



# IMPACT

A glimpse into the graduate programs at RIT... who we are, what we do, and why.

## RIT

College of  
Art and Design



# RIT

Founded in 1829, Rochester Institute of Technology is a privately endowed, coeducational university with nine colleges emphasizing career and experiential learning.

The campus occupies 1,300 acres in suburban Rochester, the third largest city in New York State. The RIT student body consists of approximately 15,936 undergraduate and 3,101 graduate students. Enrolled students represent all 50 states and more than 100 countries.

RIT is well known as one of the nation's premier universities for art, design, film, photography, and American crafts. The range of innovative programs offered within the College of Art and Design gives you a panoramic perspective that can be found nowhere else.







# A message from the Deans



**Todd Jokl, MFA, Ed.D.**

Dean  
College of Art and Design  
Professor, School of Photographic  
Arts and Sciences

The College of Art and Design at RIT is engaged in a constellation of inspired programs that boast unrivaled programming combining the best of art, design, creative endeavors, and technology from across the university. Nowhere is this combination more evident than in our graduate programs' innovative curricula that promote our students, faculty, and alumni to be visionary creative leaders around the globe. Our faculty and students are producing astonishing works and being duly noted for their accomplishments; our alumni, many of whom are in cutting-edge jobs and leaders in their chosen fields, are making significant contributions to better the world. We are building upon our strengths and opportunities so as to forge important new paths that ensure we remain at the pinnacle of arts and design education as well as taking the lead in defining what art and design will become.



**Twyla Cummings, Ph.D.**

Associate Provost and Dean,  
Graduate Education  
Professor, Media Sciences

RIT's Office of Graduate Education supports a diverse group of graduate students and helps them succeed in their programs of study, research, and creative endeavors. Our masters and doctoral degrees are cutting-edge and range from research-based to professional programs focused on business and industry. The Office of Graduate Education sponsors numerous workshops for students on topics such as library research, thesis and career preparation, teaching assistantships, and grant writing. A signature event is the annual Graduate Education Week and Showcase, which highlights the creative, innovative, and scholarly research accomplishments of our students. It is our goal that RIT will become the global university of choice for innovative graduate education. We hope you join the RIT family!


#1

Internationally for jewelry design  
(*DesignSchoolsHub*)

#4

Graduate studies in photography  
(*U.S. News & World Report*)





**The College of Art and Design is RIT's creative hub where art, design, and technology intersect. From centuries-old and contemporary methods of producing fine art to the latest in digital media, we have a wide selection of majors in disciplines related to visual communication, imaging, and science. If your interests are artistic, creative, and professional, a world of possibilities awaits you here.**

**#6**

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For animation-related MFA  
(*Animation Career Review*)

**#8**

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Graduate studies in industrial design  
(*U.S. News & World Report*)

**#10**

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Graduate studies in multimedia/  
visual communications  
(*U.S. News & World Report*)

**14:1**

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Student-to-faculty ratio  
(*College of Art and Design*)



# Global Impact



**CHRIS JACKSON**

Associate Dean  
Professor, School of Design  
College of Art and Design

The college empowers its students by offering rigorous, cross-disciplinary programs that place collaboration, advanced studio practice, and research at their core. Nationally- and internationally-renowned faculty encourage divergent ideas and methods. Their connections to visiting artists, alumni, and national companies give students access to top-notch assistantships, co-ops and networking, and job opportunities.

As members of the RIT community, our graduates are prepared to make significant contributions in technology, the arts, and design for the greater good.

To the right, you will see a world map illustrating just a fraction of where the College of Art and Design faculty exhibit and present their creative and scholarly work.

## 3

The College of Art and Design's wide portfolio of offerings include one MST and two MS degrees.

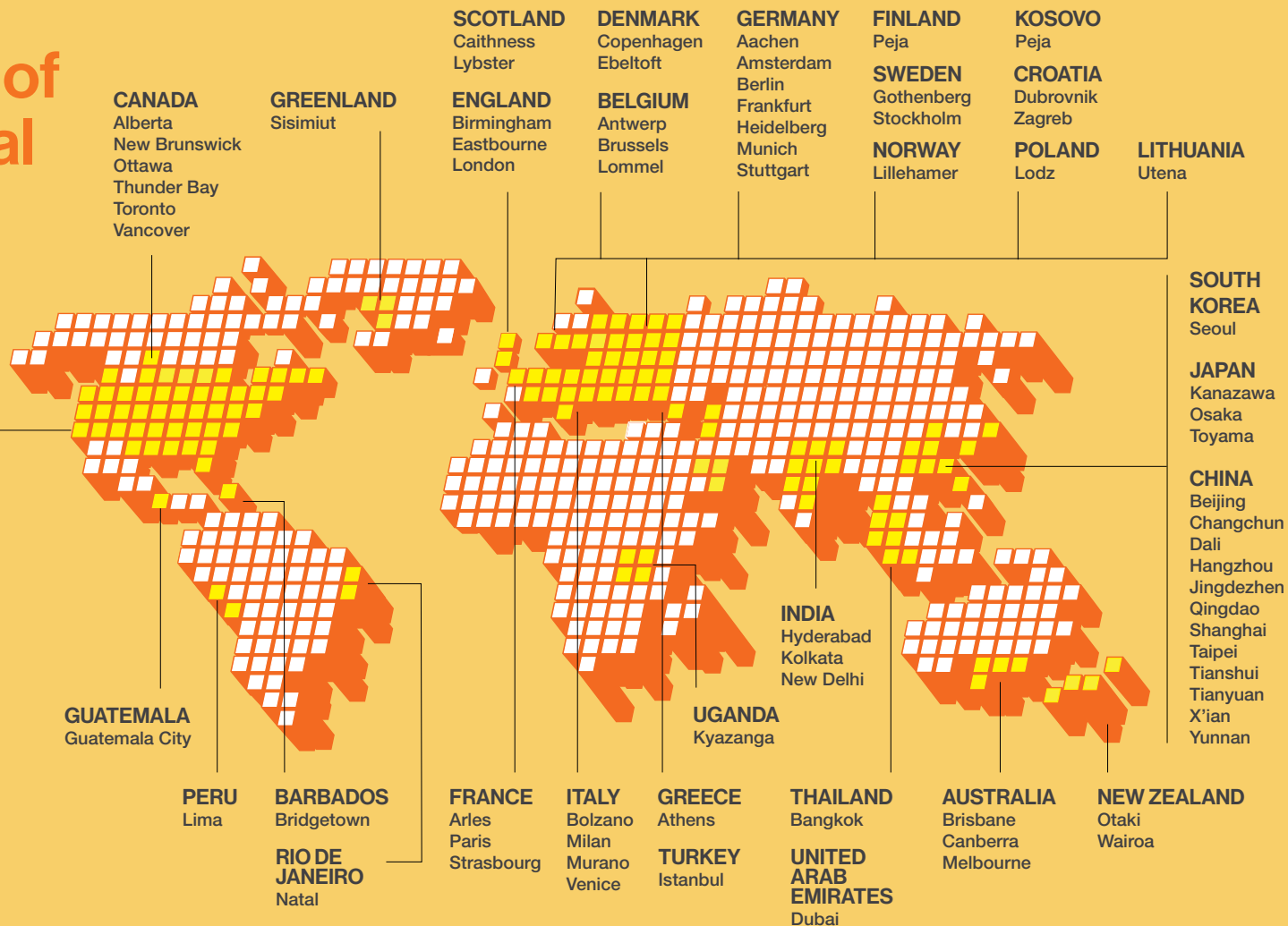
## 15

Eleven College of Art and Design graduates have combined to win 15 Pulitzer Prizes.

# A sampling of international creativity

## UNITED STATES

Aspen  
Atlanta  
Boston  
Brooklyn  
Buffalo  
Chicago  
Cleveland  
Corning  
Denver  
Granville  
Greenville  
Honolulu  
Houston  
Indianapolis  
Iowa City  
Las Vegas  
Los Angeles  
Memphis  
Miami  
Milwaukee  
Minneapolis  
New York City  
Penland  
Philadelphia  
Pittsburgh  
Portland  
Rochester  
San Antonio  
San Diego  
San Francisco  
Seattle  
Seneca Falls  
Smithville  
St. Louis  
Toledo  
Topeka  
Tulsa  
Washington D.C.



# 35<sup>+</sup>

College of Art and Design faculty are professional members or affiliates of more than 35 national, international, and local organizations.

# 85<sup>+</sup>

The work of more than 85 prominent designers is archived in RIT's Cary Graphic Arts Collection and the Vignelli Center for Design Studies.

# 200<sup>+</sup>

More than 200 full-time and part-time professional faculty teach in the College of Art and Design.

# 300<sup>+</sup>

More than 300 graduate students populate 12 graduate programs in the College of Art and Design.





# Capture what you see

## Create what you don't

The **master's in photography and related media** emphasizes a broad interpretation of photography as a conceptual art form, with the intention of inspiring and nurturing the individuality of each student as a creative, productive artist. The nationally-ranked program encourages graduate study in photography and related media as a means to personal, aesthetic, intellectual, and career development.

The curriculum provides a focus of study that is continually sensitive to the needs of each student, building upon the strengths each individual brings to the program. Successful completion of the program enables students to seek careers in fields including education, museum or gallery work, or as visual artists.

➤ [rit.edu/artdesign/study/photography-and-related-media-mfa](https://rit.edu/artdesign/study/photography-and-related-media-mfa)

“My faculty advisors have pushed me to go beyond my own mode of thinking and creating. Their honesty and constructive criticism have helped me rethink art and my practice in new ways.”

**Granville Lee Carroll III '20 MFA  
(Photography and Related Media)**

Bothell, Washington

### **Harris Graduate Annex**

Graduate students in the master's in photography and related media MFA have a dedicated studio and social space to create and display work in progress. The graduate studios support computers, software, scanners, and large-format printers for the still and moving image in a suite environment.



The School of Photographic Arts and Sciences' equipment cage has 3,200 photography-related items — from cameras and lenses to lights — that are available for students to check out.



In the process of developing this photograph, Carroll projected images of stars and galaxies onto his body. The use of self-portraiture allows for the reclamation of identity and authorship of his own image. It becomes an act of presence and absence, existence, and nonexistence. The stars symbolize the search for his own truth and a return to his original story. Who were we before we were bought, sold, and killed? Where does our true existence lie? This is an exploration of these questions.





# Renowned Visual Artist

“In my books, there's always a sense of intuitive wandering. I want people to feel the work and interpret it for themselves.”

## Gregory Halpern

Associate Professor  
School of Photographic  
Arts and Sciences

The resurgence of contemporary photo books has been amplified, in part, by fine art photographers such as Gregory Halpern, who has published eight photo books.

Halpern is the recipient of a Guggenheim Fellowship and is a Nominee Member of Magnum Photos. He has taught in RIT's School of Photographic Arts and Sciences for nine years, instructing fine art photography courses at the graduate and undergraduate levels.

(Below and right) Selections from *Omaha Sketchbook* (MACK Books).



Halpern was a 2014 John Simon Guggenheim Memorial Foundation Fellow whose 2016 book, *ZZYZX* (MACK Books, selections below), won the Paris Photo-Aperture PhotoBook of the Year.







Halpern is the fourth laureate of "Immersion, A French-American Photography Commission of the Hermès Foundation."

In 2020, Halpern will have a solo exhibition at the San Francisco Museum of Modern Art and Foundation Henri Cartier-Bresson in Paris. The exhibitions are accompanied by a publication featuring work from his 2019 residency in Guadeloupe (right).

# Generations of impact

Form, function, and experience tell a story of considered design and the best possible outcome. The **industrial design master's** will enhance your career success by further developing your knowledge in design process and technology. This project-based program allows you to explore design theory, design history, and user-centered design. You will conduct unique research on

various topics of interest, which will further your understanding of the industry and society. As you conclude your studies, you will obtain hands-on experience on technical competence, analytical thought, sustainability, and transdisciplinary collaboration, all key to fueling your career.

> [rit.edu/artdesign/study/industrial-design-mfa](http://rit.edu/artdesign/study/industrial-design-mfa)



**Scandinavian mid-century bedside table**  
3D modeling rendered in Fusion 360.  
Constructed with walnut and cherry wood.



**Chess game board tabletop**  
Designed with inclusive characteristics and developed based on the notion of adaptability for players who may have arthritis and arthrosis, which create difficulties for these users to position their hands and grab game pieces easily. The game pieces were designed with textures and different shapes so that they could be recognized easily through tactile sensation.

**Graduate Industrial Design Studios**  
These studios occupy a large space and contain all the workshops necessary to move ideas forward.

“ My grandparents lived and studied in Rochester 60 years ago at the University of Rochester and RIT. I am proud to have been selected as a Fulbright scholar and study at RIT. My experience has been amazing. I had the opportunity to work with national companies on design projects. I have been able to work on projects that have the potential to improve lives. I collaborated on a design of a baby bottle for kids with cleft lips and palates and shared the functional 3D prototype with the Operation Smile organization in Paraguay. I hope to return to my home country and continue to apply the knowledge I acquired in this program.”

**Andrea Gonzalez Esteche '19 MFA**  
**(Industrial Design)**  
Fulbright Visiting Scholar  
Asuncion, Paraguay







Since 1997, the College of Art and Design has had eight prestigious Fulbright U.S. Student Program award recipients, allowing them to study, research, or teach abroad.



Gonzalez's grandparents, Adela Rahi Arce (left) and Dr. Efrain Hernan Gonzalez moved to Rochester from Paraguay in 1957. After Gonzalez completed her bachelor's degree in Paraguay, she came to Rochester and began pursuing her graduate work.

# World-renowned legacy of design

“Massimo and Lella Vignelli, longtime friends and supporters of RIT, wanted students, faculty, professional designers, and scholars to have hands-on access to their timeless designs. The Museum of Modern Art and the Smithsonian competed with RIT for their archives, but the Vignellis chose RIT. It's an incredible honor that RIT is home to their life's work.”

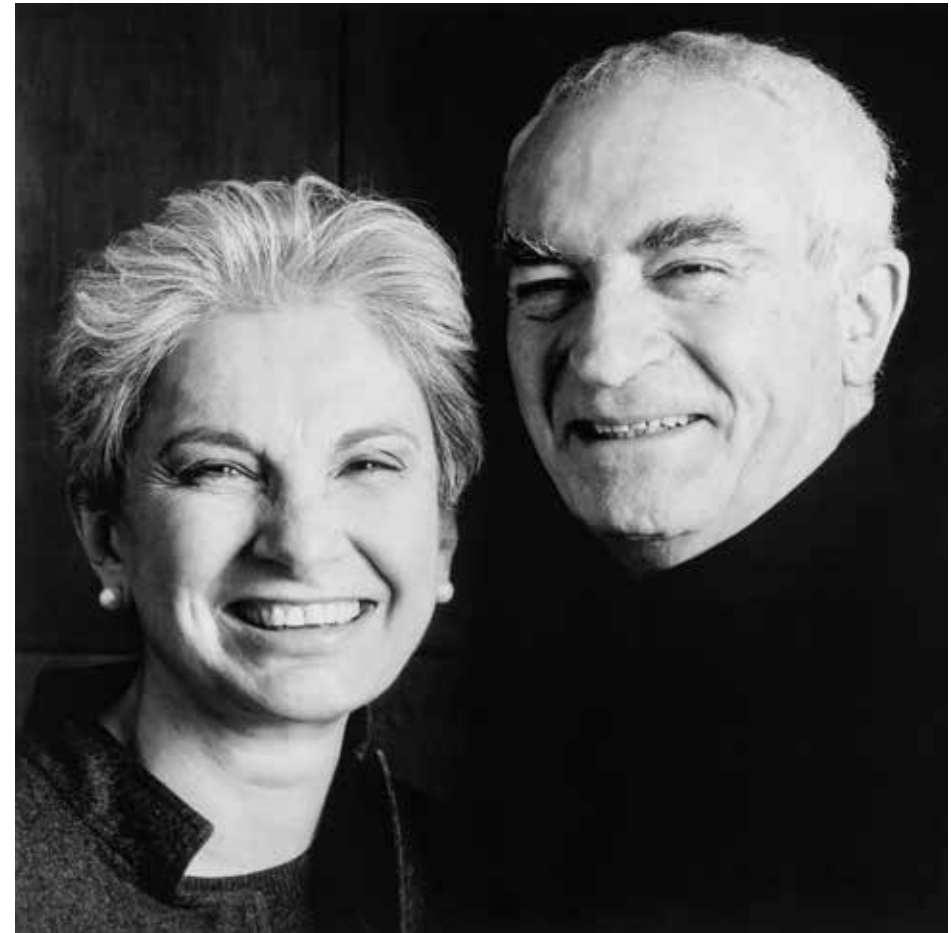
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## R. Roger Remington

Vignelli Distinguished Professor of Design  
Director, Vignelli Center for Design Studies

### The Vignelli Center for Design Studies

is recognized as an international hub for education, research, collaboration, and advocacy, expanding the scope of the programs in the College of Art and Design's School of Design. The world-class facility houses the archive of renowned designers Massimo and Lella Vignelli (right), whose graphic and product work are icons of international design. The Vignelli Center adds significant depth to RIT's community of creators and innovators. Its distinctive and accessible archival resources work in tandem with inventive programming to deliver a supportive learning environment for design students.



#### Handkerchief Chair

Designed by Lella Vignelli, Massimo Vignelli, and David Law (Vignelli Associates) for Knoll International. (1983)

#### NYC Subway Map

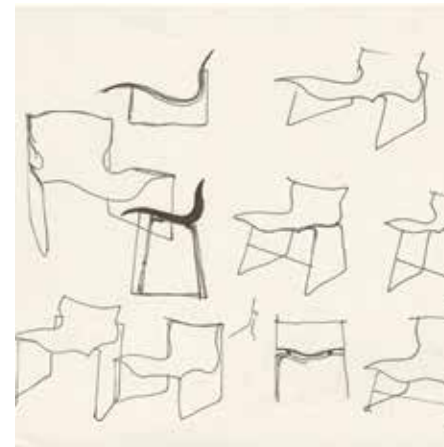
Designed by Massimo Vignelli (Unimark International) for the New York City Transit Authority, now known as MTA. (1970)

#### American Airlines corporate identity

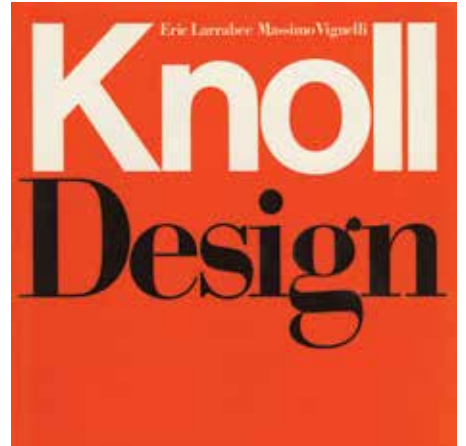
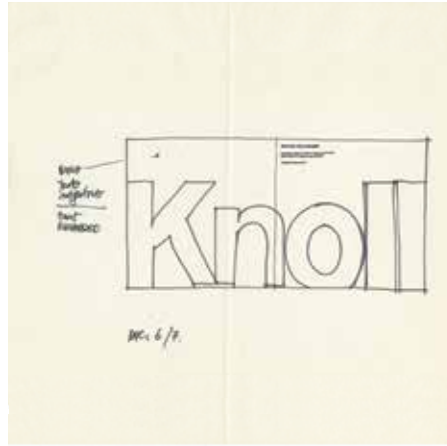
Designed by Massimo Vignelli (Unimark International). (1966)

#### Knoll International corporate identity (1966)

Designed by Massimo Vignelli (Unimark International). (1966)







# Rooted in RIT traditions



**Brittany Arnold '19 MST (Visual Arts-All Grades, Art Education)**  
Webster, New York



**Charles Arnold Jr.**

“ I chose to attend RIT as my grandfather, Charles Arnold Jr., taught in RIT's School of Photographic Arts and Sciences for nearly 30 years. And my father, Chip Arnold, received his BFA in metals and jewelry design from RIT. I pursued the visual arts-all grades MST (Art Education) graduate program because it's a nationally accredited program for teachers in art education who hold an art degree. It's a one-year program that is uniquely accelerated. Shortly after graduation, I landed a full-time art teaching position in an elementary school.”

Charles Arnold, Jr. joined RIT's School of Photographic Arts and Sciences in 1959. He co-wrote the program for the Bachelor of Fine Arts degree in photography and served as the program's first chairperson. Professionally, Arnold was known for his work in Xerography. He began experimenting with the technique in 1960, first with a Haloid processor, an early photocopier. In honor of his contributions, the School established the Charles Arnold Lecture Series featuring presentations by distinguished contemporary image makers and image thinkers. Arnold passed away in 2011.

When does an artist become a teacher? The **MST in visual arts-all grades (art education)** prepares you to teach the next generation of artists and create art experiences while honing your own artistic skills. This accelerated program gives you a year of hands-on experience that will heavily mirror your life as an art educator. An art education masters prepares you for a career by embedding certifications and job placement support right into the curriculum. You will work with regional schools to find the best fit for your personality, talents, and teaching goals. MST candidates have unique access to local community arts organizations in the greater Rochester area and surrounding communities. During their second semester, MST candidates are placed full-time in local elementary, middle, and high schools for clinical experiences.

> [rit.edu/artdesign/study/visual-arts-all-grades-art-education-mst](https://rit.edu/artdesign/study/visual-arts-all-grades-art-education-mst)



The MST program was awarded the RIT Provost's Excellence in Student Learning Outcomes Award in 2019.

Brittany Arnold was among those from the MST program who participated in a community outreach project with an inner-city Rochester community center. More than 100 families participated. The event is a collaboration between RIT's School of Art, the MST program, and the Joseph Avenue Arts and Cultural Alliance.



# Visual Arts-All Grades (Art Education) MST



# Incubate the exceptional

The **visual communication design MFA degree** offers a comprehensive opportunity to investigate the intersection of graphic, interaction, and motion design. You will focus on conceptualizing and creating user-centered design wherever there is a screen or digital experience. This can include mobile phones, automotive instrument panels, medical devices, wearables and more. This degree reinforces the importance of user experience design by combining insight from all areas of design. You can choose to focus your studies or combine course sequences from communication design, interaction design, motion design, and design studies. By combining historical, communication and aesthetic theory, principles, and creativity, your work will anticipate design evolution and lead innovation.

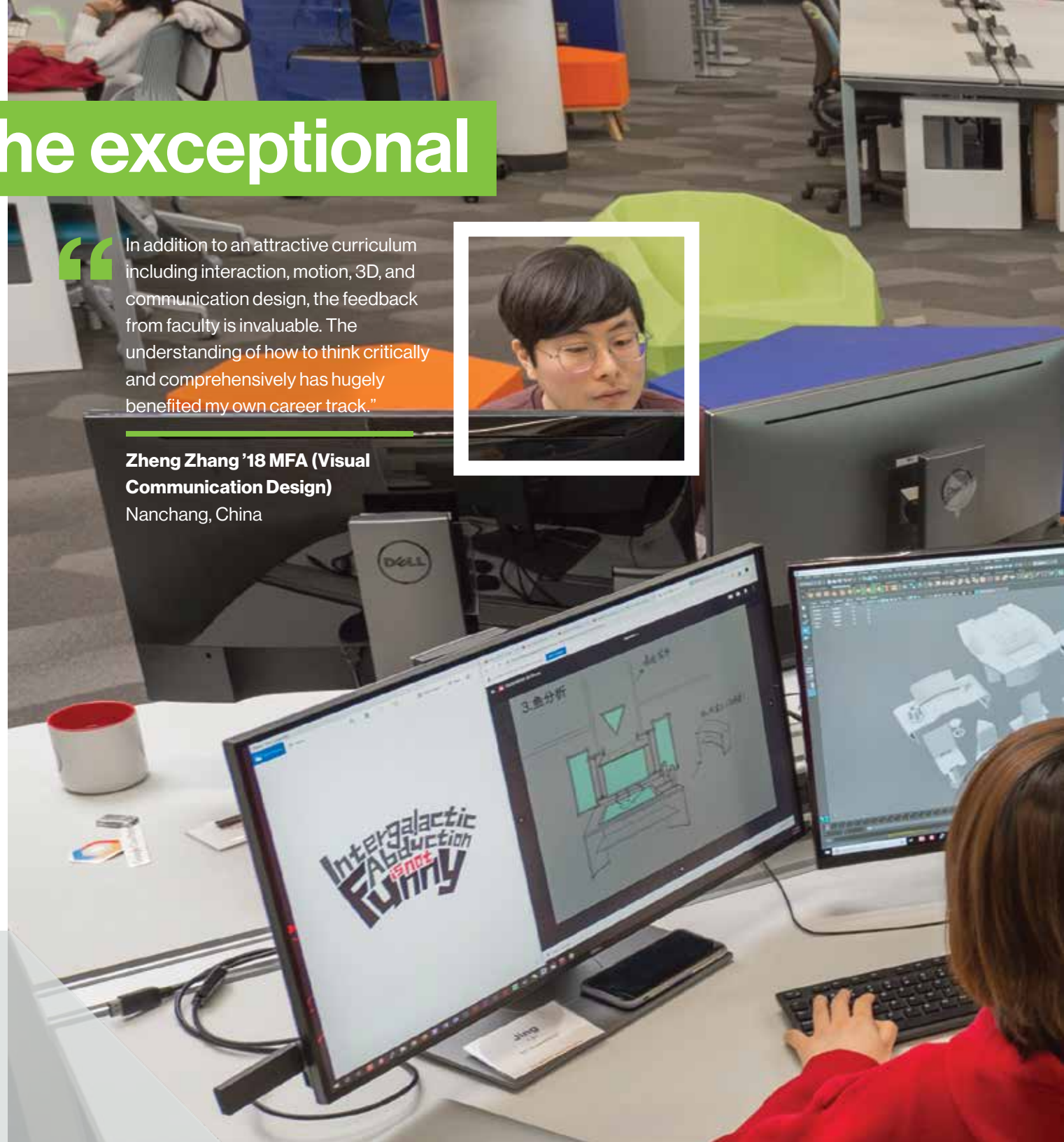
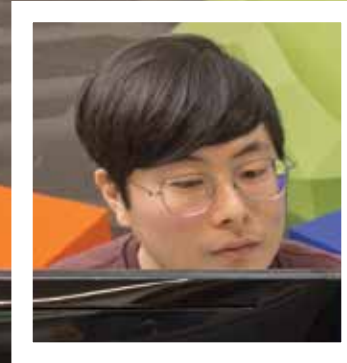
► [rit.edu/artdesign/study/visual-communication-design-mfa](http://rit.edu/artdesign/study/visual-communication-design-mfa)



In addition to an attractive curriculum including interaction, motion, 3D, and communication design, the feedback from faculty is invaluable. The understanding of how to think critically and comprehensively has hugely benefited my own career track."

**Zheng Zhang '18 MFA (Visual Communication Design)**

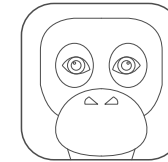
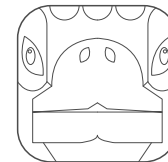
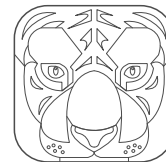
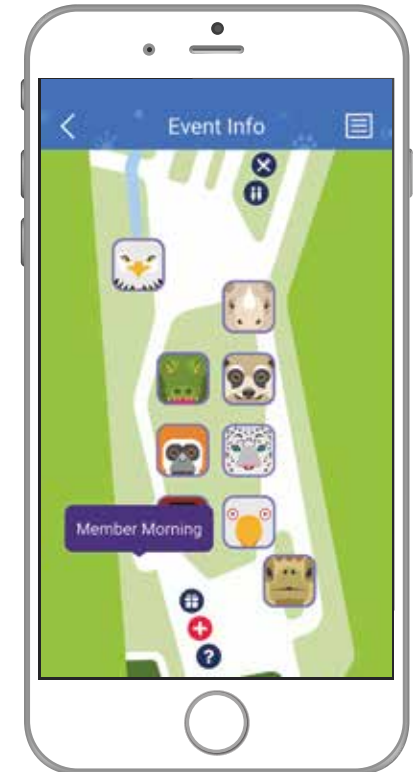
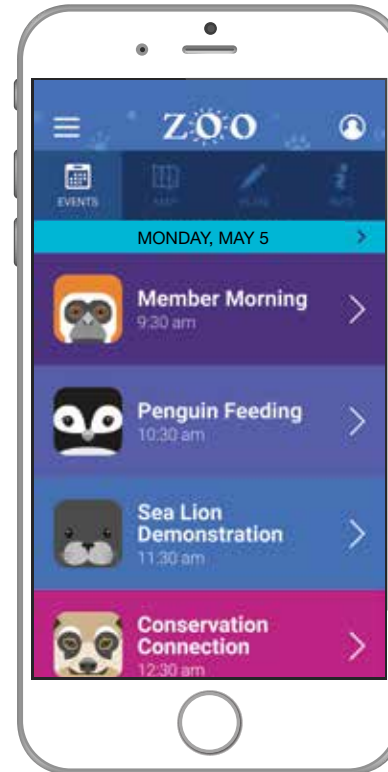
Nanchang, China







This app was designed by Ninglin Jiang '15 MFA (Visual Communication Design) for visitors to the Seneca Park Zoo in Rochester, New York. The goals of this project were to enhance the visitor experience by providing basic information about the zoo, to build a schedule prior to a visit, and to present a clearer wayfinding experience at the zoo.



# MAGIC Spell Studios



RIT's Center for Media, Arts, Games, Interaction, and Creativity (MAGIC) — housed within the state-of-the-art MAGIC Spell Studios — supports research and entrepreneurial activities within RIT and in New York State. Faculty and students from various programs partner on sponsored research and independent study projects focused in film, games, AR/VR, and interactive experiences. Many of these projects are born through

faculty portfolios and sponsorship, but MAGIC also hosts and mentors student teams pursuing their own extracurricular interests. Dedicated laboratory space is available for faculty, research assistants, and student teams. Students and faculty also collaborate with outside organizations and companies on research projects to solve design challenges and produce original commissioned work in games, media, and interactive experiences.

“MAGIC Spell Studios supports and helps accelerate the creative, innovative, and entrepreneurial talents of our students and faculty who are creating apps, games, and films. There are no limits to the digital platforms we can create and bring to market. It's also a place where independent filmmakers can use our state-of-the-art soundstage, theater, screening rooms, and media labs to work on their own commercial

projects. Our facilities rival those found in major media production areas such as New York City, Los Angeles, and Silicon Valley.”

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**David Long**

Director, RIT MAGIC Center and MAGIC Spell Studios  
Associate Professor, School of Film and Animation  
Recipient of a Scientific and Technical Academy Award in 2008





One of the most popular programs on campus is the MAGIC Maker Program, a competitive program in which students pitch digital media product ideas and earn both co-op credit and start-up funding for publication and commercialization.



**MAGIC Spell Studios**



# Tell your story

“ I appreciate that this program is devoted to traditional animation and storytelling. The faculty inspired me creatively and helped broaden my horizons. My long-term goal is to be part of a creative team and work as an animation director.

**Chaofan Li '19 MFA**  
**(Film and Animation)**

Tianjin, China



The School of Film And Animation's equipment cage has nearly 1,000 video- and audio-related items available for students to check out in support of projects and other coursework.

#### **Graduate Animation Lab**

Accessible 24/7 with swipe access, this lab houses 10 Apple Mac Pro workstations and three BOXX computers with Cintiq monitors. It also contains a comprehensive application title list with the latest versions of 2D and 3D animation software.





In the **film and animation MFA** program, students create live-action productions, scripts, 2D, 3D, or stop motion animations that are unique. The School of Film and Animation houses state-of-the-art facilities, including full production facilities. The program is also supported by highly specialized faculty from RIT's photography, imaging science, computer science, information technology, and design programs.

The MFA in film and animation offers four options:

- **2D animation** concentrates on traditional forms drawn by hand, a mixture of both traditional and digital, or all digital origination. Students may concentrate their studies on stop motion puppet animation.
- **3D animation** courses focus on advanced 3D modeling, lighting, texturing, and animating in a 3D space.
- **Production** allows students to

develop and refine their creative approach to fictional narrative, documentary, and experimental live action filmmaking.

➤ **Screenwriting** is an opportunity for students to complete short films with a concentration in creating feature, short, and series length screenplays.

➤ [rit.edu/artdesign/study/film-and-animation-mfa](http://rit.edu/artdesign/study/film-and-animation-mfa)



# Collaborative Problem Solving

The **integrative design MS** program enables students with artistic, technical, engineering, and management backgrounds to study and successfully engage with creative development teams. This design master's degree develops your understanding of the theories, methods, processes and of design, and their application in product and service development.

The program establishes a variety of creative design thinking techniques in areas such as systems thinking, brainstorming, immersions, contextual relevance, and empathy—all of which will be used to develop an in-depth understanding of the design process, the product/service life cycle, product/service feasibility, and the integration of social responsibility

in product/service design. The program enables students with artistic, technical, engineering, and management backgrounds to study and to successfully engage within creative development teams.

> [rit.edu/artdesign/study/integrative-design-ms](https://rit.edu/artdesign/study/integrative-design-ms)



The College of Art and Design has key industry partners and sponsors including Adobe, Autodesk, Canon, Corning Museum of Glass, Dolby Laboratories, Herman Miller, HP, Maxon Cinema 4D, and Stryker, to name a few.





## Studio 930

Collaborative problem solving and design thinking are at the heart of RIT's Studio 930 Design Consultancy. Studio 930 brings together multidisciplinary teams of students from across RIT to create access and health care technology products. The students research, ideate and develop prototypes for various community agencies. The program involves numerous RIT entities — the industrial design master of fine arts program, College of Art and Design, Simone Center for Innovation and Entrepreneurship, Kate Gleason College of Engineering, College of Engineering Technology, and Saunders College of Business, along with financial support from the Waldron Rise Foundation.

Pictured is the Band Toy project completed in summer 2019 by industrial design MFA students and an electrical engineering major. Through the research and discovery process, students found that one in six children between 3 and 17 years old have developmental disabilities. Toys with the flexibility and adaptability needed for therapeutic play are

either expensive or unavailable. The Band Toy series of therapeutic toys emit lights, sounds, and vibration patterns in reaction to movements such as tapping, shaking, and squeezing the device. Since 2015, more than a dozen students, working with therapists and teachers from Mary Cariola Children's Center and CP Rochester, participated in the research, ideation, and design process of the Band Toys project.





# Seek strong mentors and forge faculty bonds

“ I chose RIT for its professors and their ability to guide me in my future career plans in graphic design. I’ve significantly improved my research abilities and have become a better problem solver.

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**Peter Alex Kow Amissah '19 MS**  
**(Media Arts and Technology)**  
Accra, Ghana

Ammisah's thesis research was to identify the advantages and challenges of online project-based learning (PBL). Becoming knowledgeable on this topic is crucial at a time where there is an increased demand for education. The discussion presented in his thesis will assist faculty in teaching online project-based content.

All businesses and organizations rely on graphic communications to increase their effectiveness in communicating ideas, instructions, and concepts. A graduate with a **media arts and technology master's** understands the value of information design and recognizes the many ways it can be used to positively impact the bottom line. In this program, you will learn to leverage emerging technologies to your advantage. With a management focus, technical expertise, and comprehensive knowledge of how to drive the imaging and graphics process from concept through completion, you will be an attractive prospect in a wide range of industries, including education, engineering, marketing, research science, human resources, public relations, and more.

> [rit.edu/artdesign/study/media-arts-and-technology-ms](https://rit.edu/artdesign/study/media-arts-and-technology-ms)



## MS Graduate Lab

A graduate research space featuring iMacs with Retina 5K, 27-inch displays and lockers for student use.

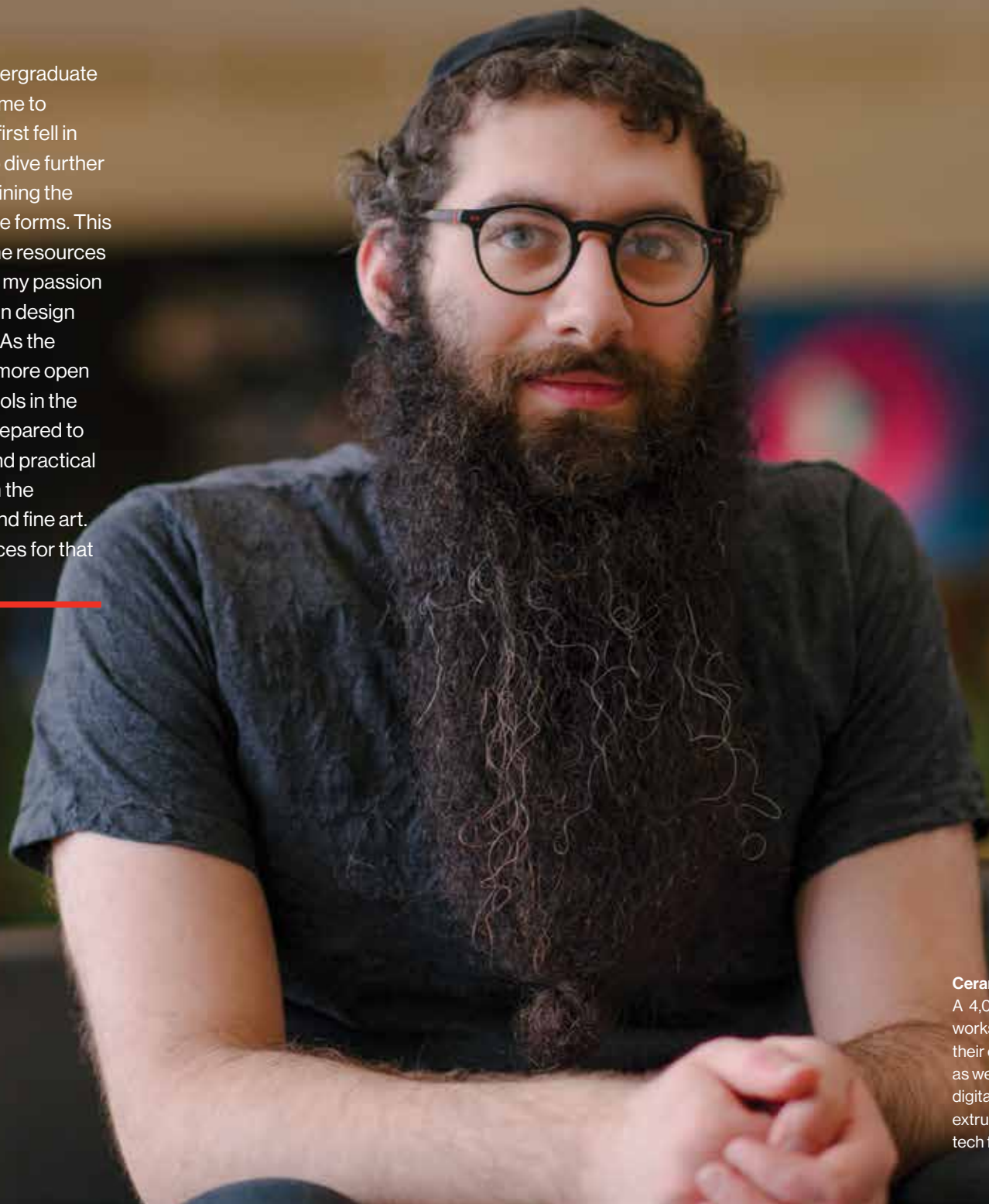




My experience as an undergraduate design student exposed me to materials—that's when I first fell in love with clay. I wanted to dive further into that while still maintaining the ability to create and shape forms. This MFA program gave me the resources and direction to combine my passion for clay and background in design with printing technology. As the ceramics field becomes more open to incorporating digital tools in the creative process, I feel prepared to answer the theoretical and practical questions that come with the marriage of computers and fine art. RIT is one of the best places for that to happen.”

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**Dan Gabber '17 BFA**  
**(Industrial Design)**  
**'19 MFA (Ceramics)**  
Summit, New Jersey



#### **Ceramics studios**

A 4,000-plus-square-foot workspace where students have their own personal studio space as well as access to tools such as: digital ceramic printer, slab roller, extruder and high-tech and low-tech forming processes.



# Shape Your Direction

The **ceramics MFA** program focuses on artistic development through intensive teaching of the aesthetics and techniques of ceramic design. Graduate studio courses, seminar courses, and in-depth critiques, in conjunction with thesis planning and implementation, provide students with a deep understanding of not only their own work but the work of other students and their peers. Students

examine the creativity, perceptions, aesthetics, and criticism of the work of contemporary artists and craftspeople in courses and discussions. Thesis reviews track students' progress towards the final thesis presentation, which is completed when a formal critique and evaluation is performed by the thesis committee.

> [rit.edu/artdesign/study/ceramics-mfa](http://rit.edu/artdesign/study/ceramics-mfa)

## Kiddush Cup with Saucer (2018) Porcelain

The creative process used by Dan Gabber ('17 BFA Industrial Design, '19 Ceramics MFA) paired traditional and digital methods in the creation of the Kiddush Cup.

- a.** Full scale sketches with multiple iterations
- b.** CAD model developed in Fusion 360 and optimized for 3D printing
- c.** Final piece casted from molds made from 3D-printed positives and combined post-firing



**a.**



**b.**



**c.**



# Prestigious Potter

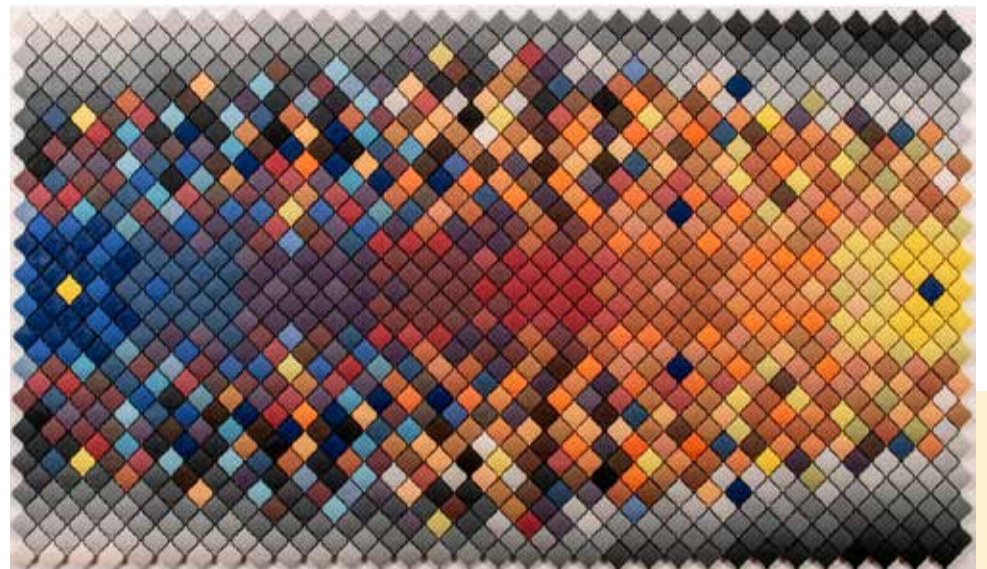
“ I love to promote pottery as a form of fine art expression. It's always been a goal of mine to introduce more people to handmade objects. There is such history, subtlety and sophistication in the field of utilitarian ceramics.”

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## **Peter Pincus**

Assistant Professor  
School for American Crafts  
School of Art

Peter Pincus is a ceramic artist and assistant professor who teaches courses at the graduate and undergraduate levels. Pincus has exhibited widely, including at Greenwich House Pottery and Chamber in New York City; Lewis Wexler Gallery in Philadelphia; Sherry Leedy Contemporary in Kansas City, Mo.; and Galleria-Impacto in Peru. His work also can be seen in private and public collections such as the Museum of Fine Arts in Houston and the Daum Museum of Contemporary Art in Missouri.





In 2015, ASU Ceramics Research Center awarded Pincus an NCECA Purchase Prize for his piece titled *Urns*.



**Instagrammable!**  
@PeterPincusPorcelain  
has more than 612K  
followers on Instagram



Recipient of a 2017 Biennial Grant from the Louis Comfort Tiffany Foundation, an esteemed honor given to a small number of artists across the country to help them produce new work.

# Develop an international mindset

Develop your personal creative voice through hands-on research, discussion, critique, and material experimentation in the **glass MFA** program. You are given full access to our complete glass facility as well as your own individual studio space. Graduate studio courses, seminar courses, visiting artist workshops, and in-depth critiques give you a deeper understanding of the medium as you produce art in which your personal expression flourishes. Students are encouraged to explore the potential of glass and art as installation, mixed media, performance and community-based projects.

In the glass master's degree, you will find your personal artistic balance between technical excellence, conceptual rigor, and serious play. You are exposed to a broad range of critical issues related to the conception and production of art, to inspire and provoke critical reflection and facilitate the development of a thesis exhibition and supporting documentation.

➤ [rit.edu/artdesign/study/glass-mfa](https://rit.edu/artdesign/study/glass-mfa)

## Glass Workspace

A room designated for advanced-level glass majors to have their own personal studio space in support of developing their individual research interests. Each space is provided with shelving, table space, and storage cabinets. Aside from being a place of work, the Glass Workspace is arranged in a way that invites conversation between student peers, provides a sense of community, and enables one-on-one studio visits with faculty and visiting artists.



“ We traveled as a program to Murano, Italy, for the Glass Art Society Conference. Myself and my peers had the opportunity to be Artists-in-Residence at Aichi University of Education in Nagoya, Japan, through Professor Emeritus Michael Rogers. Glass is so much about both international and national community and connections, so traveling and having these experiences has been not only important to my work but my sustainability as an artist.”

**Gracia Nash '19 MFA (Glass)**

Fredonia, New York

(Right) “Lay Me Down to Rest” by Nash is a performance involving the body and a glass blanket. The piece explores the creation of safe and comfortable places, and the often taxing journey that accompanies it.

The blanket was created through a process of fusing thin sheets of reflective glass beads in a kiln, and applying silicone and more beads to the underside. During the performance, the body breaks and cracks the glass sheet into a flexible blanket. By embracing, kneading, and compressing, the blanket transforms from a solid sheet to a usable blanket that can envelop and comfort the body.



# Frame your experience



## Graduate Studios

Graduate students in the furniture design MFA have a designated bench area or private workspace in which they can conduct their work. Other areas of access include the wood storage room, an area stocked with wood that is available for students to purchase for projects; and the computer numerical control (CNC) machine room, used for precise and efficient cutting tasks.



“

I felt strongly that what RIT could offer would help advance my career as an artist. Their studios are very well equipped, the faculty are knowledgeable, and as a graduate assistant I would have the opportunity to teach courses and improve my skills in the classroom.”

**Fabiano Sarra '13 BFA  
(Furniture Design)  
'19 MFA (Furniture Design)**  
Rochester, New York

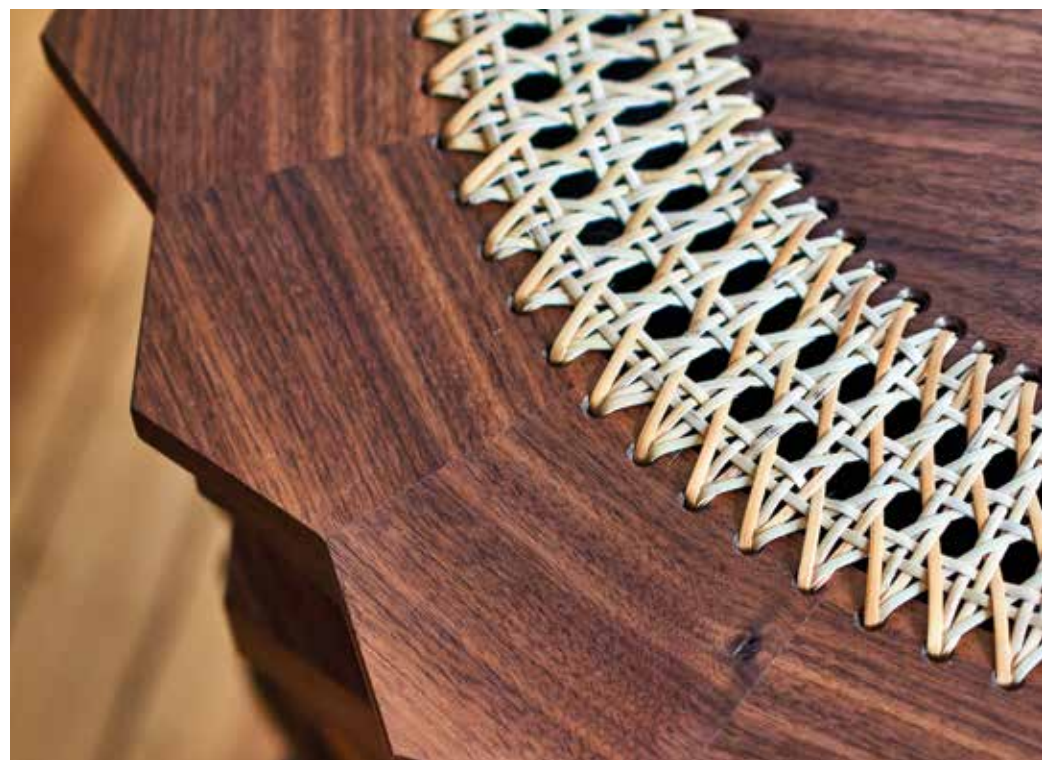
The **furniture design master's** program is structured to support each student's individual interests and aesthetic development. While engaging in the design and construction of a range of furniture objects, students are challenged to advance aesthetic, conceptual, and design sensibilities while simultaneously strengthening their building techniques and construction strategies. Students are exposed to a range of contemporary practices and creative approaches to design and art making in support of experimentation, critical reflection, and the development of a personal aesthetic and design philosophy.

The first year of the MFA in furniture design exposes students to a broad range of critical issues related to the conception and production of art. This serves to inspire and provoke students' critical reflection, and facilitate the development of a preliminary thesis topic. In the second year students propose and fully engage in a thesis project, which culminates in a major exhibition the spring.

> [rit.edu/artdesign/study/furniture-design-mfa](http://rit.edu/artdesign/study/furniture-design-mfa)

#### **Table**

Sarra's table is composed of concrete, walnut, and cane.



# Reconnect and redefine

## **Metals and Jewelry Design Studio**

This 6,000-plus-square-foot space supports students' individual needs and ensures access to a comprehensive selection of tools, equipment and technology. Specialized areas include casting and enameling facilities, a machine room, a polishing and finishing room, spinning, patina/etching areas, and an annealing and cleaning room. Students also have access to a welding and forging facility, which supports architectural, furniture, and sculptural interests. Additionally, the program supports computer applications for computer-aided design.



“ My journey as an artist stemmed from the ability to reconnect with myself as an artist and my past as a non-artist. My personal exploration called for the introduction of new materials and textiles into my work—a transition that the faculty guided me through with skill and intent. As a result, my work has become my story that I didn’t know I could tell. And I’m very proud of it.”

**Zoey Minzhu Perse '19 MFA**  
**(Metals and Jewelry Design)**  
 Newton, Massachusetts

The **MFA in metals and jewelry design** is a professional degree for practicing artists, craftspeople, and designers who desire to leave a lasting impression on their fields through a devotion to their work and the high standards of discipline and artistic ideals. This jewelry design degree challenges conventional thinking. In the program, you'll improve your knowledge and experience working with different theories and materials while being challenged to think unconventionally in order to redefine industry standards.

The program provides students with broad exposure to metal working techniques, expands knowledge of applied design, strengthens perceptual and philosophical concepts, and develops an individual mode of expression. This sequence leads to a master's thesis, inaugurated by the student and overseen by the faculty. The program is founded on the basis of individual needs, interests, and background preparation, as may be determined through faculty consultation.

> [rit.edu/artdesign/study/metals-and-jewelry-design-mfa](http://rit.edu/artdesign/study/metals-and-jewelry-design-mfa)

**a.** An earring in a pair, inspired by wet rocks at the beach.

**b.** This brooch utilizes the side or profile view of the ovular form showcasing the metal shape and the pearls.

**c.** This form is an exploration of architectural basics, shape, surface, and the guiding line. The piece is meant to playfully question these principles. Each pearl has another pearl on the other side of the piece, so that both the front and backs of the brooches become active spaces.



**a.**



**b.**



**c.**

# Make your imprint

As you pursue the **MFA in fine arts studio** you will explore the role of contemporary art through **painting, printmaking, sculpture** or **expanded forms**, or all areas in the **interdisciplinary** track. It's a rigorous two-year program comprised of major studio courses, studio electives such as glass, ceramics, film, and photography, theory and research seminars, as well as thesis credits. The program is committed to collaboration and interdisciplinary approaches

both within the four major fine arts areas of study and the entire College of Art and Design. The program's structure allows for personal growth, experimentation, collaboration, and unique, non-discipline specific results to occur in the thesis. Courses are meant to concentrate on creative visual work while also thinking about making and sustaining a dialogue.

> [rit.edu/artdesign/study/fine-arts-studio-mfa](https://rit.edu/artdesign/study/fine-arts-studio-mfa)



RIT provides amazing facilities for fine arts students. I can concentrate on my work efficiently and go more in depth with creating my pieces."

**YeaSeul Lee '19 MFA**  
**(Fine Arts Studio)**

Painting  
Seoul, South Korea



RIT is a comprehensive university which offers the arts, science, and technology. As an emerging artist, studying at RIT is suitable for observing, expanding ideas, and technical problem solving."

**Kathleen Johnson '20 MFA**  
**(Fine Arts Studio)**

Interdisciplinary  
Rochester, New York

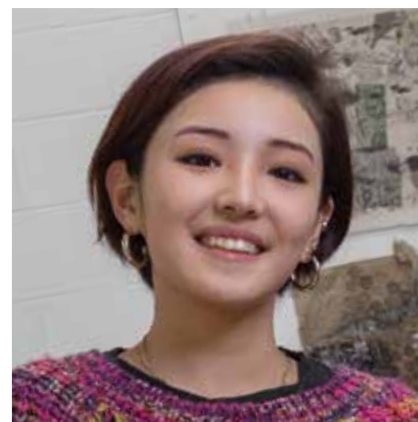




My long-term goal is not only to keep making sculptures but also combine my sculpture with underwater coral rehabilitation."

**Shih-Tung "Tracy" Cheng '19 MFA**  
(Fine Arts Studio)

Sculpture and Expanded Forms  
Taoyuan, Taiwan



By mastering the skill of traditional printmaking, I broke through my creative limitations. Combined with my previous experiences, my artistic expression is no longer restricted to one medium."

**Yibo "Marcia" Liu '19 MFA**  
(Fine Arts Studio)

Printmaking  
Shanghai, China

# Exhibition Opportunities



The College of Art and Design has two on-campus exhibition venues—**Bevier Gallery** and **William Harris Gallery**. Both galleries host rotating exhibitions that feature the creative work of students, faculty, alumni, and more. The spaces allow students to display their coursework in exhibitions while developing ways to share, promote, and curate their

output. Bevier Gallery offers student employment opportunities that instill gallery management and curation skills. William Harris Gallery is the primary venue of interpretive display of photography, photo-based art, and moving media by faculty and students, including MFA candidates in fulfillment of their visual thesis requirement.

> [rit.edu/artdesign/galleries](http://rit.edu/artdesign/galleries)



## **RIT City Art Space**

The College of Art and Design's newest exhibition and event venue is located in the historic Sibley Tower building in the heart of downtown Rochester. RIT City Art Space, which opened in 2018, is a dynamic space for the entire community to engage with the creative work of RIT students, faculty, alumni, and more. It regularly opens new shows for First

Friday Rochester, a city-wide gallery night that invites the public to see new and ongoing exhibitions in several venues throughout the community. In addition, student staff collaborate with exhibiting artists, assist with preparation and installation of shows, and learn about managing a gallery space; gaining valuable experience in a professional setting.

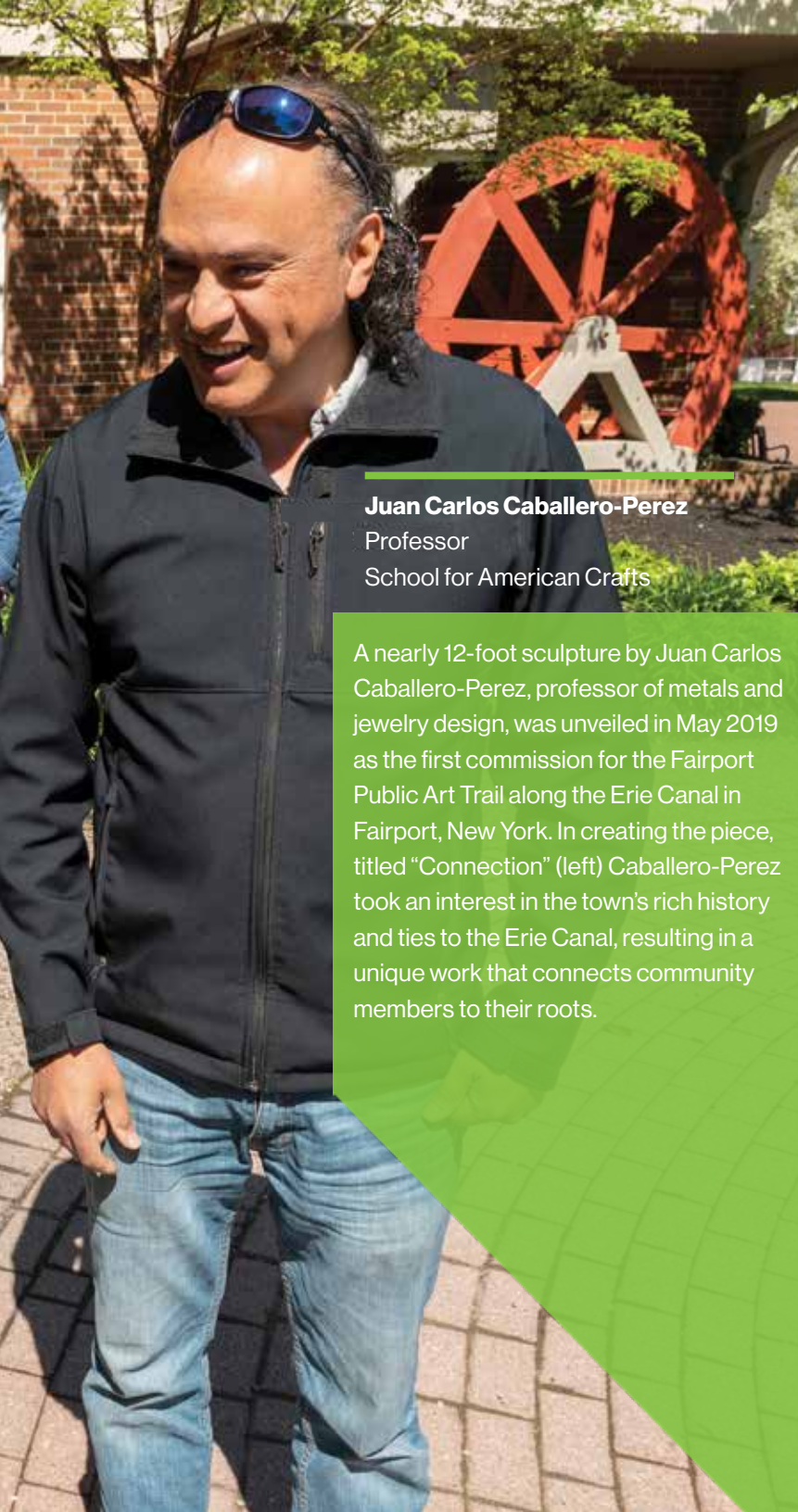




# Community Engagement







**Juan Carlos Caballero-Perez**

Professor  
School for American Crafts

A nearly 12-foot sculpture by Juan Carlos Caballero-Perez, professor of metals and jewelry design, was unveiled in May 2019 as the first commission for the Fairport Public Art Trail along the Erie Canal in Fairport, New York. In creating the piece, titled "Connection" (left) Caballero-Perez took an interest in the town's rich history and ties to the Erie Canal, resulting in a unique work that connects community members to their roots.



**Lauren Ramich**

Graduate Director, Visual Arts-All  
Grades (Art Education) MST  
School of Art

**Luvon Sheppard**

Professor  
School of Art

RIT School of Art professor and alumnus Luvon Sheppard, a beloved figure in the RIT and Rochester arts communities, has made countless contributions to the local arts scene during the last 50 years. In the 1970s, he started the Allofus Workshop to offer art classes to area residents. More recently, in 2006, Sheppard opened Joy Gallery in downtown Rochester to exhibit local artists' work and foster community pride. In 2017, the MST in visual arts-all grades (art education) program, led by graduate director Lauren Ramich, held its capstone show at Joy Gallery — 47 years after Sheppard graduated from the inaugural MST class. As an annual tradition, Ramich organizes an end-of-year exhibit to provide K-12 students instructed by RIT artist-teachers during student-teaching placements a platform to showcase their art.

# Unparalleled Facilities

The **Cary Graphic Arts Collection** is one of the country's premier libraries on graphic communication history and practices, housing some 40,000 volumes and a growing number of manuscripts and correspondence collections. It also manages an extensive graphic design archive, consisting of more than 45 archives that document the work of significant 20th-century modernist graphic designers.



The **School of Photographic Arts and Sciences Cage** is unmatched by peer institutions. This equipment checkout space holds a wide-ranging repository of cameras (DSLR, film, medium- and large-format), video cameras, and accessories, including lights, audio recorders, computers, monitors, tripods, rigs, cine rails, and more.







The **Fab Lab** is a model fabrication resource that utilizes various professional 3D printers, laser cutters, and CNC routing devices to support curricular needs of RIT students, faculty, and staff.



The **Image Permanence Institute (IPI)** is a recognized world leader in the development and deployment of sustainable practices for the preservation of images and cultural heritage. IPI serves as an academic research center in the College of Art and Design dedicated to supporting the preservation of cultural heritage collections in libraries, archives, and museums around the world. IPI achieves this mission by maintaining an active preservation research program that informs and advances professional-level education and training activities, publications, consulting services, and the development of practical preservation resources and tools.

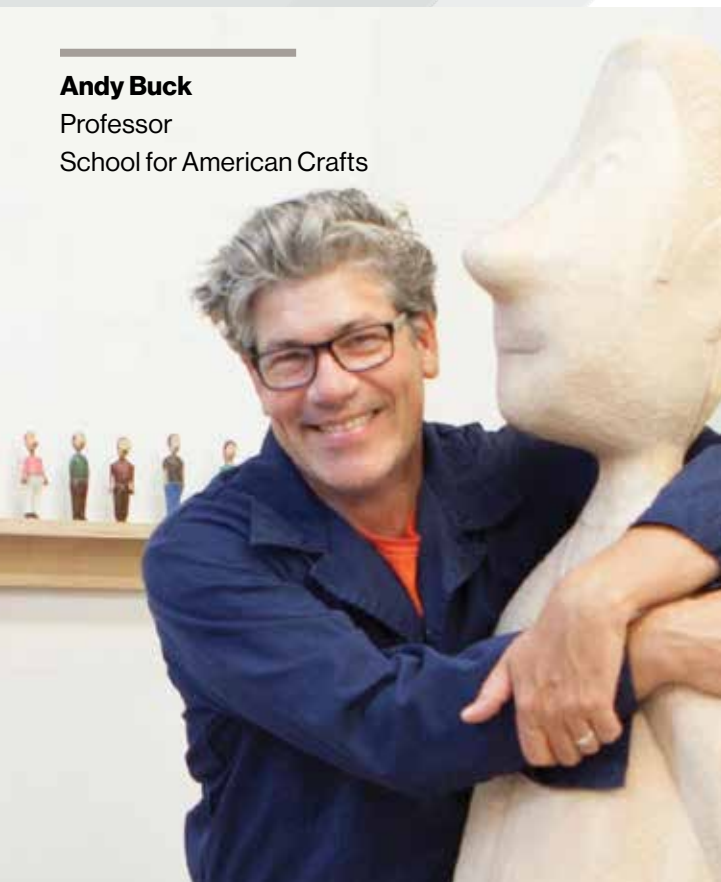


The **School of Film and Animation Cage** is where students borrow resources and equipment to make high-quality shorts and perform research. Students are able to check out over 100 camera packages free of charge, as well as have access to editing suites, transfer, and recording studios. The equipment is continually maintained and reviewed to stay consistent with industry standards by full-time staff, who also provide technical support to students and faculty.

# Select Faculty Research

## Andy Buck

Professor  
School for American Crafts



Andy Buck is an American furniture designer/maker and artist whose work brings together traditional craftsmanship, investigations in form, and richly painted surfaces. An active maker for more than 30 years, Buck has presented his work in over 100 exhibitions in galleries and museums in the United States and abroad including the Smithsonian's Renwick Gallery; Hui No' Eau Visual Arts Center, Maui, Hawaii; Australian National University; Minneapolis College of Art; and Maine College of Art. Buck has also taught at some of the top workshop programs in the United States such as Anderson Ranch, Haystack, Penland, and Peter's Valley.

## Mari Jaye Blanchard

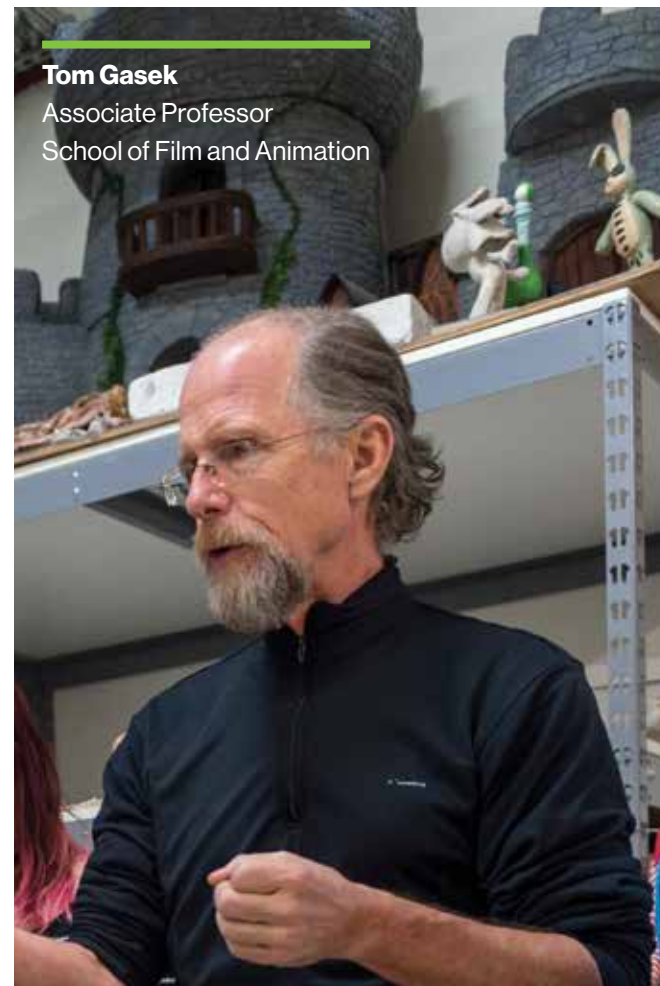
Assistant Professor  
School of Film and Animation



An independent animator, Mari Jaye Blanchard's shorts have screened in festivals internationally including Australia, Germany, and France. She has also created television and web-based animations for clients such as Comedy Central, MTV, the New York Foundation for the Arts (NYFA), and Sesame Workshop. She is a Gregory Millard NYFA Fellow in Film, and an Asian American Arts Alliance UAI Fellow. In recent years, Blanchard has partnered with the Anibar Animation Festival to run both a study-abroad and a weeklong VR workshop in Peja, Kosovo.

## Tom Gasek

Associate Professor  
School of Film and Animation



Tom Gasek is an award-winning stop-motion director and animator who has produced renowned work all over the world. He directed and animated many of the Penny Cartoons from the CBS show "Pee-wee's Playhouse," contributed animation to Laika's "Coraline," and spent time directing and animating at Aardman Animations. Gasek taught in Lima, Peru, in 2016 after securing a Fulbright Specialist Grant to teach stop-motion animation workshops based on his book *Frame-by-Frame Stop Motion: The Guide to Non-Traditional Animation Techniques*. And in 2018, he completed a six-week animation workshop at the Jilin Animation Institute in Changchun, China, under his second Fulbright Specialist Grant.



## Elizabeth Kronfield

Professor  
School of Art



Elizabeth Kronfield, professor of sculpture, exhibits her work throughout the United States, Italy, and China. She recently gave the keynote address at the 2019 National Conference on Contemporary Cast Iron Art and Practices. She is also a contributor to the international cast iron art community, teaching workshops, exhibiting work, presenting on panels, and mentoring emerging artists. Her work ranges from small-scale sculptures to large outdoor public works and installations.

## Alex Lobos

Professor  
School of Design



Alex Lobos focuses on sustainability, emotional attachment, and a user-centered approach in his design work. His relationship with Autodesk spearheaded a partnership agreement between RIT and the software giant that has resulted in RIT students getting exclusive access to alpha and beta versions of the company's software, breakthrough effective access technology solutions, and job hires.

## Mindy Magyar

Associate Professor  
School of Design



Mindy Magyar teaches courses in emotional design, cultural responsibility, and social entrepreneurship. Prior to RIT, Magyar was a project and design manager for Smithsonian Institution, developing commercial activities at various museums, including the Sweet Home Cafe at the National Museum of African American History and Culture.

## Clifford Wun

Professor  
School of Art



Clifford Wun is an internationally exhibiting artist who describes his work as "intricately detailed, allegorical oil paintings that utilize old master techniques." His inspirational personality and excellence in the classroom earned him the distinguished RIT Eisenhart Award for Outstanding Teaching in 2017. Wun has exhibited his work both internationally and nationally including in Scotland, Spain, New York City, and Los Angeles. In 2017, he lectured as a visiting artist in Singapore.

# Graduate Admission

> [rit.edu/admissions/graduate](https://rit.edu/admissions/graduate)

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To be eligible to apply for any RIT graduate program, you must hold (or be in anticipation of) a baccalaureate degree (or equivalent) from an accredited university or college.

Admission to a graduate program requires submission of an online application and the following supporting documents:

- > Application fee
- > Personal statement
- > Resume
- > Undergraduate transcripts

All programs require a letter of recommendation. All MFA and MST degrees in the College of Art and Design require a portfolio.

## College of Art and Design Graduate Programs

> [rit.edu/artdesign/grad](https://rit.edu/artdesign/grad)

## RIT Graduate Application

Register your RIT account today!

> [join.rit.edu/apply](https://join.rit.edu/apply)

## Admissions Deadlines & Requirements

Review program requirements and eligibility.

> [rit.edu/admissions/grad-deadlines-requirements.php](https://rit.edu/admissions/grad-deadlines-requirements.php)

## Financial Aid and Scholarships

Most graduate students qualify for graduate scholarships. RIT is committed to making education affordable and accessible to all students. RIT invests more than \$180 million in our students and distributes another \$140 million from other sources to assist students and their families in meeting the cost of an RIT education. We realize that you are taking an important step in your life, and we want to help make your financial aid experience as smooth as possible. We encourage you to review funding opportunities and cost of attendance information.

> [rit.edu/admissions/aid](https://rit.edu/admissions/aid)

## International Admission Information

> [rit.edu/admissions/international](https://rit.edu/admissions/international)

## International Students Services

> [rit.edu/studentaffairs/iss](https://rit.edu/studentaffairs/iss)

## RIT Chinese Language Microsite 官方中文网站

> [rit.org.cn](https://rit.org.cn)

## Admissions questions?

Delaney Ball

Admissions Counselor

Graduate Admissions

[djb7ges@rit.edu](mailto:djb7ges@rit.edu)



# Graduate Directors

► [rit.edu/artdesign/grad](http://rit.edu/artdesign/grad)

## Ceramics MFA

2-year program



Jane Shellenbarger  
Associate Professor  
[jmssac@rit.edu](mailto:jmssac@rit.edu)

## Film and Animation MFA

3-year program (2 full-time years and 1 part-time year)



Kevin Bauer  
Lecturer  
[kmbpph@rit.edu](mailto:kmbpph@rit.edu)

## Fine Arts Studio MFA

2-year program



Denton Crawford  
Senior Lecturer  
[denton@rit.edu](mailto:denton@rit.edu)

## Furniture Design MFA

2-year program



Andy Buck  
Professor  
[aabsac@rit.edu](mailto:aabsac@rit.edu)

## Glass MFA

2-year program



David Schnuckel  
Assistant Professor  
[dassac@rit.edu](mailto:dassac@rit.edu)

## Industrial Design MFA

2-year program



Alex Lobos  
Professor  
[aflfaa@rit.edu](mailto:aflfaa@rit.edu)

## Integrative Design MS

1-year program



Stan Rickel  
Associate Professor  
[srrfaa@rit.edu](mailto:srrfaa@rit.edu)

## Media Arts and Technology MS

1-year program



Bob Rose  
Associate Professor  
[rmrpph@rit.edu](mailto:rmrpph@rit.edu)

## Metals and Jewelry Design MFA

2-year program



Juan Carlos  
Caballero-Perez  
Professor  
[jcc2390@rit.edu](mailto:jcc2390@rit.edu)

## Photography and Related Media MFA

2-year program



Ahndraya Parlato  
Dr. Ronald/Mabel Francis  
Endowed Chair  
Senior Lecturer  
[adppph@rit.edu](mailto:adppph@rit.edu)

## Visual Arts - All Grades (Art Education) MST

1-year program (Master of Science for Teachers)



Lauren Ramich  
Lecturer  
[larfaa@rit.edu](mailto:larfaa@rit.edu)

## Visual Communication Design MFA

2-year program



Adam Smith  
Associate Professor  
[aesfaa@rit.edu](mailto:aesfaa@rit.edu)

## Related Graduate Programs at RIT

### College of Engineering Technology

#### Print Media MS

2-year program  
Bruce Myers, Ph.D.  
Department Chair  
[blmprr@rit.edu](mailto:blmprr@rit.edu)

### College of Health Sciences and Technology

#### Medical Illustration MFA

2-year program  
Jim Perkins  
Program Director  
[japfaa@rit.edu](mailto:japfaa@rit.edu)

### Golisano Institute for Sustainability

#### Master of Architecture

4-year program  
Dennis Andrejko, FAIA  
[archdept@rit.edu](mailto:archdept@rit.edu)

# So, what's next?

What you've seen only scratches the surface. Head online to **[rit.edu/artdesign](http://rit.edu/artdesign)** to take a deeper dive into our academic programs, our vivid campus life, our outstanding community, and our brilliant faculty.

Take a look at everything RIT has to offer. Explore, learn, engage, and plan a visit to absorb it all in person.







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Photographs of personal work provided by Gregory Halpern and Peter Pincus.

Images of Vignelli design artifacts provided by the Archives at the Vignelli Center for Design Studies.

Cover artwork created by, left to right: Granville Carroll III '20 MFA (Photography and Related Media), Kyle Lascelle '18 MFA (Ceramics) Xinyue Guo '19 MFA (Industrial Design) Back cover, left to right: Sarah Kinard '18 (Fine Arts Studio), Student work from Visual Communication Design MFA, Angelica Agelviz '17 MFA (Film and Animation)

This book was produced by RIT's College of Art and Design.



# Graduate Studies:

animation

art

art education

crafts

design

film

photography

[rit.edu/artdesign](http://rit.edu/artdesign)

College of Art and Design  
Rochester Institute of Technology  
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Rochester, NY 14623-5603

# RIT

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