MEDICAL ILLUSTRATION

By combining drawing and science, the Medical Illustration major teaches students to translate anatomical and surgical sketches into instructional illustrations to visually support the allied health and medical educational fields. The major spans the full range of artistic media to produce a wide variety of images. Through our collaboration with area hospitals, students are able to obtain first-hand experience in real-life medical situations, in addition to their on-campus access to a state-of-the-art human anatomy laboratory. Computers and other digital technology are integrated into the studio environment to facilitate the creation of sophisticated images along with well-designed, interactive educational media displays. This major is one of a very few undergraduate medical illustration majors offered in the country that prepare students to join the medical team as an allied health professional.

RIT’s graduate program in Medical Illustration is one of only five such programs in North America and the only program in the Northeastern U.S. The two-year program combines training in human anatomy (with complete cadaver dissection), histology (the cellular structure of organs), and pathophysiology (the study of disease) with extensive training in 2D and 3D digital graphics, interactive media, and animation. Illustration projects are designed for use in print, projection, broadcast media, and distribution via the web and mobile devices. The program emphasizes visual problem solving, determining the best approach to communicate a difficult concept. Students also gain real world experience collaborating with medical researchers and observing live surgery in the operating room. The program culminates with the production of a thesis project, which requires extensive background research and an original body of artwork on a complex medical topic.

Degree(s) Awarded
Bachelor of Fine Arts; Master of Fine Arts

Enrollment
Approximately 30 undergraduate students enrolled; approximately 5 masters students enrolled.

Experiential Education Component
Optional co-op or internship. Students are available summer term.

Salary Information (Avg/Range)
Co-op: Insufficient Data
BFA: Insufficient Data

Equipment & Facilities
Several art production studios and digital labs. The computer lab facilities offer the latest equipment, software and support devices. Juniors and Seniors have access to individual studio spaces.

Comprehensive education includes viewing operating room procedures, the study of gross anatomy at the nearby University of Rochester School of Medicine and the dissection of a cadaver.

Lab sessions scheduled in operating room facilities (jointly sponsored by RIT and the University of Rochester).

Student Skills & Capabilities
- Art and science are equally important elements of medical illustration, a specialized form of artistry that combines drawing with biomedical training.
- Students may take advantage of courses throughout the College of Imaging Arts and Sciences, studying photography, multimedia presentations, drawing and medical sciences.
- Illustration projects are designed for use in print, broadcast media, and distribution via the web and mobile devices.
- The opportunity to observe doctors at work helps student to comprehend, simplify, organize and communicate medical procedures.
- Medical illustration students gain an understanding of composition, design, and layout as well as extensive experience in technical and mechanical lettering.
- By senior year, students are able to combine original images with typography to develop multi-screen slide shows with script, music and titles and will have prepared a portfolio for prospective clients.
- Illustrator, Photoshop, Flash, ActionScript, Fireworks, Dreamweaver, Maya, 3ds Max
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### Curriculum BFA degree

**First Year:**
- Drawing I
- 2D Design I
- 3D Design I
- Human Biology I
- Human Biology I Lab
- LAS Foundation 1: First Year Seminar
- Drawing II
- 2D Design II
- 4D Design
- Human Biology II
- Human Biology II Lab
- LAS Foundation 2: First Year Writing

**Second Year:**
- Illustration Electives
- Anatomy and Physiology I
- LAS Perspective 2: Survey Western Art and Architecture I
- LAS Perspective 1, 4
- Anatomic Illustration
- Computer Applications In Medical Illustration
- Anatomy and Physiology II
- LAS Perspective 3: Survey Western Art and Architecture II

**Third Year:**
- Human Gross Anatomy
- Illustrating Human Anatomy
- 3D Modeling Organic Forms
- LAS Immersion 1, 2
- Scientific Visualization
- 3D Animation Organic Forms
- CIAS Studio Elective
- Free Elective

**Fourth Year:**
- Contemporary Media I
- Surgical Illustration
- CIAS Studio Electives
- LAS Immersion 3
- Free Electives
- Contemporary Media II
- Portfolio and Business
- LAS Elective

### Curriculum MFA degree

**First Year:**
- Human Gross Anatomy
- Anatomic Studies
- 3D Modeling of Biomedical Forms
- *One of the following:*
  - Fundamentals of Instructional Technology
  - Foundations of Human Computer Interactivity
  - Design Theory and Methods
- 3D Animation of Biomedical Forms
- Computer Applications in Medical Illustration
- Scientific Visualization
- Thesis
- Studio Elective
- Science Elective

**Second Year:**
- Interactive Media I
- Surgical Illustration
- Studio Electives
- Interactive Media II
- Portfolio and Business Practices
- Thesis
- Graduate Elective

### Employers of Medical Illustration Co-op and Graduating Students


### Contact Us

We appreciate your interest in hiring RIT co-op, graduating students or alumni. We will make every effort to make your recruiting endeavor a success. Call our office and ask to speak with Gretchen Burruto, the program coordinator who works with the Medical Illustration program. For your convenience, you can access information and services through our web site at www.rit.edu/recruit.

**Gretchen E. Burruto, Program Coordinator**
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