

Unrestrictive Elective Courses**Note: This document is subject to change**

Subject	Catalog	Course Title	Course Description
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.

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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	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.
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.
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**

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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 **
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**
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**
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**
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	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.

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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.
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.
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.

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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	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.
SOFA	121	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	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.
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.

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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	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.
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**