RIT

Create

ART

DESIGN

FILM +
ANIMATION

PHOTOGRAPHY

Expression is everything.

When you create, you're showing the world how you see things.

Welcome to the intersection of technology, the arts, and design.

Students like you choose RIT because they recognize that the influence and use of technology can be the key to unlocking new forms of expression.

You're not satisfied with the status quo. You're confident in your talent and recognize RIT as a place that will take your abilities to new heights.

This is a campus where boundaries and limitations are acknowledged and then promptly dismissed. We're not interested in the ordinary; we're striving for the extraordinary.

So sharpen your pencil, ready your brush, pick up your camera, block your next shot, finalize your layout— it's time to turn what you imagine into a reality.

3D Digital Design

Film and Animation

Graphic Design

Humanities, Computing, and Design

Illustration

Imaging Science

Industrial Design

Interior Design

Medical Illustration

Motion Picture Science

New Media Design

Photographic and Imaging Arts

Photographic Sciences

Print and Graphic Media Technology

Studio Arts

Outstanding Outcomes

95%

Outcomes Rate

Percentage of RIT undergraduates who are employed, in graduate school, or pursuing alternative plans (e.g., volunteering, military service, etc.) within six months of graduation.

Our Award-Winning Students are on to Something Extraordinary.

An international reputation is built on the accomplishments of students, faculty, and alumni who've made significant professional contributions in their career fields and regularly receive awards for their work.

From left: Gabriel Ponte-Fleary (producer), Anna McClanahan (director) and Shanti Thakur, RIT School of Film and Animation director, on the set of *Say Cheese!*

In 2022, RIT students won the grand prize in a prestigious film program, beating out entries from across the country. The short film, *Say Cheese!*, produced and directed by Anna McClanahan '24 (film and animation BFA—production option) and gr aduate film student Gabriel Ponte-Fleary (film and animation MFA) took top honors in the Coca-Cola Refreshing Films (CCRF) program.

Say Cheese! was RIT's first entry to the prestigious film program. RIT was one of four finalists and the only university on the East Coast to reach the finals. The students produced the short film alongside nearly 100 fellow students, faculty, and staff from RIT's School of Film and Animation and the National Technical Institute for the Deaf. The students were responsible for overseeing the project's logistics, ranging from casting and production to editing and successful completion. The short film screened in AMC and Cinemark Theaters nationwide.

View the short film *Say Cheese!* at

rit.edu/artdesign/coca-cola-refreshing-films

Vincent Alban '22 (photographic and imaging arts BFA—photojournalism option) won multiple awards and honors as a photography student including being named the 2022 and 2023 College Photographer of the Year. The College Photographer of the Year competition is administered by the University of Missouri, with continuing support from its co-sponsor, Nikon Inc.

Mikey Gambino '23 (industrial design BFA and studio arts BFA—ceramics option) was named a prestigious 2023 Windgate-Lamar Fellow and received a $15,000 grant to fund his studio ceramic practice.

Juho Choi '20 (illustration BFA) wrapped up her time at RIT with a flurry of honors. From being commissioned by RIT Libraries to paint a mural on campus, winning at the Rochester Advertising Federation's ADDY Awards, and being accepted into the Society of Illustrators' annual Student Scholarship Competition, her work was highly regarded.

In Excellent Company

From recipients of Pulitzer Prizes to Academy and Emmy Awards to Guggenheim Fellows to a Turner Prize and an Edward MacDowell Medal, our faculty and alumni are consistently recognized for their accomplishments. Their work is also honored with exhibits at prestigious galleries and represented in museum collections throughout the world.

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

15

Pulitzer Prizes Awarded

11 alumni from RIT's School of Photographic Arts and Sciences have won a combined 15 Pulitzer Prizes in photojournalism. Learn more at rit.edu/pulitzers

Four alumni, recognized as either a Pulitzer Prize winner or finalist—David Wallace '01 (2018 winner, second from left), Paula Bronstein '78 (2011 finalist, second from right), Edmund Fountain '03 (2010 finalist, right), and David Carson '94 (2015 winner, not pictured)—visited the RIT campus for a series of special events organized by the College of Art and Design's four-time Pulitzer Prize-winning photographer William Snyder (left), professor.

Jason Blythe '02 (graphic design BFA), **'05** (visual communication design MFA)

Principal UX designer, Google Search—AI experiences.

Blythe's current work involves design for Google Image Search, Search Ad formats, and Google Shopping.

Chloe Coleman '13 (photographic and imaging arts BFA—photojournalism option)

Photo editor with *The Washington Post.*

Coleman and her team won a Pulitzer Prize in 2020 for their climate reporting. In 2023, she was named The Post's first-ever photo editor for its Opinion section.

Shawanda Corbett '16 (studio arts BFA—sculpture and expanded forms options)

Oxford-based ceramic sculptor and performance artist.

Corbett was recognized with a Turner Bursary (in place of the 2020 Turner Prize, the UK's most publicized art award).

Anna Dining '17 (motion picture science BS)

Senior software engineer at Picture Shop Post.

Marian Draper '22 (studio arts BFA—ceramics option)

Resident artist at Oydessy Clayworks.

Pari Dukovic '06 (photographic and imaging arts BFA—advertising photography option)

Staff photographer for *The New Yorker* from 2012 to 2018. More recently, Dukovic has shot numerous covers of *Time Magazine's* '100' issues and photographed President Barack Obama for the cover of his presidential memoir *A Promised Land.*

Aditi Khazanchi '19 (new media design BFA)

Senior designer at Microsoft.

Khazanchi interned at Microsoft as a student, where she prototyped VR solutions for the aging consumer. Her internship led to a full-time job following graduation.

Brittany Lee '06 (film and animation BFA—animation option)

Visual development artist at Walt Disney Animation Studios.

Lee designed Anna's dresses and hairstyles for the blockbuster animated film *Frozen* and Elsa's costumes for *Frozen II.*

Andrew Lytle '19 (3D digital design BFA)

3D environmental artist at PlayStation's San Diego Studio.

Lytle works on the iconic and award-winning game "MLB The Show."

Ashley Mastin '21 (medical illustration BFA)

Scientific illustrator at *Science* magazine.

Sean Petterson '13 (industrial design BFA)

Petterson co-founded StrongArm Technologies while a student.

The company manufactures wearable safety technology to help industrial workers avoid injuries. Petterson was featured in *Forbes* magazine '30 Under 30' list in 2017.

Barbara Pitts '14 (photographic sciences BS)

Senior engineer at Apple.

Pitts helps to lead the team responsible for image quality, as well as the overall look and feel of the images produced by Apple's iOS devices.

Jaclyn Pytlarz '14 (motion picture science BS)

Senior Staff Researcher at Dolby Laboratories.

Leads the vision science group at Dolby Laboratories and has played a central role in developing the latest high-dynamic range (HDR) technology. She's the recipient of two Engineering, Science, and Technology Emmy Awards.

Stefani Schultz '20 (interior design BFA)

Interior designer at Ashley McGraw Architects D.P.C.

Matt Taylor '02 (film and animation BFA—production option)

Taylor is an Emmy Award-winning sound supervisor and editor.

Some of his credits include HBO's *Barry*, *Star Trek: Strange New Worlds* and *Spiderman: Into the Spider-Verse*.

Preparing for the real world, **in the real world.**

What sets RIT graduates apart from their competitors isn't just the degree they've earned, it's what they've done before they've even received it.

RIT's extensive experiential learning opportunities—cooperative education, internships, and study abroad—provide exposure early and often to a variety of industries and environments. These opportunities are intentional and purposeful—and designed for you to hit the ground running from your first day on the job. And, because of our proven track record, employers know that they have hired a solid, experienced candidate who has spent time in the real world.

Recent Employers:
Apple
Arhaus Furniture
Dolby Laboratories
Hewlett Packard
Instrument
LAIKA
LL Bean
Mattel Inc.
The Mill
Nike Inc.
Paychex Inc.
Rockstar Games
Smithsonian American Art Museum
Sony Interactive Entertainment
Sports Illustrated
Starbucks
Technicolor
Tesla
University of Rochester Medical Center
Vicarious
Warner Bros.

Professional experiences as a student helped pave the way for Isha Mehta '20 (graphic design BFA). Mehta is currently a product designer (UX/UI) at Disney. While a student, Mehta completed a co-op at a Rochester advertising agency as a junior art director. Her co-op experience was in addition to several internships she earned.

Art and Design

A professional art school immersed in a tech university? It's unusual. It's surprising. And it's uniquely RIT.

RIT's College of Art and Design offers a portfolio of distinctive, exciting majors, many of which are internationally acclaimed.

A theme common to each major is our spotlight on the creative process: how ideas and concepts are sparked and become tangible, visible works of art—from designs, products, and publications to digital forms of communication, one-of-a-kind art pieces, sculptures, and paintings.

The curriculum is designed to build knowledge and skill cumulatively, moving from foundational material to specialized, advanced study that best suits your talents and career goals. Your studies are grounded in the realities of the world of the working artist or creative professional.

A professional career focus, a dynamic environment for learning, experienced and dedicated professors, a student-centered setting, and award-winning work... amazing possibilities are waiting for you.

Ready to get started?

3D Digital Design	**Medical Illustration**
Graphic Design	**New Media Design**
Humanities, Computing, and Design	**Print and Graphic Media Technology**
Illustration	**Studio Arts**
Industrial Design	**Studio Arts Exploration**
Interior Design	

Learn more about our art and design degrees at

rit.edu/study/art-design-and-architecture
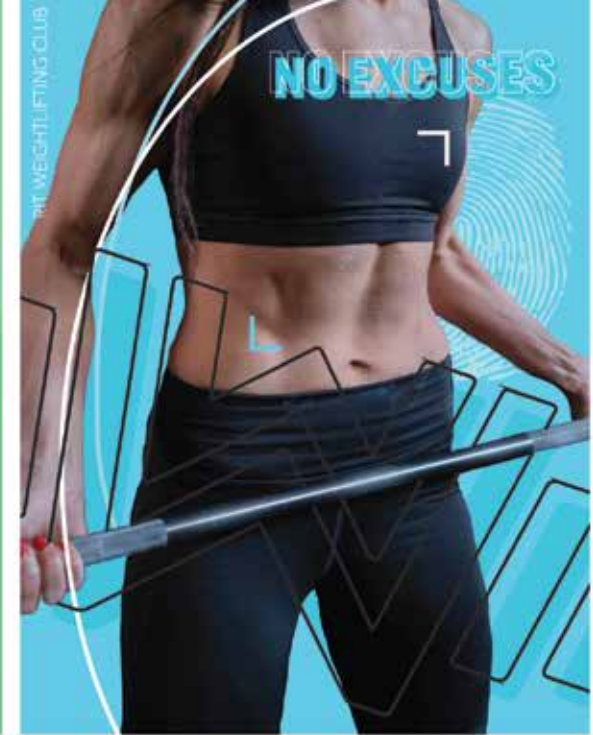
Unleash your creativity. Realize your vision.

Jordyn Katz '23 (photographic and imaging arts BFA—visual media option)

3D Visualization by Amy Conyers '25
(3D digital design BFA)

Ad campaign designed by Bari Hayden '24
(graphic design BFA)

Forest Guardian by Paige Manley '24 (3D digital design BFA)

Illustration created by Alice Benavides '24 (illustration BFA)

3D Digital Design

Our unique 3D digital design program extends far beyond 3D animation and visual effects. Students explore their interest in developing assets, environments, and characters using advanced software, while also discovering and amplifying new functions for the field. They will explore topics that echo the latest evolutions in technology, AI, XR, and interactivity. Within the major, students will pursue an option in either 3D visualization or game arts. The game arts option focuses on the creation of visual elements and assets for a wide range of game platforms. It allows students to pursue interests including designing virtual elements and lighting to animated characters and back-grounds. The 3D visualization option emphasizes creation and simulation of environments and objects for virtual spaces for a growing number of real-world opportunities.

Portfolio required

Graphic Design

A graphic design degree is perfect for students who eat, breathe, and sleep design, and would like to apply their talents in a hands-on way. Graphic design is used in everything from branding, identity design, books and magazines, advertising, health care, web and interface, packaging design, and much more. You'll learn how to use design principles, methods, concepts, images, words, and ideas to convey distinct messages to specific audiences. You'll walk away knowing that designing is not just about how something looks, but also the experience you create.

Portfolio required

Humanities, Computing, and Design

What happens when you pair the power of computing with creative writing, history, communication, art and design, new media, and the liberal arts? You get a collaborative degree program that combines the best of technology, the arts, and design. The digital humanities and social sciences program prepares you for a range of career opportunities in computing and gaming, graphic communication, web and mobile development, communication, and entertainment— all areas where an understanding of culture, design, and computing come together to create new and exciting ways to create and innovate.

Illustration

Traditional drawing skills, the latest digital imaging technologies, and sculpted dimensional methods combine for effective visual communication. The illustration major prepares students for a variety of careers within the visual communications field. Students learn conceptual skills, professional practices, and narrative storytelling techniques while developing an individual style. These techniques and styles are then applied to produce illustrations suitable for advertising, publishing, editorial, and the service and gaming/entertain-ment industries.

Portfolio required

Metaproject is a studio course pairing industrial design students with an industry partner. In collaboration with Lazzoni, a high-end, alumni-owned furniture brand, students created contemporary sofas and chair prototypes throughout the 2022-23 school year. At least one of the student designs will move into commercial production.

Teams of RIT interior design students designed concepts for a new food and beverage lounge at Syracuse Hancock International Airport as part of the program's annual weeklong design challenge called "Hyperspace." The airport closely followed the winning interior design student team's rendering (Isabel Kubick '24, Quentin Stoneburner '23, Nathan Templeman '25, Lavender Tu '23, and Troa Vimahi '25). The airport unveiled the renovated lounge in December of 2023.

Clare Maxwell '23 (industrial design BFA) designed a modular garden station for the elderly.

Industrial Design

From handheld appliances, toys, and medical devices to seating, home goods, and everything in between, industrial designers create the products we all use every day. The industrial design program helps you develop the aesthetic sensitivity, technical competence, and analytical thinking needed to improve user experiences and interactions. You will bring your conceptual ideas to life through the design process, developing your technical 2D communication skills and 3D prototyping abilities.

Portfolio required

Interior Design

Interior designers create purposeful environments through design processes that integrate space planning, building systems and codes, and environmental sustainability. They enhance the way people live, work, heal, prosper, and play. Interior designers are experts in creating architectural solutions with a deep understanding of the relationship between people and their physical surroundings. Sustainable thinking and socially conscious design are guiding principles of RIT's interior design program. Students regularly collaborate with industry partners, often leading to real-world application.

Portfolio required

4+2 BFA/Master of Architecture

RIT offers an accelerated 4+2 BFA/M.Arch. option for outstanding students who are interested in earning a bachelor of fine arts degree and a master of architecture degree in as little as six years. Students interested in the College of Art and Design's BFA programs in industrial design or interior design may apply to the accelerated 4+2 BFA/M.Arch. option directly. Successful applicants who are offered admission into the BFA in industrial design or the BFA in interior design may also be offered conditional acceptance into the master of architecture program in RIT's Golisano Institute for Sustainability.

rit.edu/accelerated-architecture

Shantel Watson '23 (medical illustration BFA) created an illustration explaining sickle cell anemia.

Dröm is a percussion game that heightens the musical experience through visualizations and physical interactions. The project's creators, from the new media design and new media interactive development majors, received "Top Talent" honors in the global Adobe Design Achievement Awards.

Medical Illustration

Medical illustrators use their understanding of science and health care to create illustrations, animations, and virtual experiences in support of medical and allied health education. In addition, they create exhibits for courtrooms and sketches for individuals as they navigate their personal health care options.

To build the necessary illustration skills, RIT's medical illustration program focuses on developing drawing skills. Drawing provides the foundation necessary for students to create 2D and 3D illustrations and animations intended for print, online, or virtual media. Their foundation in science includes courses in human biology, anatomy and physiology, and human gross anatomy.

As part of the human gross anatomy course, students participate in cadaver dissections which is a unique opportunity for students to translate their drawings from the lab into didactic illustrations. Another incredible opportunity students have is to observe surgeries in local operating rooms and make illustrations.

Portfolio required

New Media Design

Millions of people interact with digital platforms every day. New media design students explore visual design principles and interactive technology to create these engaging and meaningful user experiences. Students become fluent in visual communication, UX/UI, graphics, and digital products. As part of the program, students collaborate with students in RIT's new media interactive development major, emphasizing the critical designer-programmer relationship. New media design graduates are well prepared for careers in interactive, mobile, web application, entertainment, and corporate design. They land prominent jobs at top companies, including Adobe, Google, Lyft, Apple, Spotify, and Pinterest.

Portfolio required

Print and Graphic Media Technology

Graphic communication—everything from advertising, publications, packaging, and signage—represents a vibrant industry that is ideal for students interested in applied technology with a creative flair. Brand owners, marketers, and content creators need to reach audiences to effectively communicate information. The print and graphic media technology degree will prepare you to manage content from concept through distribution across multiple platforms, including print, web, mobile, and social media. You'll complete a breadth of cross-channel graphic media production skills, as well as course work in computer graphics, color science, imaging, and business— all the skills necessary for success in a dynamic and robust industry.

Kelly Cleveland '21 (studio arts BFA—furniture design option) blended woodworking, metalworking, and engineering to design and build a playable pipe organ standing 8 feet tall and 5 feet wide. The mechanical parts are made of poplar, the keyboard is holly and ebony, and the pipes are cherry.

Studio Arts

The studio arts major will help you acquire the conceptual and technical skills to succeed as a creative professional in one of the program's eight options: ceramics, expanded forms, furniture design, glass, metals and jewelry design, printmaking, painting, or sculpture. The course work engages students in comprehensive inquiry that expands and supports their option area, ideation through sketches and models, articulation of a rationale for the application of media and process, and finally the refinement of work through editing and critique. You will be prepared to continue your education at the graduate level or begin a career by setting up independent studios and exhibiting your work.

Portfolio required

Studio Arts Exploration

Spend up to a year exploring RIT's studio arts BFA before you declare an option. The studio arts BFA offers options in ceramics, expanded forms, furniture design, glass, metals and jewelry design, printmaking, painting, and sculpture. You will work closely with your academic advisor to select courses that best align with your career aspirations.

Portfolio required

Painting by Amanda Giglia '23 (studio arts BFA—painting option)

Izzy Caldwell '23, (studio arts BFA—metals and jewelry design option)

Photography, Film, and Animation

As a dynamic source of information, entertainment, and inspiration, the moving image is an expressive force unlike any other.

From TV commercials and music videos to documentary films and computer-animated features, our film, video, and animation programs encourage you to visually express your ideas and bring them to the screen.

Photography is a modern, ever-changing field of study. Offering a range options, our photography programs are among the finest in the world. With faculty who are award-winning, international exhibitors of their work, and unparalleled facilities that house the latest tech, you will engage in image creation in an environment known internationally for its excellence.

What story will you tell?

Film and Animation

Imaging Science

Motion Picture Science

Photographic and Imaging Arts

Photographic Sciences

Photographic Arts and Sciences Exploration

Learn more about our film and animation degrees at
rit.edu/study/photography-film-and-animation

Capture what you see. Create what you don't.

A 2D animation titled *Loving Care* by Peyton Moore '23 (film and animation BFA—animation option). This was Moore's senior capstone film, which was selected to screen at George Eastman Museum's Dryden Theatre.

Film and Animation

The film and animation major is for students who recognize the moving image as an expressive force uniquely important to modern life. You may choose from two options to pursue your craft. The animation option focuses on 2D, 3D, and stop-motion animation spanning from conception to application to final production of short films. The production option emphasizes production through visual and sound artistry utilizing hands-on experience with camera, editing, and sound equipment. The program ultimately develops students' production skills and promotes film and animation as creative media.

Portfolio required

Imaging Science

A highly interdisciplinary field that combines aspects of physics, math, computer science, and engineering to understand and develop cutting-edge imaging systems from satellite systems to portable eye trackers to medical imagers to multispectral detectors—anything that involves recording, processing, displaying, or analyzing image data. You'll study the science and engineering theories behind image-creating technologies, the integration of those technologies into imaging systems, and the application of those systems to solve scientific problems. As the only school in the country with an undergraduate imaging science degree, RIT prepares you for a professional career by immersing you in hands-on experience on day one and building on that experience throughout your academic career.

Working with the Seneca Park Zoo Society, School of Film and Animation and College of Science students built a system that creates 3D models of insects.

Malcolm Zale '23 (motion picture science BS) demonstrates real-time motion capture in RIT's virtual production set.

Photo by Robin Flowers-Quinniey '23 (photographic and imaging arts BFA—advertising photography option)

Motion Picture Science

Science and engineering combine with imaging technologies used in the motion picture industry to prepare students for professional positions at technology and entertainment power-houses like Sony, Technicolor, and Dolby or in technical production and post-production positions in virtual production, digital color correction, sound design, visual effects, and more. Course work emphasizes film and digital image capture, film scanning, digital image manipulation, color science, visual effects, and digital and traditional projection. Modern, state-of-the-art facilities provide students with hands-on experience on the same equipment being used in major motion picture production today. RIT, spearheaded by the motion picture science program, is a member of the Dolby Institute University Partner program. The partnership gives students and faculty direct access to Dolby tools and training, providing another opportunity for students to put theory into practice.

Photographic and Imaging Arts

Immerse yourself in the creativity and innovation of photography and imaging. The photographic and imaging arts major—with options in advertising photography, fine art photography, photojournalism, and visual media—has a rigorous curriculum designed with individual achievement in mind. You'll be in photography classes on day one, and course work features an immersive and hands-on perspective geared toward creativity and innovation. Theoretical and experimental components lead to the development of broad-based skills required of professionals in today's ever-changing image culture, art world, and imaging industries. With access to more than 150 unique photography, video, multimedia, web-based, and publication courses, you'll be challenged to use real-world problems to produce successful real-world results.

Photo captured by Jesse Wolfe '22 (photographic and imaging arts BFA—photojournalism option)

A double drip image captured with a high-speed flash at the precise moment in which two water droplets collide after the first droplet rebounds off a pool of water. The image was captured by Adam Schmidt '25 (photographic sciences BS) and Prakhar Bansal '25 (photographic and imaging arts BFA—advertising photography option).

Photographic Sciences

In the photographic sciences major, photography is used to advance science, and imaging is used to collect scientific data. You'll gain experience in a wide range of technical imaging and photography applications by combining your imaging studies with course work in information technology, computer science, optics, and biology. A required co-op allows our students to gain real-world experience at renowned companies such as NASA, Apple, Mayo Clinic, Carl Zeiss Microscopy, Tesla, and Canon. You'll be prepared for dynamic careers with imaging and camera companies, research centers, forensic laboratories, and government agencies.

Photographic Arts and Sciences Exploration

For students interested in photography but unsure which major best meets their career aspirations, the photographic arts and sciences exploration option provides an overview of the two photography majors. Students will learn about the curriculum, course work, and career paths associated with the photographic and imaging arts program (with options in advertising photography, fine art photography, photojournalism, or visual media) and the photographic sciences program. Exploration allows you to learn more about each major while you complete general education and liberal arts courses.

Show your work. Tell your story.

Creative Industry Days

By creatives. For creatives.
This portfolio-based event, which draws an extensive network of companies each year, connects our talented students with creative industry professionals, artists, photographers, designers, and developers. Students get feedback on their portfolios, learn more about the creative industry, get a chance to hear valuable advice and make industry connections. They often land co-ops, internships, and full-time jobs as result of the event.

850
1-on-1 Portfolio reviews
between students and creative industry professionals (15 minutes in length) over four days.

60
Companies/ Agencies
are involved.

500
Total students/ Alumni
participated in career fair, virtual portfolio reviews, or both.

Some of the participating companies include:

29 Design Studio
Activision Blizzard
Central Intelligence Agency (CIA)
CJS Architects
David Yurman
Dixon Schwabl + Company
Gannett
General Electric (GE)
Google
GreyBox Creative
Growler Interactive
Johnson & Johnson
Lippincott

Melissa & Doug
Nickelodeon Animation Studio
Paramount Technologies
Paychex Inc.
Procter & Gamble (P&G)
Sony Pictures Entertainment
Spotify
Stryker
Truth Collective
Vargas Associates
Vivint Smart Home
VOX Global

Josh Owen, director of the Vignelli Center for Design Studies, discusses the industrial design program's annual Metaproject, a studio course pairing students with an industry partner. Owen launched Metaproject at RIT in 2010. Working with companies like Sesame Workshop, Umbra, Areaware, Kikkerland, and Poppin, the annual initiative pairs students with industry partners to develop products and solutions. A selection of projects has moved into commercial production.

School of Film and Animation associate professor Mari Jaye Blanchard engages with students in one of her animation classes. Blanchard is a 2023 recipient of the Eisenhart Award for Outstanding Teaching—RIT's highest honor for tenured faculty.

Academics and Artists

Juan Carlos Caballero-Perez, professor in the metals and jewelry design program, teaches and lectures nationally and internationally. He creates elegant jewelry and commissioned sculptures.

Our professors are practicing photographers, animators, filmmakers, designers, artists, craftspeople, and imaging and management professionals who've 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.

Our faculty are engaged. They are committed. And they are your most important resources. RIT is a place where you will enjoy the interaction with faculty—not only in class or during office hours, but in the hallway after class, the studio, a gallery, or over coffee at Java Wally's.

With more than 200 full-time and part-time faculty, RIT's College of Art and Design offers unparalleled opportunities for its students. You'll get to know your professors and build relationships that last a lifetime.

Create, explore, and collaborate in the Student Hall for Exploration and Development (SHED). The SHED offers premier makerspaces for hands-on creativity, innovation, and discovery. Learn more at rit.edu/shed.

When it comes to facilities and equipment, RIT is at the top of the list. We put you in a hands-on learning environment at the cutting edge of the technological developments in your career field.

You'll find 20 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.

What will you make?

The tools you need.
The spaces to create.

Modern, Professional Facilities

Your ideas will come to life in one of our state-of-the-art labs, studios, soundstages, or gallery spaces. You'll investigate, create, design, and innovate 24/7—all with unparalleled access to the same tools as the industry pros.

RIT City Art Space

One of several professional galleries where students, faculty, staff, alumni, and visiting artists exhibit their work. All of our galleries are free and open to the public. RIT City Art Space, located in the heart of downtown Rochester, reflects the university's commitment to the Rochester community's arts and cultural opportunities.

Virtual Production

Are you a fan of Disney's *The Mandalorian*? RIT is one of only a few universities in the country to have the same equipment that's used to produce the in-camera visual effects similar to those in the Disney+ series! We house virtual production equipment that blends filmmaking, computational photography, and real-time game engine rendering. Through industry partnerships and grant funding from Epic Games, RIT faculty are teaching courses on how to use the technology.

Making MAGIC

RIT is home to MAGIC Spell Studios—a production studio that rivals those you'll find in New York and Hollywood. MAGIC features a 7,000-sq.-ft. sound stage and post-production sound mixing and color correction facility for both educational and commercial productions; a 4K Dolby Atmos theater, and media and animation labs used for hands-on class work, research and experimental work, hackathons, game jams, and more.

Professional-Level Photo Facilities

With a multimillion-dollar renovation completed in fall 2021, our professional-level photography facilities are among the best in the country. The state-of-the-art facilities include more than two dozen studios for professional-level shoots, a 4D media room, a student lounge, 20 darkrooms for black-and-white or color film processing and printing, two equipment cages for students to borrow industry-standard gear (from digital cameras and large-format cameras to a range of lenses and lighting equipment), and a world-class printing lab.

Animation Amenities

A 10,000-sq.-ft. renovation and expansion of our animation complex gives students access to 2D, 3D, and stop-motion classrooms with individual workstations and cintiqs, a figure drawing studio, and state-of-the-art-undergraduate and graduate animation labs.

Enhance Your Education

At a truly unique art and design college, novel opportunities abound. Because we are part of a comprehensive university known for innovation and technology, our students have access to a wide range of courses as well as chances to collaborate on exciting cross-disciplinary projects and even research.

Study Abroad

There's no better way to gain an understanding of another culture than to experience it firsthand. More than any other college at RIT, our students take advantage of a range of exciting study abroad opportunities. Immerse yourself in another culture through our Study Abroad programs offered in cooperation with Queens University (England), University of Osnabrück (Germany), or Kanazawa Institute of Technology (Japan). RIT students also have the opportunity to study in over 100 countries. You may also choose to study at one of RIT's global campuses in China, Croatia, Dubai, or Kosovo.

The RIT Honors Program

The Honors Program is a challenging, individualized experience for students who have demonstrated outstanding academic performance. Along with access to special courses, seminars, projects, and advising, honors students plan complementary learning experiences that include visits to art studios, film festivals, galleries, professional conferences, and professional firms working in design, photography, or print media.

Minors and Immersions

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 100 minors is formally designated on your baccalaureate transcript, which serves to highlight your accomplishment to employers and graduate schools.

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.

Study Abroad in Rome

College of Art and Design students regularly study in Rome for two weeks during the summer. Led by College of Art and Design faculty, the program offers courses examining art, design, architecture, urban spaces, and archaeological sites relevant to the history and culture of Rome.

Portfolio Requirements

In addition to the RIT application, students applying to the following programs are required to submit a portfolio:

School of Art
Illustration
Medical Illustration
Studio Arts (all options)
Studio Arts Exploration

School of Design
3D Digital Design (all options)
Graphic Design
Industrial Design
Interior Design
New Media Design

School of Film and Animation
Film and Animation
(all options)

Portfolios can be uploaded electronically via the RIT Admissions Portal. An authenticated login will be required. You will receive instructions for creating your RIT Admissions Portal account via email once your application for admission is received. The RIT Admissions Portal is a one-stop shop, allowing you to monitor your application checklist, connect with an admissions counselor, and ultimately receive your admission

Acceptance of your portfolio does not guarantee acceptance to the university.

We want to see your best work!

We are evaluating you on your potential, creativity, and originality of ideas. You can demonstrate creativity through innovative ideas and content, interesting composition, and proficient use of materials. All work must be original (NOT AI-generated).

Some of our programs strongly recommend including drawings from direct observation and the use of traditional materials (pencil, graphite, charcoal, ink). Do NOT include drawings copied from photographs, comics, anime, fantasy, or pop culture in your portfolio.

All images and documents should be clearly labeled. Information such as title, medium, and descriptions should be included. For descriptions, include details such as assignment or theme (if any), thought process, and role(s).

Please refer to our portfolio requirements at

rit.edu/artdesign/portfolio-requirements

Questions?

For questions regarding the portfolio guidelines or the submission process, contact RIT's College of Art and Design at portfolios@rit.edu.

Pre-College Portfolio Preparation Workshop
For rising high school juniors and seniors

Held every summer, this two-week course is taught by RIT's renowned faculty in art. The workshop focuses on the process of preparing portfolios for admission to college art programs. In-depth investigations of media concept development and critical analysis are emphasized. Students will draw from life, exploring the human figure, still life, interior spaces, and nature. Expressive art assignments, group and individual critiques, and visual research will help guide students through the process of portfolio selection and documentation. To learn more, contact the School of Art at 585-475-7811 or art@rit.edu.

rit.edu/artdesign/portfolio-prep

National Portfolio Day

National Portfolio Day events connect young artists interested in pursuing an education in the visual and related arts with experienced college representatives from the top art and design schools across the country.

Acclaimed faculty in RIT's College of Art and Design participate in National Portfolio Day in-person and virtual events, allowing prospective students to meet one-on-one, in person or virtually, with nationally renowned artists, photographers, designers, and filmmakers. Faculty share information about our range of programs in the arts and sciences while reviewing and critiquing portfolios.

No admissions decisions or scholarship awards are offered at these events, but the College of Art and Design can accept your portfolio as the visual portion of your application.

rit.edu/artdesign/national-portfolio-day

Connect and Critique
For high school seniors only

Prepare your portfolio for college admission by connecting virtually with an RIT faculty member from your first-choice program. Connect and Critique events give you the opportunity to receive valuable feedback on your portfolio and learn about our programs and the application process.

rit.edu/artdesign/undergrad-connect-critique

A Visit is Worth a Thousand Words

Just like art, RIT needs to be experienced firsthand.

Students and their families are invited to visit RIT to tour campus.

Or, participate in one of our information sessions, where you can learn about our admissions process, understand how financial aid works, and more.

rit.edu/visitRIT

See you there.

#12
Top U.S. Animation Schools
Animation Career Review, 2023

#3
Top 50 Game Design: Undergraduate Category
Princeton Review, 2023

#98
National Universities
U.S. News & World Report, 2024

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Madeline Dowe '24 (photographic sciences BS), captured this image, which is featured on the cover. The image is of chemicals under polarized light taken during a microscopy class.