COLLEGE OF IMAGING ARTS AND SCIENCES
Welcome to the creative heart of RIT! The College of Imaging Arts and Sciences is a vibrant community of talented individuals working together to make a real impact on the world. We encompass the entire spectrum of creativity from real to virtual, and specialize in making new ideas come to life.

As an artist myself, I know how important it is for creative people to have a supportive community and access to all the right resources. At CIAS, our dedicated faculty, state-of-the art facilities, and small class sizes will help you develop the skills and expertise you’ll need to thrive as a professional after graduation.

CIAS also is a truly unique art and design college. Because we are part of a comprehensive university known for innovation and technology, this gives our students access to a wide range of courses as well opportunities to collaborate on exciting cross-disciplinary projects and research.

When you come to CIAS, you’ll be joining a community that extends well beyond graduation. Our alumni stay connected to each other and to RIT; often returning to give lectures, present their work in exhibitions, and help current students identify exciting professional opportunities.

I invite you to explore all that we have to offer in the College of Imaging Arts and Sciences. We would love to have you come to campus to meet the faculty, talk to our students, and learn how we can help you create your unique future.

Robin Cass
Interim Dean,
College of Imaging Arts and Sciences
We live in a world where each week seems to bring greater demand for fresh content, new perspectives, creative interpretations, accurate renderings, bold expressions, innovative designs, and technological thrills.

The six schools that make up RIT’s College of Imaging Arts and Sciences offer a portfolio of distinctive and exciting programs of study, many of which are internationally acclaimed. If your interests are artistic, creative, and professional, one glance through the pages of this book will give you an idea of the amazing possibilities that await you here. From centuries-old methods of producing fine art to the latest in digital media, you won’t find another college with as comprehensive a selection of majors in so many disciplines related to visual communication and imaging. For more than a century, RIT has been building a reputation for academic excellence that is recognized throughout the nation and the world. Join us as we explore the imaging arts and sciences in the 21st century.

A professional career focus
A theme common to each major is the spotlight on the creative process—how ideas and concepts are sparked and become tangible, visible works of art, photographs, moving images, designs, products, publications, or electronic forms of communication.

The curriculum is designed to build knowledge and skill cumulatively, moving from foundation material to the specialization or advanced study that best suits your talent and career goals. Your studies are grounded in the realities of the world of the working artist or creative professional. You’re prepared to succeed in your career. Several majors include cooperative education (co-op) or internships—alternating periods of work and school. Few colleges offer you this kind of opportunity to learn about careers, gain work experience, make professional contacts, and earn a salary while you’re still a student. As a result, approximately 95 percent of our graduates are working or in graduate school within six months of graduation.

A dynamic environment for learning
When it comes to facilities and equipment, not many colleges can match RIT. We put you in a hands-on learning environment at the cutting edge of the technological developments in your career field.

You’ll find 25 photographic darkrooms; more than 100 fully configured digital imaging workstations; 17 electronic prepress, printing, and publishing labs; dozens of smart classrooms, computer centers, and microcomputer labs; art, design, and photography studios and work spaces; computer animation, graphics, editing, and sound labs; woodworking, ceramics, glass-blowing, and blacksmithing workshops; and much more.

Experienced, dedicated professors
The academic excellence and professional experience of more than 130 full-time faculty members enriches your education in the College of Imaging Arts and Sciences. Our professors are practicing photographers, animators, filmmakers, designers, artists, craftspeople, and imaging and management professionals who have achieved distinction working in the fields in which they teach. They pursue professional scholarship, research, and artistic endeavors to stay at the forefront of their disciplines and set challenging academic standards for the students they teach. In addition, they are dedicated to their roles as advisers, talking with you about academic subjects or career-related issues.

A student-centered setting
Small classes, studios, and workshops ensure an interactive setting for the exchange of ideas with your professors and classmates. Above all, the academic environment is one of support, cooperation, and discovery, where you’ll be allowed the time and space to fully develop the skills you need to be successful.

You’ll also get the chance to lead a full student life on a major college campus. RIT has it all—more than 300 student clubs and organizations, 23 intercollegiate athletic teams, intramural sports and recreation, campus performances, and plenty of spontaneous social events.

As an internationally recognized leader in preparing deaf and hard-of-hearing students for successful careers in professional and technical fields, RIT provides unparalleled access and support services for the more than 1,200 deaf and hard-of-hearing students who live, study, and work with hearing students on the RIT campus.

Award-winning work
The college’s international reputation has been built on the accomplishments of students and faculty and on alumni who have made significant professional contributions in their career fields and regularly receive awards for their work. Faculty and alumni of the School for American Crafts have been honored with one-person exhibitions at prestigious galleries in the field and are represented in museum collections throughout the world. School of Photographic Arts and Sciences graduates have won 12 Pulitzer Prizes in photojournalism, and students and alumni from the School of Film and Animation have earned Academy Award nominations and film industry awards. The college’s...
Image Permanence Institute has won a Technical Achievement Academy Award.

Galleries and exhibitions
In addition to the numerous exhibition spaces and display cases provided by individual schools and departments, the college’s Bevier Gallery, William Harris Gallery, and Gallery r maintain an active event schedule. These galleries are open to the public and feature student, alumni, and faculty work, as well as specially curated exhibitions. Gallery r, located in Rochester’s arts and culture district, is student managed.

David Carson ’94 was part of the Pulitzer Prize-winning team covering the events in Ferguson, Mo., in August 2014. (Photo courtesy David Carson/St. Louis Post-Dispatch)
At one of the few schools in the world dedicated to the development of precision hand-crafted art, you will master your material of choice in either ceramics, wood, glass, or metals. Utilizing both traditional skills and modern technology, you will hone the techniques and tools needed to design groundbreaking new forms and develop technical mastery and creativity.
Ceramics
Ceramics is a broad program of study that stimulates your individual creativity and encourages you to develop a distinctive style as an artist or crafts-person. The curriculum includes studio instruction in traditional wheel throwing and hand building as well as current industrial technology such as slipcasting and mold making. Skills are acquired through creative projects and problem-solving exercises supplemented by demonstrations, slide lectures, topical seminars, individual and group critiques, field trips, and visiting artists. Courses in the history of pottery and ceramic sculpture, clay/glaze chemistry, and kiln building add depth to your studies. The ceramics facility is equipped with a variety of kilns, a fully stocked glaze pantry, and all essential equipment. All students in the program receive designated individual workspaces. In your third and fourth years, increasing emphasis is placed on your professional development and self-awareness as an artist or crafts-person. The balance of art and craft with business reality helps support your professional viability after graduation.

Furniture Design
This balanced major offers you the time to explore the complete spectrum of woodworking possibilities, from studio furniture making to production work, from design for industry to art furniture. Process and concept merge in this studio-intensive major, giving you the freedom to investigate your full range of creative expression.

The curriculum stimulates conceptual development as you study traditional technique and the most contemporary construction methods. Your technical training begins with a foundation in the use of hand tools and proceeds to the use of power tools in our well-equipped machine shop. Computer-aided design (CAD) is taught, and you’ll have the opportunity to use this technology in your design development. Much of your time will be devoted to design projects and the creation of finished pieces.

We have an outstanding record of successful graduates in all areas of the profession. A two-year intensive program (AOS—associate in occupational studies) focusing on professional skills also is available.
Metals and Jewelry Design
The major focuses on design, aesthetics, material and process mastery, and career-oriented topics such as resume building and portfolio compilation. Self-discovery is at the heart of your assignments, projects, and group discussions. The metals and jewelry design major develops your creative potential through a broad introduction to materials and production techniques before moving on to advanced techniques in various metals. Studio work emphasizes experimental creative studies, creative problem solving, and visual thinking. You’ll find examples of professional and personal integrity in the faculty, who maintain the highest standards in their careers as teachers and professional artists. Graduating students have established successful careers as jewelry designers, sales and marketing specialists, sculptors, silversmiths, model makers, gem setters, product developers, gallery managers, and educators.

Glass
The renowned program has trained many of the leading artists, designers, and educators working in glass today. Within world-class studio facilities we offer our students a hands-on approach to understanding a wide variety of glass making processes, challenge student thinking about glass, help them develop a studio practice that innovates tradition, and guide them towards producing work that is as intellectually provocative as it is visually engaging. If your goal is to pursue a career in the contemporary glass field, acquire a sophisticated technical skill set, and develop your own identity as an artist, our program is the place for you. With dedicated faculty who are practicing professionals, we offer intensive training that culminates into a versatile understanding of material and process, supply individual and group feedback to student development, and provide opportunities to engage with internationally renowned figures and entities of the contemporary field of glass.
Passion for art and illustration, and the ability to translate a concept into a work of art that can be represented visually—be it literal or interpretive—is the foundation of the School of Art. You will develop a finely tuned skill set in drawing, illustration, expanded forms, sculpture, painting, 2D and 3D design, 3D modeling, and computer applications, which you can integrate into unique solutions to your artistic endeavors.
Fine Arts Studio
Realize your career aspirations through the study of painting, non-toxic printmaking, sculpture, and expanded forms. You may also combine courses from these areas to gain a more personalized studio experience. The fine arts studio major provides the depth of involvement necessary for you to understand the possibilities of visual expression and to gain a technical mastery of fine arts media. Students have the opportunity to achieve excellence through diversity and vitality in their creative experiences. Faculty members are highly active, nationally exhibiting artists who are committed to using different approaches to teach both skills and conceptual issues in contemporary art and art history. Graduates are employed in the fields of art therapy, art criticism, art restoration, gallery and museum management, set and display design, master printmaking, sculptural casting, foundry, and fabrication; in art auction houses for their knowledge of contemporary and historical art; and as art educators.
Illustration
Illustration is an art form that entertains, informs, and communicates a message to an audience. The illustration major is based on a strong drawing foundation and provides a comprehensive series of courses using traditional materials and digital techniques. The curriculum covers major illustration areas such as advertising, book publishing, and editorial art. You also will have the opportunity to explore specialty areas such as three-dimensional illustration, caricature, political cartooning, fantasy art, and sequential art forms.

Because we want our students to make their mark in the field with unique talents and ideas, we avoid a cookie-cutter approach and instead emphasize development of self-expression and a personal style. Excellent facilities with individual work spaces for third- and fourth-year students provide a professional working environment and atmosphere.

Illustration faculty members are active, working illustrators, and they will keep you abreast of ever-changing trends and industry issues. A variety of assignments, presentations, drawing field trips, guest speakers, museum and gallery visits, and faculty demonstrations round out your education. We make a yearly trip to view an exhibit by the prestigious Society of Illustrators in New York City, of which the program is a member.

An impressive list of employers hires our graduates, including Adidas, Apple, Cartoon Network, Google, Jim Henson Co., Marvel Comics, Nickelodeon, Ralph Lauren, Reebok, and Vanity Fair.

Medical Illustration
Combining art and science, medical illustrators provide visual support for health sciences and medical instruction. From traditional carbon dust renderings to three-dimensional, animated digital imagery, medical illustration spans the fullest range of artistic media. Building on a foundation of drawing and design, you will learn how to translate anatomical and surgical sketches into instructional illustrations, courtroom exhibits, computer graphics, ads, and more.

The major combines the studies of the visual arts and science, including gross anatomy. Through collaboration with area hospitals, you will be able to draw from direct observation of operations in progress. The library at the University of Rochester Medical Center provides exceptional medical information and research data. Digital technology integrated into the studio environment enables you to create highly polished, sophisticated images and well-designed, interactive, educational media presentations that include motion graphics and sound.

Our medical illustration major is one of the few in the world. As a medical illustrator, you can find career opportunities at medical research centers, textbook publishers, medical associations, pharmaceutical firms, and many other allied health companies.
Recognized as one of the top design schools in the world, the School of Design encourages creativity and professionalism within the context of its unparalleled, high-quality education. Benefiting from a balance of technological and theoretical approaches, students explore the latest methodologies and resources, striving to generate new solutions to design problems.
Graphic Design

Graphic designers create to communicate. They are visual problem-solvers who use a wealth of concepts and media to engage the intended audience. They inform, direct, promote, entertain, motivate, engage, and educate. RIT’s graphic design major prepares you to creatively convey visual messages to evoke specific responses in target audiences. You will learn to integrate design principles, methodologies, concepts, images, words, and ideas. And you will be exposed to information design, web and interaction design, branding and identity design, design systems, exhibit and wayfinding design, user experience design, and professional practices. Having acquired a balance of history, theory, conceptual exploration, applied problems, human interaction, and integration of technology, you will use your knowledge and skills to develop innovative and effective design solutions for a broad spectrum of media and audiences.

3D Digital Design

Computer and video games, medical and scientific simulations, data visualization, models for architects and engineers, motion or broadcast graphics, instructional media, and many other disciplines use 3D computer graphics. The field is growing, and our BFA in 3D digital design prepares you to succeed in an array of exciting careers.

The curriculum begins with a sequence of courses in your first year that develops design skills using commercial three-dimensional software. You’ll combine these skills with traditional art and design courses, then move into more advanced digital work in sculpting, shading, rigging, effects, compositing, tangible media, projections, and production. You’ll apply these skills to projects that take you from concept to completion and explore each phase in between. Our outstanding faculty enhance your course work with insights from their personal experience in the industry as they guide you in developing your computer graphics skills.
Industrial Design
Our students know that their designs may someday enrich the lives of thousands of users. Blending technical instruction with studio assignments, the industrial design major offers professional preparation for a career in this rewarding field.

You'll learn how to design and create products by combining materials, processes, model making, graphic visualization, problem solving, human factors, and computer-aided design. With our studio-intensive approach, you will work on actual products—some on assignment from the corporate world—and design not only products but packages and graphics, too. We emphasize the teamwork skills that are necessary for professional success. The major is enhanced by opportunities for independent study, study abroad, and cooperative education.

The industrial design studio is equipped with individual workspaces and a model shop for creating large-scale designs and prototypes. A 3D printing lab is the latest addition to the studio. Faculty feedback keeps you aware of important humanistic concerns. Ultimately, you will develop technical competence and aesthetic sensitivity to meet the challenge of providing consumers with satisfying and responsible products and product systems.

Interior Design
Interior designers—experts in space planning and interior architectural environments—enhance the way people live, work, heal, prosper, and play. Interior design is a user-centered discipline; it explores the relationship between people and their physical surroundings. RIT’s undergraduate interior design major is accredited by the Council for Interior Design Accreditation. The major synthesizes design history, building structure and systems, space planning, and design process with a consciousness of global affairs to create unique, meaningful environments. Experienced, certified professionals promote relevant skills that allow students to address today’s design issues.

Our International Interior Design Association (IIDA) Campus Center facilitates networking and interaction with industry professionals. The world-renowned Vignelli Center for Design Studies is an invaluable resource for understanding the process and product of design by the world’s most acclaimed designers. Upon graduation, our students are ready to contribute to the profession with a deep-rooted understanding of society, culture, and environment. With an array of academic and professional opportunities, they are reshaping how we live in the world.
New Media Design

Today’s media-rich environments have created exciting opportunities in interactive and user experience design for the mobile, web, entertainment, and technology industries. As new digital devices and technologies emerge, new media designers are poised to become the innovative creators and designers of the next generation of interactive digital experiences. Students learn to create and design interactive solutions in a unique cross-discipline program through a balance of visual design, interactivity, 3D modeling, motion, and programming. New media design positions students for a career in visual, interactive, and user experience design in digital advertising, mobile, web, and corporate design fields.
As a source of information, entertainment, and inspiration, the moving image is an expressive force uniquely important to modern life. From TV commercials and music videos to documentary films and computer-animated features, film, video, and animation are collaborative art forms that allow you to visually express your ideas and bring them to the screen.
Film and Animation

Recognizing the increasing interrelationships among film, video, animation, and computer technology, the film and animation major allows you to gain hands-on experience in all areas while specializing in the medium of your choice. The major offers options in animation and production. RIT offers more production experience than any other college in the country and, as a result, draws students from all over the world.

You’ll begin working in 16mm film during your first semester and will continue with actual production every semester until graduation. The curriculum provides practical experience that spans the entire creative spectrum—from concept to closing credits. You’ll produce several films, videos and animated shorts, working through all phases of production: scripting, production planning, budgeting, shooting, sound design, color correction and special effects.

Upon graduation you’ll understand the aesthetic principles of the art form and have developed a range of technical skills. Work produced by students and alumni has been consistently honored with awards at international and national festivals.
The motion picture science major is one of the first of its kind in the nation, providing a science and engineering education in the fundamental imaging technologies used for the motion picture industry. Upon graduation, motion picture science students are prepared to work across a wide spectrum of the motion picture industry, from research engineering roles at technology providers like Sony, Technicolor, Dolby, and others to technical post-production positions such as digital color correction, sound design, visual effects, and more. Currently, over 95 percent of our motion picture science graduates work in the film or imaging science industries. There are also extensive internship and co-op opportunities. Students have participated in a wide range of internships at organizations such as Technicolor, the Academy of Motion Picture Arts and Sciences, and numerous post-production companies across the country.

By combining a core curriculum in practical filmmaking from the College of Imaging Arts and Sciences and imaging science courses from the College of Science, this major trains students in the art and science of feature film, television, and animation production. Topics include imaging physics, motion picture engineering, film and digital image capture, film scanning, digital image manipulation, color science, visual effects, and digital and traditional projection. Further, our facilities provide students hands-on experience with the same equipment being used in major motion picture production today.
MAGIC Spell Studios, a 43,000-square-foot facility set to open in the fall 2018, began as a commercial studio that has been developing and publishing digital media since 2013. The new facility will feature a state-of-the-art soundstage, tiered theater with a projection booth and a cinema-quality audiovisual system, sound mixing and color correction rooms, and numerous labs and production facilities. Student game designers, programmers, and animators will collaborate to build games from the proof-of-concept stage into commercially viable products. Outside film producers will also have the opportunity to use the soundstage and hire student filmmakers to work on independent films and receive screen credit. Motion picture science majors will be able to advance their research pursuits and work on state-of-the-art industry equipment.
Students graduate with unsurpassed skills and knowledge in design production, digital content management, print, and new media sciences. Working alongside faculty who lead the industry in research and dedicate themselves to teaching, students address real-world problems in graphic communications by applying a blend of technical, managerial, and creative solutions in this interdisciplinary major.
**Media Arts and Technology**

The media arts and technology major is a solutions-focused program where students learn how to produce, distribute, and manage content to reach audiences of all sizes through web, print, and mobile platforms.

This major’s core provides a balance of the creative, business, and technical aspects of graphic communication through immersive study focused on design, imaging, business, and the applied sciences (computer science, color science, information science, and engineering).

Elective courses allow students to customize their course of study as they develop specializations around areas of cross-media publishing, next-generation packaging, advertising and promotion, media management, business strategy, sustainability, digital materials, print and new media production, and the development of innovation applications across media.

Students in this major are required to complete two full-time cooperative education experiences. They earn a salary while gaining valuable industry experiences as they prepare for their career ahead. Our graduates enjoy challenging careers with media producers, publishers, advertising agencies, news organizations, packaging companies, communication departments, website developers, and more. The possibilities are limitless.
Photography is a modern, ever-changing field of study. With a wide and unsurpassed compilation of majors, including photographic arts and photographic sciences, the school is among the finest in the world. With faculty who are award-winning, international exhibitors of their work and unparalleled facilities that are without peer, you will engage in image creation in an environment known internationally for its excellence.
Advertising Photography Option
The advertising photography option prepares students for diverse and rewarding careers in the field of visual communications. You will learn to create photographs and moving media for a wide range of commercial uses in today’s media environment, including national and trade commercial publications and web platforms, editorial photography as seen in magazines and other publications, and real-life business and multimedia applications.

The option provides flexibility and specialization, providing students with a broad overview of the field. Advanced courses allow you to explore specializations from traditional still life and portraiture to interdisciplinary courses that model real-world team collaborations with graphic designers, new media artists, industrial designers, and computer scientists. To enrich your personal visual expression, this option allows you to take elective courses from other departments across RIT, such as graphic design, visual culture, business, or fine art.

Fine Art Photography Option
The primary goal of the fine art photography option is to nurture the artist’s personal aesthetic vision through photographic expression. Studying the theoretical and practical skills needed to create thought-provoking and meaningful images will help you develop your technical, conceptual, and aesthetic abilities, and further your goals as a contemporary image-maker.

The interdisciplinary curriculum enables students to explore related fields in the fine arts, graphic design, video, film, animation, printmaking and printing, computer graphics, and web publishing. The curriculum and internships prepare students for careers after graduation, including art direction, studio management, fine art publishing, gallery and museum positions, and as educators (via graduate school).
Photojournalism Option
The photojournalism option prepares you for a gratifying career in visual storytelling. You will develop your critical thinking and storytelling skills in a flexible program with a practical emphasis on applying these skills in a constantly evolving job market. You will learn to think analytically about the world and the way that imagery is used to communicate across multiple platforms.

Starting with the fundamentals and traditions of photojournalism and documentary photography, you will learn to apply those skills to contemporary tools and technologies for print, broadcast and digital media outlets, and photographic agencies, as well as nonprofit and humanitarian organizations, academic institutions, and government agencies. Jobs in visual storytelling include still photographer, videographer, video editing and production, multimedia editing and production, picture editing and research, visual archivist, digital asset management, corporate imaging, and social media editing.

Photojournalism alumni work for Time, AP, NPR, Mashable, and Buzzfeed and have won 12 Pulitzer Prizes.

Visual Media Option
The visual media option allows students to integrate the graphic communications professions of photography, media design, and business. This option prepares you for a career as a visual media specialist, training you to fulfill current and future employment demands for photographically skilled professionals who can work effectively with graphic designers, print media specialists, and multimedia professionals.

The visual media curriculum emphasizes photographic proficiency in both photographic and digital imaging techniques, and has two specialized focuses on media design and business (management and/or marketing). You will also take several electives to broaden your interests.

This option is ideal if you wish to experience various aspects of the graphics industry. You will be strongly encouraged to spend time in internships to strengthen your education. Upon graduation, you can be a diversely skilled visual media professional, going on to an exciting career in photography, media design, business management, marketing (including art directing and project management), or advertising.
PHOTOGRAPHIC SCIENCES—BS MAJOR

**Photographic Sciences**
The photographic sciences major provides a strong imaging foundation in all aspects of technical imaging and photography, from capturing images to understanding the science of how images are made and used. Students learn technical and scientific photography and pursue adjunct sciences such as physics, biology, or mathematics that support their career and educational goals. Students are also able to integrate complementary studies such as imaging science, information technology, or the biological sciences.

The degree requires all students to complete a cooperative education experience to gain valuable career experience. Photographic sciences students realize a job success rate of over 95 percent following graduation. Recent employers have included companies, universities, and research centers including government agencies such as NASA, Apple, GoPro, the Mayo Clinic, Carl Zeiss Microscopy, Harvard University, the National Geospatial Intelligence Agency, and Canon.

**Students may choose either to complete the photographic sciences major without specialization or to pursue it with the biomedical photographic communications option or the imaging and photographic technology option.**

**Biomedical Photographic Communications Option**
Biomedical photographers are at the forefront of advances in medicine and science. This option prepares graduates for photographic careers in the forensic sciences, biological research centers, hospitals, ophthalmic (eye) clinics, and veterinary research schools, as well as other life science environments such as pharmaceutical companies. RIT offers the only program in the nation in biomedical photographic communications. Courses in this option explore the use of computers in electronic imaging, desktop publishing, graphics, instructional multimedia and video, light microscopy, and ophthalmic photography.
Imaging and Photographic Technology Option
The imaging and photographic technology option prepares students for imaging careers in corporate, industrial, or scientific environments, or in government agencies. The third and fourth years allow students to build on a strong foundation of photographic technology, creating areas of specialization that include color measurement, high-speed imaging, optics and camera testing, and image analysis. Complementary courses include programming for imaging, physics, and applications of color in imaging. These courses provide hands-on experience using state-of-the-art tools and techniques. Students may choose from a variety of electives. Many students take advantage of the imaging systems minor to complement their program of study.
To prepare you for success in a global society RIT offers a range of exciting opportunities that expand your horizons in every sense.

Study Abroad
There’s no better way to gain an understanding of another culture than to experience it firsthand. To prepare you for success in our global society, RIT offers a range of exciting study abroad opportunities. You can immerse yourself in another culture through our Study Abroad programs offered in cooperation with Queens University (England), University of Osnabruck (Germany), or Kanazawa Institute of Technology (Japan). In programs affiliated with other institutions, RIT students also have the opportunity to study in China, Italy, Spain, France, Ireland, Australia, Kenya, New Zealand, Germany, Greece, and other international locations.

You may also choose to study at one of RIT’s global campuses in Croatia, Dubai, or Kosovo.

The RIT Honors Program
The Honors Program in CIAS is a challenging, individualized experience for students who have demonstrated outstanding academic performance. Honors students have access to special courses, seminars, projects, and advising. Complementary learning experiences are planned by CIAS Honors students and include visits to selected art studios, film festivals, and professional conferences; visits to firms working in design, photography, or print media; and gallery tours.

Minors and Immersions
Minors—Students pursuing a bachelor’s degree have the option of completing a minor, a set of five or more related courses that can complement your major, help you to develop another area of professional expertise, or enable you to pursue an area of personal interest. Completion of one of RIT’s more than 90 minors is formally designated on your baccalaureate transcript, which serves to highlight your accomplishment to employers and graduate schools.

Immersions—As a part of their bachelor’s degree requirements, students must complete an immersion, a concentration of three courses in a particular area. These upper-level courses are used to meet RIT’s general education requirements and provide you with course work in a specialized area that can enhance and complement your major or allow you to explore a personal interest.

Cooperative and Experiential Education
Today’s top employers are looking for ambitious graduates who have professional work experience in addition to a quality academic background. RIT’s cooperative education program provides you with the opportunity to apply what you’ve learned in the classroom to real-world situations, where you will solve real-world problems. While co-op is required for students in the School of Media Sciences, it’s an option for students in the college’s other schools. Many choose co-op or internships to gain valuable experience and earn a salary to help offset college expenses.
Graduate Study
CIAS offers master of fine arts degrees in film and animation, ceramics, visual communication design, fine arts studio, glass, industrial design, metals and jewelry design, photography and related media, and furniture design; a master of science for teachers degree in art education (visual art—all grades); a master of science degree in media arts and technology; and a master of science degree in print media. Additional master’s degrees include a master of architecture degree in the Golisano Institute for Sustainability and a master of fine arts degree in medical illustration in the College of Health Sciences and Technology.

The Vignelli Center for Design Studies
The Vignelli Center for Design Studies is a design museum and destination for students, faculty, professional designers, and scholars. The world-class facility houses the entire archive of renowned designers Massimo and Lella Vignelli, whose graphic and product designs are icons of international design.

Minors and immersions
Minors and immersions can give you a secondary area of expertise or the chance to explore other areas of interest to you. They may complement your major, broaden your career options, or expand your personal interests. For the most current list of minors and immersions please visit rit.edu/minors and rit.edu/immersions.

Accounting
Advertising and Public Relations
African Studies
American Art
American Politics
American Sign Language and Deaf Cultural Studies
Anthropology and Sociology
Applied Statistics
Archaeological Science
Archeology
Art History
Astronomy
Bioinformatics Analysis
Biology
Biology: Cellular and Molecular Biology
Biology: Ecology and Evolution
Black Studies
Business Administration
Chemical Engineering Systems Analysis
Chemistry
Communication
Computer Engineering
Computer Science
Computing Security
Construction Management
Creative Writing
Criminal Justice
Cultural Anthropology
Database Design and Development
Digital Business
Digital Literatures and Comparative Media
Diversity in the U.S.
Economics
Electrical Engineering
Engineering Management
English
Entrepreneurship
Environmental Modeling
Environmental Science
Environmental Studies
Ethics
Exercise Science
Film Studies
Finance
Flexible Packaging
Free and Open Source Software and Free Culture
Game Design
Game Design and Development
Geographic Information Systems
Global Justice
Global Literatures and Cultures
Globalization
Globalization Theory
Health Communication
Health and Culture
Health IT
History
Hospitality Management
Human Language Technology and Computational Linguistics
Imaging Science
Imaging Systems
Industrial Engineering
Innovation
International Business
International Relations
Journalism
Language Science
Latino/Latina/Latin American Studies
Legal Studies
Linguistic Anthropology
Management
Management Information Systems
Marketing
Mathematics
Mechanical Engineering
Media Arts and Technology
Microelectronic Engineering
Military Studies and Leadership
Mobile Design and Development
Mobile Development
Modern Language (Arabic, Chinese, French, German,
Italian, Japanese, Portuguese, Russian, Spanish)
Modern Languages and Cultures (Arabic, Chinese, French, German, Italian, Japanese, Portuguese, Russian, Spanish)
Museum Studies
Music
Music Performance
Music and Technology
Native American and Indigenous Studies
Networking and Systems Administration
Nutritional Sciences
Optical Science
Packaging Science
Philosophy
Physics
Political Science
Psychology
Public Policy
Religious Studies
Renaisance Studies
Science of Film, Photography, and Imaging
Science, Technology, and Society
Science and Technology Studies
Social Inequalities
Software Engineering
Structural Design
Supply Chain Management
Sustainable Product Development
Theater Arts
Urban Studies
Visual Culture
Water Resources
Web Design and Development
Web Development
Women’s and Gender Studies
Writing and Rhetoric

● Minor
● Immersion
Our faculty are engaged. They are committed. And they are your most important resources. RIT is a place where you will enjoy interaction with faculty—not only in class or during office hours, but in the hallway after class, in the labs conducting research, in the Wallace Library, and over coffee at Java Wally’s. With more than 130 faculty, RIT’s College of Imaging Arts and Sciences offers unparalleled opportunities for its students. You’ll get to know your professors and often build relationships that last a lifetime. A few faculty are highlighted below.

Mari Jaye Blanchard, assistant professor in the School of Film and Animation, is a 2D animator with a background in painting. Her short films have screened in festivals all over the world including Annecy, France; Melbourne, Australia; Amsterdam, Netherlands; and throughout the U.S. Blanchard independently created online and television content for Comedy Central, MTV, and Sesame Workshop. She is a New York Foundation for the Arts (NYFA) Gregory Millard Fellow, a Fellow of the New York Urban Artist Initiative, and is currently a member of NYFA’s Artists’ Advisory Committee.

Adam Smith, chair of the new media design program and graduate director of the visual communication design program, is an expert on interactive design and development, user experience design, and the integration of 3D for visual designers. As an Adobe Academic Leader, his contributions have been featured by Graphics Live, Graphic Design USA, and Adobe.com.

Ricardo Figueroa, associate professor of film and animation, joined RIT after working at Eastman Kodak Company for 10 years. During his time as part of the Entertainment Imaging Division in Kodak, Figueroa worked with many industry professionals including Oscar-winning cinematographers, digital intermediates, and post-production engineers on imaging issues in pre-production, production, and post-production workflows.

Jenn Poggi, an assistant professor in the School of Photographic Arts and Sciences, joined RIT after working as a picture editor and deputy director of the White House Photo Office under President Barack Obama. Poggi began her career with the Associated Press and later joined U.S. News & World Report, eventually serving as the magazine’s deputy director of photography. She is a member of the 2017 Women’s Executive Leadership Program at the Impact Center and also serves on the faculty of The Kalish Visual Editing Workshop.

Josh Thorson is assistant professor for the MFA program in photography and related media. He also teaches other courses including 4D Design. His video work has been exhibited at the Museum of Modern Art, Rencontres Internationales Paris/Berlin, and Rotterdam International Film Fest, among other festivals, museums, and galleries. He also designs projections for theater.

Donivan Howard, visiting assistant professor in the School of Art, is an art director and a character designer and visual development artist in the entertainment field. His honors include being named one of the 200 Best Illustrators worldwide by Lürzer’s Archive. Howard worked as an illustrator and layout artist on such Disney films as “Treasure Planet,” “The Emperor’s New Groove,” and “Fantasia 2000.” His credits also include The Proud Family from Hyperion, Microsoft games, and serving as one of the character designers for the recreation of the polar bears for Coca-Cola’s ad campaign.

Michael Riordan, chair for the media arts and technology program in the School of Media Sciences, teaches course work related to cross-media publishing, production, and digital content management. His research focuses on developing broad-impact and sustainable publishing solutions. Central to this work is Riordan’s leadership role in RIT’s Open Publishing Lab, a cross-disciplinary lab that brings together students, faculty, and staff to create and distribute next-generation, open-source publishing solutions. He is also the founder of Independent Good, a Rochester-based organization dedicated to enabling projects that help individuals and communities tell their stories.

Christye Sisson, chair of the photographic sciences program, is an expert in ophthalmic imaging and biomedical photography. Sisson holds a visiting faculty appointment at the Flaum Eye Institute at the University of Rochester Medical Center and is a Certified Retinal Angiographer.
She is currently the principal investigator for RIT on an $827,000 grant funded by the Defense Advanced Research Projects Agency (DARPA), which is developing technology for forensic analysts that automatically detects manipulated imagery and determines the method of alteration. RIT’s role includes providing ground truth imagery.

**Josh Owen** is the co-chair of the undergraduate industrial design program. A renowned independent designer, Owen’s professional projects have won many awards and are included in the permanent design collections of numerous museums, among them the Centre Georges Pompidou in Paris, France, the Musée des beaux-arts de Montréal in Canada, and the Taiwan Design Museum in Taipei, Taiwan. His professional and academic work has been featured in such international publications as Abitare, Dwell, Graphis, Fast Company, Forbes, Frame, Icon, Interni, Intramuros, Metropolis, Ottagano, Surface, Wired, and The New York Times.

**Mary Golden**, chair of the interior design program, contributed to the introduction for the book *Ecokids: Raising Children Who Care for the Earth*, and her professional work is featured in the book *Space Matters*. Her research focuses on public interest design initiatives through web-based collaborative learning with global partners to create sustainable interior architectural environments. Her latest academic work was published in Interior Design Educators Council’s 2016 Innovation in Teaching and Learning Collection and 2016 Perspectives Video Shorts: Voices of Interior Design.

**Clifford Wun**, associate professor in the School of Art, is a 2017 recipient of RIT’s Eisenhart Award for Outstanding Teaching. He has taught at a number of colleges and universities, including the Maryland Institute College of Art and Corcoran School of the Arts and Design. Wun has worked as an illustrator, art director, set designer, and fabricator. He has shown his work in painting, photography, and printmaking nationally, internationally, and in several private collections.

**Peter Pincus**, visiting assistant professor in the School for American Crafts, is a ceramic artist. His work has been exhibited in such venues as Salon Art + Design, SOFA Chicago, Lewis Wexler Gallery, Duane Reed Gallery, Sherry Leedy Contemporary, Independent Art Projects at Mass MoCA, and ChamberNYC. His work is featured in the public collections of The Everson Museum, The Museum of Fine Arts, Houston, ASU Art Museum Ceramics Research Center, San Angelo Museum of Fine Arts, Schien-Joseph International Museum, and Daum Museum of Contemporary Art.
A Living and Learning Community. Among the nation’s top universities, RIT is an exciting living and learning environment where students find an engaging and challenging academic setting, a strong commitment to undergraduate education, and a vibrant campus life. Students from all 50 states and more than 100 countries find the RIT campus full of life.

You will find your social circle includes friends from all majors and from many different cultures. Clubs and activities, sports, field trips, concerts, and cultural events all shape the social scene at RIT. There are a number of opportunities you can take advantage of to foster lifelong friendships while building your academic portfolio.

Community service
RIT is active in service as a university, and the College of Imaging Arts and Sciences promotes and encourages service to the community at large. Students have performed community service for Habitat for Humanity, taken part in the annual Mud Tug to raise money for charity, and organized fundraisers for a number of service organizations. The time spent involved in clubs and organizations can help build relationships that last well after graduation.

Student life
The diverse interests of RIT’s student body are reflected in the variety of activities and programs that take place on campus. More than 300 student clubs and organizations provide more than 1,300 events on campus each year. You have an incredible array of options to engage in campus life. The campus is alive with sports and recreation activities. RIT’s men’s and women’s intercollegiate athletic teams have a history of excellence, and more than half of our undergraduate students participate in an intramural or club sport team each year. Currently there are 300 student clubs and organizations and 30 Greek organizations on campus. You can join career-related clubs such as the American Institute of Graphic Arts, Ceramics Guild, Glass Guild, Industrial Designers’ Society of America, and the Jewelry and Metals Association. Hobby and special-interest clubs include the Amateur Radio Club, Ballroom Dance Club, Electronic Gaming Society, Formula SAE Racing Team, Habitat for Humanity, or the Juggling Club, to name a just a few.

To see a comprehensive list of student organizations, visit campuslife.rit.edu.
WHAT YOU’LL STUDY

School for American Crafts

BFA Glass
First and Second Years
Drawing I, II
2D Design I, II
3D Design I, II
4D Design
Studio Electives
First Year Writing Seminar
History of Western Art I, II
Glass Sophomore I, II
Crafts Drawing Practice
Crafts CADD Drawing
General Education—
Liberal Arts and Sciences
Year One: College Experience
Wellness Education

AOS Furniture Design
First and Second Years
Drawing I, II
3D Design I, II
Crafts Drawing Practice
Crafts CADD Drawing
Furniture Design Sophomore I, II
2D Design I, II
Art History Electives
Furniture Design Junior I, II
Crafts Promotional Materials
Crafts Business Practice
Wellness Education

School of Art

BFA Illustration
First and Second Years
Drawing I, II
2D Design I, II
3D Design I, II
4D Design
Studio Electives
First Year Writing Seminar
Illustration Core
Illustration Professional Elective
Illustration Fundamentals
Art History Elective
CIAS Studio Electives
General Education—
Liberal Arts and Sciences
Year One: College Experience
Wellness Education

Third and Fourth Years
Glass Junior I, II
Art History Electives
Glass Senior I, II
Crafts Promotional Materials
Crafts Business Practice
Studio Elective
Free Electives
General Education—
Liberal Arts and Sciences

BFA Metals and Jewelry Design
First and Second Years
Drawing I
2D Design I, II
3D Design I, II
4D Design
Studio Electives
First Year Writing Seminar
History of Western Art I, II
Metals & Jewelry Design Sophomore I, II
Crafts Drawing Practice
Crafts CADD Drawing
General Education—
Liberal Arts and Sciences
Year One: College Experience
Wellness Education

Third and Fourth Years
Metals & Jewelry Design Studio Junior I, II
Art History Electives
Metals & Jewelry Design Studio Senior I, II
Crafts Promotional Materials
Crafts Business Practice
Studio Elective
Free Electives
General Education—
Liberal Arts and Sciences

BFA Medical Illustration
First and Second Years
Drawing I, II
3D Design I, II
4D Design
Human Biology I, II & Lab
First Year Writing Seminar
Anatomy of the Human Body
Anatomical Illustration
Computer Applications in Medical Illustration
History of Western Art I, II
Illustration Professional Elective
Illustration Fundamentals
General Education—
Liberal Arts and Sciences

School of Design

BFA 3D Digital Design
First and Second Years
Intro to Modeling and Motion Design
3D Design
4D Design
History of Western Art I, II
Intro to Visual Design
Imaging for 3D
First Year Writing Seminar
Modeling Strategies
Layers and Effects
2D Design
Scripting
Service Project
Lighting, Materials, & Rendering
Anatomy Figure Drawing
Programming Elective
General Education—
Liberal Arts and Sciences
Year One: College Experience
Wellness Education

Third and Fourth Years
Professional Elective
3D Modeler II, III
3DDD Major Electives
History of Digital Graphics
Project Planning and Production
Art History Elective
Free Electives
Senior Thesis Testing & Documentation
Senior Thesis I, II
General Education—
Liberal Arts and Sciences

BFA Graphic Design
First and Second Years
Drawing I, II
2D Design I, II
3D Design I, II
4D Design
History of Western Art I, II
First Year Writing Seminar
Intro to Painting
Intro to Sculpture
Intro to Expanded Forms
Intro to Non-Toxic Printmaking
CIAS Studio Electives
Figure Drawing
Free Electives
General Education—
Liberal Arts and Sciences
Year One: College Experience
Wellness Education

Third and Fourth Years
Fine Art Drawing
Ideas Series
Art History Electives
Business Practices
Senior Show
Fine Arts Major Studios
CIAS Studio Electives
Free Elective
General Education—
Liberal Arts and Sciences
Year One: College Experience
Wellness Education

BFA Interior Design
First and Second Years
Drawing I
3D Design I, II
2D Design I, II
3D Design I, II
4D Design
Human Biology I, II & Lab
First Year Writing Seminar
Anatomy of the Human Body
Anatomical Illustration
Computer Applications in Medical Illustration
History of Western Art I, II
Illustration Professional Elective
Illustration Fundamentals
General Education—
Liberal Arts and Sciences

First and Second Years
Information Design
Web & User Interface Design
Professional Practices
Design Systems & Methodology
Experiential Graphic Design
Art History Elective
Studio Electives
Branding and Identity Design
Senior Portfolio Development
Senior Capstone Project
Senior Graphic Design Elective
Free Electives
General Education—
Liberal Arts and Sciences

BFA Industrial Design
First and Second Years
Drawing I
2D Design I, II
3D Design I, II
Design Drawing
History of Western Art I, II
First Year Writing Seminar
Sophomore 1D Studio I, II
1D Form
1D Digital Drawing
History of Industrial Design
Human Factors
Integrated CAD
General Education—
Liberal Arts and Sciences
Year One: College Experience
Wellness Education

Third and Fourth Years
Junior ID Studio I, II
Materials & Processes
Graphic Tactics
1D Career Planning
Art History Elective
CIAS Studio Electives
Senior ID Studio I, II
Senior ID Capstone I, II
Professional Practice
General Education—
Liberal Arts and Sciences
Year One: College Experience
Wellness Education

BFA New Media Design
First and Second Years
Drawing I, II
2D Design I
3D Design
New Media Design Digital Survey
Free Electives
New Media Design Elements
New Media Design & Interactive I, II
First Year Writing Seminar
New Media Design 3D
New Media Design & Algorithmic Problem Solving I, II
New Media Design Animation
New Media Design & Interactive I, II
CIAS Studio Elective
General Education—
Liberal Arts and Sciences
Year One: College Experience
Wellness Education

Third and Fourth Years
New Media Design & Interactive I, II
New Media Design & Interactive III, IV
New Media Design Career Skills
New Media Design Team Project
New Media Design Experimental Website Design & Implementation
General Education—
Liberal Arts and Sciences
Free Electives

Third and Fourth Years
Art History Electives
New Media Design Motion Graphics
New Media Design Graphical User Interface
New Media Design Elements III
New Media Design Interactive III, IV
New Media Design Career Skills
New Media Design Team Project
New Media Design Experimental Website Design & Implementation
General Education—
Liberal Arts and Sciences
Free Electives
PORTFOLIO GUIDELINES

Your portfolio says a lot about you: the level of your enthusiasm, the types of work that you are interested in, and how you interpret your ideas through art. The work that you include in your portfolio will indicate whether you show promise in the program area you are applying for.

Programs requiring a portfolio
All programs in the School for American Crafts, School of Art, and School of Design require the submission of a portfolio.

Why is a portfolio required?
Artistic disciplines require a measure of skill and dedication. Because accepted students become part of an elite learning community, they must first demonstrate a proven level of artistic talent. Your portfolio will help us evaluate your artistic skills and preferences, as well as your familiarity with various types of artistic media.

What is CIAS looking for?
10-20 pieces of your best artwork: These selections should demonstrate understanding of pictorial composition, creativity/originality of ideas, drawing and design ability, a sense for the use of materials, attention to detail, and craftsmanship. The work can be from a variety of media and subject matter. We’re looking for good traditional drawing skills as well as artwork relevant to your artistic interests.

3 to 6 pieces drawn from observation: Include a minimum of three to six drawings made by direct observation (not copied from photographs, comics, or “fantasy”). Drawings should demonstrate a full range of tonal values and a variety of line quality.

Creativity and craftsmanship: The craftsmanship in a work of art is as important as the ideas presented. You can demonstrate creativity through innovative ideas and content, interesting composition, and proficient use of materials.

Acceptable media formats: Images (up to 5 MB each), video (up to 60 MB each), audio (up to 30 MB each), and PDFs (up to 10 MB each). You may also link to media from YouTube, Vimeo, and SoundCloud.

Special portfolio requirements
Medical Illustration
Include at least six drawings of natural forms such as seashells, plants, human figures, or animals, rendered in a single medium. Studies of anatomical parts such as hands and feet are also acceptable.

School for American Crafts
You are encouraged to include works done in the medium of your intended major: ceramics, glass, metals, or wood. However, a portfolio that is entirely two-dimensional is also acceptable. If you do not have a portfolio, but are interested in any of the craft disciplines, please contact the faculty directly to discuss alternative approaches to completing your application.

Submit your portfolio
Upload your portfolio through SlideRoom (https://rit.slideroom.com), an online portfolio management system that enables you to upload selections of your work for review by our faculty and admissions staff. You will need to register for an account before you can begin using SlideRoom. You may also mail your portfolio to the Office of Undergraduate Admissions.
FOUNDED IN 1829, Rochester Institute of Technology is a privately endowed, coeducational university with nine colleges emphasizing career education and experiential learning.

THE CAMPUS occupies 1,300 acres in suburban Rochester, the third-largest city in New York state. RIT also has international campuses in China, Croatia, Dubai, and Kosovo.

DEGREES: RIT offers the following degrees: doctoral (Ph.D.) programs in atmospheric sciences and technology, color science, computing and information sciences, engineering, imaging science, mathematical modeling, microsystems engineering, and sustainability; master’s degree programs: master of architecture (M.Arch.), master of business administration (MBA), master of engineering (ME), master of fine arts (MFA), master of science (MS), and master of science for teachers (MST); bachelor’s degree programs: bachelor of fine arts (BFA) and bachelor of science (BS); and associate degree programs: AS, AOS, AAS.

THE RIT STUDENT BODY consists of approximately 15,400 undergraduate and 3,250 graduate students. Enrolled students represent all 50 states and more than 100 countries. Nearly 3,300 students from diverse racial and ethnic backgrounds are enrolled on the main campus along with more than 2,700 international students. An additional 1,930 students are enrolled at RIT’s international locations.

RIT is an internationally recognized leader in preparing deaf and hard-of-hearing students for successful careers in professional and technical fields. The university provides unparalleled access and support services for the more than 1,100 deaf and hard-of-hearing students who live, study, and work with hearing students on the RIT campus.

RIT ALUMNI number more than 121,000 worldwide.

COOPERATIVE EDUCATION provides paid career-related work experience in many degree programs. RIT has the fourth-oldest and one of the largest cooperative education programs in the world, annually placing more than 4,400 students in nearly 6,000 co-op assignments with more than 2,200 employers across the United States and overseas.

WALLACE LIBRARY is a multimedia center offering a vast array of resource materials. The library provides access to more than 450 electronic databases, 68,000 electronic journals, and more than 500,000 e-books. Resource materials also include audio and video/DVD titles and more than 367,000 books and print journals.

HOUSING: Many of RIT’s full-time students live in RIT residence halls, apartments, or townhouses on campus. On-campus fraternities, sororities, and special-interest houses are also available. Freshmen are guaranteed housing.

STUDENT ACTIVITIES: Major social events and activities are sponsored by the College Activities Board, Residence Halls Association, sororities, fraternities, and special-interest clubs of many kinds. There are more than 300 clubs and student organizations on campus.

ATHLETICS: Men’s Teams—baseball, basketball, crew, cross country, ice hockey (Division I), lacrosse, soccer, swimming, tennis, track, and wrestling

Women’s Teams—basketball, crew, cross country, ice hockey (Division I), lacrosse, soccer, softball, swimming, tennis, track, and volleyball

RIT offers a wide variety of activities for students at all levels of ability. More than 50 percent of our undergraduate students participate in intramural sports ranging from flag football to golf and indoor soccer. Facilities include the Gordon Field House, featuring two swimming pools, a fitness center, indoor track, and an event venue with seating for 8,500; the Hale-Andrews Student Life Center, with five multipurpose courts, eight racquetball courts, and a dance/aerobics studio; the Ritter Ice Arena; and outdoor facilities including an all-weather track, tennis courts, and several athletic fields. The newly opened Gene Polisseni Center, which houses RIT’s new hockey arena, accommodates 4,300.

EXPENSES: Full-time students living in an RIT residence hall have the following 2017-2018 academic year expenses. We estimate that the typical student also spends an amount of $1,980 per year for books, transportation, and personal expenses.

<table>
<thead>
<tr>
<th>Charges</th>
<th>2017-2018 Academic Year (two semesters)</th>
<th>NTID*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tuition</td>
<td>$39,506</td>
<td>$15,730</td>
</tr>
<tr>
<td>Room (double)</td>
<td>7,376</td>
<td>7,376</td>
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<tr>
<td>Board (standard plan)</td>
<td>5,290</td>
<td>5,290</td>
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<tr>
<td>Fees</td>
<td>562</td>
<td>562</td>
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<tr>
<td>Total</td>
<td>$52,734</td>
<td>$28,958</td>
</tr>
</tbody>
</table>

* Deaf and hard-of-hearing students who are U.S. citizens enrolled in any undergraduate program and students enrolled in the ASL-English Interpretation major will pay these charges instead of the regular academic year charges.

VISITS TO CAMPUS are encouraged and may be arranged in advance by calling 585-475-6631. Deaf and hard-of-hearing students may arrange campus visits by calling 585-475-6700, toll free in the U.S. and Canada at 866-644-6843, or by videophone at 585-743-1366.

HOME PAGE: www.rit.edu

UNIVERSITY COLORS: Orange and brown

UNIVERSITY MASCOT: Bengal tiger “Ritchie”

UNIVERSITY ATHLETIC TEAMS: Tigers

RIT does not discriminate. RIT promotes and values diversity within its workforce and provides equal opportunity to all qualified individuals regardless of race, color, creed, age, marital status, sex, gender, religion, sexual orientation, gender identity, gender expression, national origin, veteran status, or disability.

The Advisory Committee on Campus Safety will provide, upon request, all campus crime statistics as reported to the United States Department of Education. RIT crime statistics can be found at the Department of Education website, http://ope.ed.gov/security, and by contacting RIT’s Public Safety Department at 585-475-6620 (v/tty).