resident in this dynamic industry. The content taught in this course will change frequently and the course may be repeated for credit, however each particular topic may have limits on repeatability.	
PHPS	106	Photographic Technology I	This course is part of a two-course sequence that explores the technology of photography. The photographic technology course demonstrates the application of physics, mathematics and optical science behind the technology of image making. The course also provides the students with the opportunity to employ statistical data analysis to identify trends through laboratory exercises utilizing principles of scientific inquiry. Among the topics explored are the optics and physics of image formation, lens evaluation, light sources, digital light-sensitive materials, digital workflows, variability, quality control and photographic effects.	
PHPS	211	Photographic Optics	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.

Note: This document is subject to change

PHPS	307	Surgical Photography	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	This course is a comprehensive introduction to non-toxic printmaking concepts and techniques. Organized to create a broad introductory experience, the course will focus on the expansion of problem solving and skill building within the context of printmaking. The course addresses a wide variety of media, tools, techniques both traditional and technological, and theoretical concepts to facilitate skill development and experimentation with process. Accumulative aspects of the curriculum include the exploration of historical and cultural concepts of materiality and the multiple intertwined with aspects of personal interpretation and experience. ** Fee: There is a lab fee required for this course**	Prerequisites: FDTN-111 or equivalent course.
SCUL	201	Introduction to Sculpture	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. **Course fee of \$160 via student account**	Prerequisites: FDTN-131 or equivalent course.
SCUL	543	Foundry Practices	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. **Course fee of \$160 via student account**	Prerequisites: FDTN-131 or SCUL-269 or equivalent course.
SCUL	583	Welding and Fabrication	This course will introduce develop skills in metal fabrication. Course content will cover several different types of equipment utilized in the welding and cutting processes. Students will learn to learn to effectively use equipment to fabricate mild steel. At the completion of this course 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, 115 Fedex Way, Rochester, NY. **Course fee of \$160 via student account**	Prerequisites: FDTN-131 or equivalent course.

Note: This document is subject to change

SOFA	221	Animation I	This class will introduce students to the gamut of animation thinking and making through classroom instruction and hands-on practical experience. Lecture and readings will emphasize the process, theory and practice of animated filmmaking with extensive film screenings to illustrate each technique and related aesthetics. Hands-on supervised studio sessions will guide students to an intuitive understanding of the process of producing animation and students will use this understanding to analyze various animated works. Each student will develop their personal vision through assigned projects utilizing the material discussed in class. Facilities fee required for non-majors.	
SOFA	203	2D Animation I	This course focuses specifically on the sequential stages of hand-drawn digital animation. Students will explore every stage of production of a short animated scene, including dialogue, from ideation to clean up. Each week builds on the previous week's progress. The final result is a complete rough-animated scene.	Prerequisites: SOFA-107 and SOFA-108 or equivalent courses.
SOFA	215	3D Animation I	This course is an introduction to three-dimensional computer animation and character rigging. The basic principles of animation will be addressed in relation to three-dimensional animation. Character rigging techniques are presented and will include skeletons and animation controls. Students produce a series of short 3D computer animations and some basic character rigs. Students will become familiar with a variety of 3D computer animation techniques.	Prerequisite: SOFA-107 or equivalent course.
SOFA	221	After Effects for Animators	This course will teach students the basics of Adobe After Effects. Students will learn production theory as well as gain practical experience in 2.5 D animation production.	Prerequisite: SOFA-107 or equivalent course.
SOFA	224	2D Digital Animation	This course will introduce students to two-dimensional computer animation, adapting traditional techniques to the digital production environment. Students will learn how to use specialized 2D animation software to produce short exercises adapted from traditional animation techniques. Students should be able to apply 2D digital animation tools into their own work.	Prerequisite: SOFA-107 or equivalent course.
SOFA	225	Performance Resources for Animation	In this course students will examine facial expressions and learn how to create emotion in the face. Advanced rigging techniques, especially pertaining to the faces, will be presented. Students will be presented with techniques to dissect sentences and reconstruct them in to useable connected speech for animated characters. Students will produce a series of short three-dimensional computer animations using a pre-rigged character.	Prerequisite: SOFA-107 or equivalent course.
SOFA	228	Animation Scriptwriting and Storyboard	This course concentrates on the structures of temporal organization for the screen in all animated productions. Particular attention is paid to the structures of scriptwriting and the layout of movements and visual composition via editing into storyboards. Various individual written script projects will be required of the student, leading to a final production script for an animated film that will be storyboarded and formatted.	Prerequisites: FDTN-121 or FDTN-131 or SOFA-227 or equivalent courses and completion of First Year Writing (FYW) requirement.

Note: This document is subject to change

SOFA	505	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.	This course is available to RIT degree-seeking undergraduate students.
SOFA	513	Film Sound Theory:Voice	This course is one of three in the study of film sound theory. This course will promote critical analysis of the varied and profound uses of music in sound design through readings, focused group discussion, and viewing and listening to select films. The history of voice from the silent era to the modern sound design will be addressed. The concepts studied include the modal changes in point-of-audition, and positioning across diegeses. Other topics include the acousmetre and the mute, vococentric mixing and separation, relativizing, and dialogue theory.	This course is available to RIT degree-seeking undergraduate students.
SOFA	522	Stop Motion Puppet Fundamentals	This is an introductory course that will give students a basic and solid understanding of stop-motion animation. The class covers all aspects of stop-motion in its various forms but will mainly concentrate on stop-motion puppet/character animation. There will be demonstrations on model fabrication, animation techniques and camera/grip techniques. More in-depth topics, like latex and silicon mold making and intensive post production techniques will be introduced. There will be opportunities for students to practice animation with specific goals and assignments.	Prerequisite: SOFA-107 or equivalent course.
STAR	268	Bookbinding	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	This course will focus 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 IDDE-102 or ITDI-211 or ITDI-236 or SOFA-108 or equivalent course.
STAR	311	Ideation and Series	This course will examine appropriate skills and strategies to generate ideas and develop them effectively. Through personal and group generative idea exercises, journaling and research. Students will explore individual ideas and personal interests a final series of creative works.	Prerequisites: ILLS-213 or ILLS-214 or PRNT-201 or DDDD-208 or GRDE-207 or IDDE-211 or INDE-222 or NMDE-204 or STAR-202 or SOFA-205 or equivalent course.
STAR	468	Letterpress Printmaking	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.	

Note: This document is subject to change

STAR	550	Topics in Studio Arts: Paint Plant/Animals	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. **Course fee of \$65 via student account**	This class is restricted to students with majors in CAD and at least 3rd year student standing.
STAR	578	Screenprinting	This course is a comprehensive introduction to 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. **Course fee of \$100 via student account**	