

Rochester INSTITUTE OF TECHNOLOGY

Minor Program proposal form

College of art and design

**School of Art**

**Name of Minor:** 3D Studio Arts

**Brief description of the minor to be used in university publications**

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| This minor allows students to develop and refine the practices required for the production of three-dimensional art in various media. Students will develop conceptual, spatial, analytical, and technical skills, working through the process of art making from ideation to the production of creative visual expression in three dimensions. Two classes must be at the 300-level or above. |

**1.0 Minor Program Approvals**

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|  | Approval request date: | Approval granted date: |
| Academic Unit Curriculum Committee | 3/26/2018 | 4/3/2018 |
| College Curriculum Committee | 4/18/18 | 8/1/18 |
| Inter-College Curriculum Committee | 9/12/18 | 9/19/18 |

**2.0 Rationale:**

A minor at RIT is a related set of academic courses consisting of no fewer than 15 semester credit hours leading to a formal designation on a student's baccalaureate transcript

How is this set of academic courses related?

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| All courses in this minor address the production of three-dimensional art. |

**3.0 Multidisciplinary involvement:**

If this is a multidisciplinary minor spanning two or more academic units, list the units and their role in offering and managing this minor.

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| N/A |

**4.0 Students ineligible to pursue this minor:**

The purpose of the minor is both to broaden a student's college education and deepen it in an area outside the student’s major program. A minor may be related to and complement a student’s major, or it may be in a completely different academic/professional area.   It is the responsibility of the academic unit proposing a minor and the unit’s curriculum committee to indicate any home programs for which the minor is not a broadening experience.

Please list below any home programs whose students will not be allowed to pursue this minor, provide the reasoning, and indicate if this exclusion has been discussed with the affected programs:

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| STAR-BFA options: Sculpture, Ceramics, Glass, Metals and Jewelry Design, Furniture Design |

**5.0 Minor Program Structure, Sequence and Course Offering Schedule:**

Describe the structure of the proposed minor and list all courses, their anticipated offering schedule, and any prerequisites.

* All minors must contain at least fifteen semester credit hours;
* Minors may be discipline-based or interdisciplinary;
* In most cases, minors shall consist of a minimum of two upper division courses (300 or above) to provide reasonable breadth and depth within the minor;
* As per New York State requirements, courses within the minor must be offered with sufficient frequency to allow students to complete the minor within the same time frame allowed for the completion of the baccalaureate degree;
* Provide a program mask showing how students will complete the minor.

Narrative of Minor Program Structure:

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| Students must take FDTN-131 3D Design I, FDTN-132 3D Design II or FDTN-232 3D Design II Workshop, and STAR 204 Introduction to Sculpture. These three courses will help students develop a foundational knowledge and skills base for six additional credits at the 300-level or above. Students who are not enrolled in BFA programs should take FNAS-269 Sculpture for Non-Majors in place of FDTN-131. Students with more than six overlapping program credits should select additional electives not required by the home program such that nine credits will be unique to the minor, six of which must be 300-level or above. |

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| Course Number & Title | SCH | Required | Optional | Fall | Spring | Annual/Biennial | Prerequisites |
| FDTN 131 3D Design I | 3 | X (for students in BFA programs) |  | X | X | A | BFA program enrollment |
| FNAS 269 Sculpture for Non-Majors | 3 | X (for students not enrolled in BFA programs) |  | X | X | A | none |
| FDTN 132 3D Design II | 3 | X |  | X | X | A | FDTN 131 3D Design I or equivalent course |
| FDTN-232 3D Design II Workshop: Topics | 3 |  | X |  | X | A | FDTN-131 3D Design I or equivalent course |
| STAR 204 Introduction to Sculpture | 3 | X |  | X | X | A | FDTN 131 3D Design I or equivalent course |
| CCER 530 Ceramics 3 Credit Elective | 3 |  | X | X | X | A | Available to RIT degree seeking undergraduate students |
| CGLS 530 Glass Processes | 3 |  | X | X | X | A | Available to RIT degree seeking undergraduate students |
| CMTJ 530 Form and Fabrication: Metals and Jewelry Design | 3 |  | X | X | X | A | Available to RIT degree seeking undergraduate students |
| CWFD 530 Furniture Design 3 Credit Elective | 3 |  | X | X | X | A | Available to RIT degree seeking undergraduate students |
| STAR 504 Sculpture | 3 |  | X | X | X | A | STAR 204 Introduction to Sculpture |
| FNAS 543 Foundry Practices | 3 |  | X |  | X | A | FDTN 132 3D Design II or FDTN-232 3D Design II Workshop or ILLS-209 3D Applications: The Figure |
| FNAS 583 Welding and Fabrication | 3 |  | X |  | X | A | FDTN 132 3D Design II or FDTN-232 3D Design II Workshop or ILLS-209 3D Applications: The Figure |

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| Total credit hours: | 15 |