

RIT

create

ART
DESIGN
PHOTOGRAPHY
FILM +
ANIMATION

**3D Digital
Design**

**Digital
Humanities
and Social
Sciences**

**Film and
Animation**

**Graphic
Design**

Illustration

**Imaging
Science**

**Industrial
Design**

**Interior
Design**

**Media
Arts and
Technology**

**Medical
Illustration**

**Motion
Picture
Science**

**New Media
Design**

**Photographic
and Imaging
Arts**

**Photographic
Sciences**

Studio Arts

rit.edu



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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 confi-
dent 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
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Studio Arts

Outstanding Outcomes

95%

Outcomes Rate*

For each of the past three years, 95 percent of RIT graduates enter either the workforce or graduate study within six months of graduation.

Faculty and alumni have been honored with one-person exhibitions at prestigious galleries and are represented in museum collections throughout the world. From Pulitzer Prizes to Academy Awards and film industry awards, our students, faculty, and staff are recognized for their creative accomplishments.

*Based on a knowledge rate of 90% (total percentage of graduates for whom RIT has verifiable data).

Our 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.

13

Pulitzer Prizes Awarded

Nine College of Art and Design graduates have won a total of 13 Pulitzer Prizes.

5

Science-Based Degrees

Our wide portfolio of offerings include BS, MS, and MST degrees—in addition to BFA and MFA programs.

14:1

Student-to-Faculty Ratio

Students receive copious attention and guidance from the College of Art and Design's committed faculty.

#11

World's Best Design School

Business Insider ranks RIT #11 in the World's 25 Best Design Schools.

8

Fulbright Awards

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

70

Companies

Around 70 companies flock to campus each year for Creative Industry Day, where students meet with professionals about employment opportunities and portfolio reviews.

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.

As a result, approximately 95 percent of our graduates are working or in graduate school within six months of graduation.





Google

Gabe Cagara '20 (new media design) is working in the New Media Design Workshop. Cagara engaged in a co-op at Google in the summer of 2019. He was a User Experience Designer on the YouTube Music team.

Seth Abel '14
(photographic
and imaging
arts) took this
photo titled
"Marigold."

**Unleash your
creativity.
Realize your
vision.**

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--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

**Digital Humanities
and Social Sciences**

Graphic Design

Illustration

Industrial Design

Interior Design

**Media Arts and
Technology**

Medical Illustration

New Media Design

Studio Arts

Art Exploration

Design Exploration



Rendering of a motorcycle created by John David Satriale '17 (3D digital design) for a hard surface modeling course.

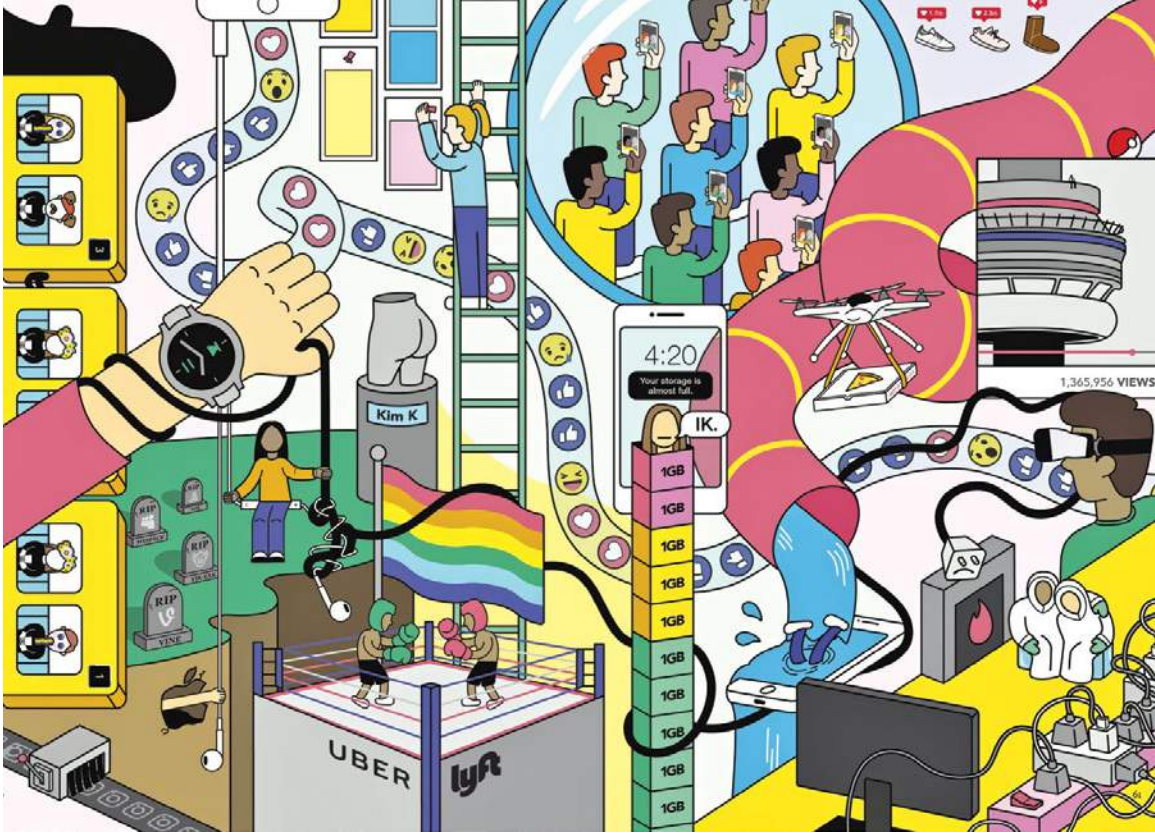
3D Digital Design

From day one, 3D digital design students use professional 3D software to create virtual elements in everything from game design, virtual reality, medical and scientific simulations, and data visualization to models for architects and engineers, movies, motion or broadcast graphics, instructional media, and more. Ample opportunity to collaborate with engineers, musicians, scientists, animators, and medical professionals means that you have opportunities to put your 3D digital design abilities to use in exciting, dynamic multi-disciplinary projects.

Portfolio required

Digital Humanities and Social Sciences

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.



Julie Campbell '17 (graphic design) designed and illustrated this spread for *ellipse* magazine, a student-run publication with an award-winning history. Campbell's design won a Gold honor at the 2017 Rochester Advertising Federation ADDY Awards.

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

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/entertainment industries.

Illustration created by Zac Retz '13 (illustration)

Portfolio required





Justin Dorland '19 (industrial design) created a birdbath—a hybrid kinetic sculpture and portable bird fountain using interchangeable construction pieces. He was among a group of industrial design students who spent a semester working with Sesame Workshop to design products around the theme of “Urgency of Play.” It was for the industrial design program’s annual Metaproject—a studio course pairing students with an industry partner.



Casey Mazza '19 (industrial design) designed a tree-themed interactive children's reading-and-play space for Henrietta Public Library's new building. The tree is approximately 14 feet high with a 10-foot diameter and serves as a quiet reading nook and play area for children.

Industrial Design

From athletic wear, stereo systems, and medical devices to goods for both consumers and manufacturers, industrial designers create products used by factories, businesses, and everyday people. The industrial design program helps you develop the aesthetic sensitivity, technical competence, and analytical thought needed to improve the user's experience. You will bring your conceptual ideas to life by developing your technical 2D communication skills and 3D prototyping ability. You will also learn how to move your ideas and products to the marketplace.

Portfolio required



Rendering of a restaurant dining area by Michelle Reuter '19 (interior design)

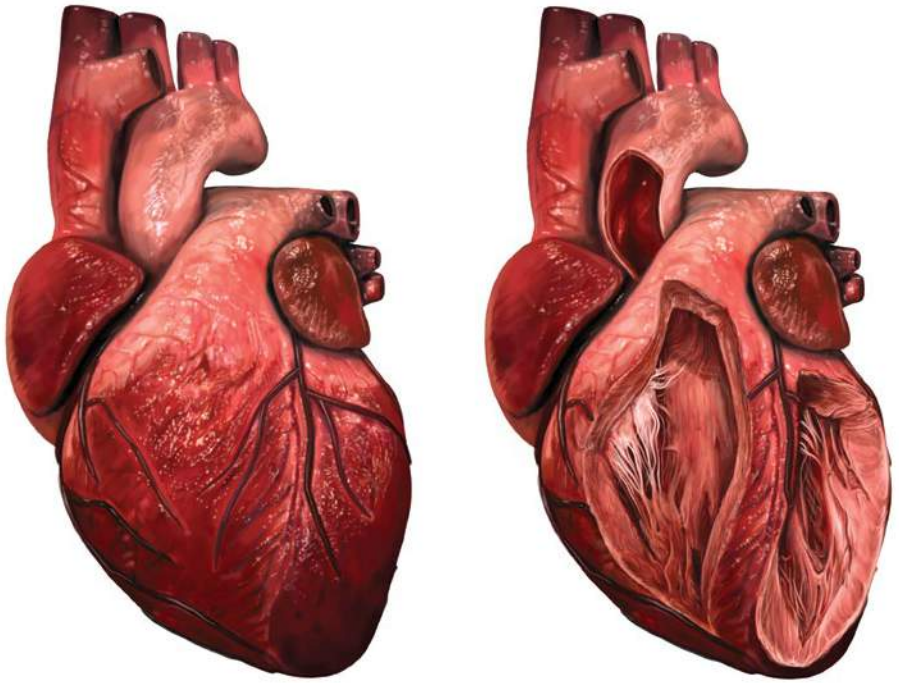
Interior Design

Design history, building structure and systems, space planning, and design process are used to create inspiring, purposeful interior environments. Interior designers enhance the way people live, work, heal, prosper, and play. They are experts in space planning and have a deep understanding of the relationship between people and their physical surroundings. Earning an interior design degree gives you the knowledge in design history, building structure and systems, space planning, and design process needed to create purposeful, user-centered interior environments.

Portfolio required

Media Arts and 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 media arts and 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.



A medical illustration of the anterior view of the heart showing the left ventricle (right), the right ventricle (left) and the aorta. This illustration shows the passage of blood and the muscles inside the heart. Created by Jihye Choi '20 (medical illustration).

Medical Illustration

Embodying a perfect marriage of art and science, medical illustrators create anatomical and surgical sketches for instructional illustrations, courtroom exhibitions, computer graphics, and more—all to aid the understanding of medical and health conditions. The program focuses on drawing and traditional illustration skills, 2D and 3D computer illustration and animation, as well as course work in human biology, anatomy, and physiology. In addition, you'll participate in Human Gross Anatomy, where you will hone your illustration skills while observing a full head-to-toe dissection.

Portfolio required

New Media Design

Millions of people interact with digital devices every day. This degree lets you explore the many aspects of digital design, giving you the skills needed to create ingenious work. Our student-centered curriculum, skilled faculty, and up-to-date facilities prepare you for a dynamic career in this field. The new media design major is for students who are fascinated by visual design, user experience design, interactivity, motion graphics, and technology. Students learn the skills required to meet the demands of new media, web design, and mobile app marketplaces. Courses, projects, and explorations allow students to create user-centered solutions that leverage new opportunities in visual design, communication, and user experiences across a full spectrum of digital products and interfaces.

Portfolio required

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 design majors, received "Top Talent" honors in the global Adobe Design Achievement Awards.





Ceramic artist Zara Davis, who graduated in May 2019, incorporates the idea of Jungian archetypes: ancient universal ideas, images, and symbols from a collective unconscious. She examines the way women have been portrayed through story, art, myth, and religion. Davis' work is a fusion of three-dimensional form and two-dimensional figurative imagery.

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

Art Exploration

Spend up to a year exploring RIT's art programs before you declare a major. If you are unsure which major or program option best matches your interests, the art exploration option is for you. The School of Art offers majors in illustration, medical illustration, and studio arts (options in ceramics, expanded forms, furniture design, glass, metals and jewelry design, printmaking, painting, or sculpture). In your first year, you will work closely with your academic advisor to select courses that best align with your career aspirations.

Portfolio required

Design Exploration

Spend up to a year exploring RIT's design programs before you declare a major. The design exploration option is for students who are passionate about design but are unsure which program best fits their career aspirations. The School of Design offers majors in 3D digital design, graphic design, industrial design, interior design, and new media design. In the first year, students will work closely with their academic advisor to select courses that best match their interests.

Portfolio required

Glass ring
by Tate
Newfield
'18 (glass)



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

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**



A stop-motion animation film titled *Beyond the Mountain* by Ben Doran '18, animation option (film and animation BFA) for his senior thesis film.

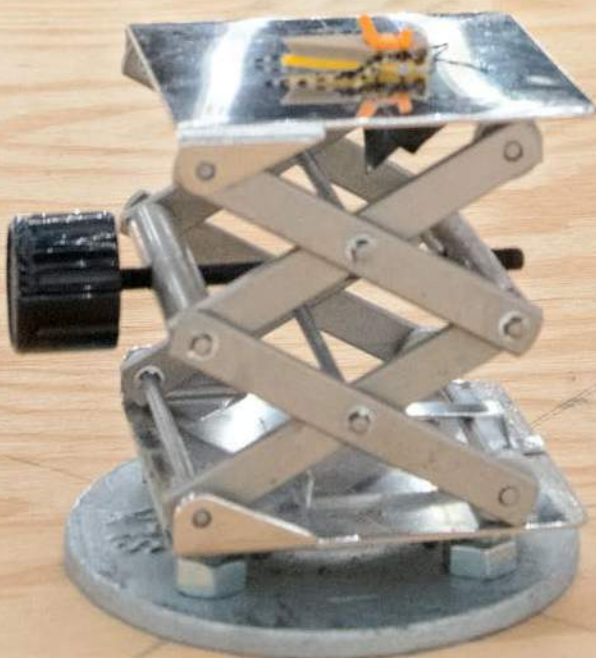
Film and Animation

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.



Owen Thompson '20 (motion picture science) (left) and Thomas Caruso '20 (motion picture science) work in MAGIC Spell Studios on setting up the Baselight color grading software.

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 powerhouses like Sony, Technicolor, and Dolby or technical post-production positions in 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.



Photographic and Imaging Arts

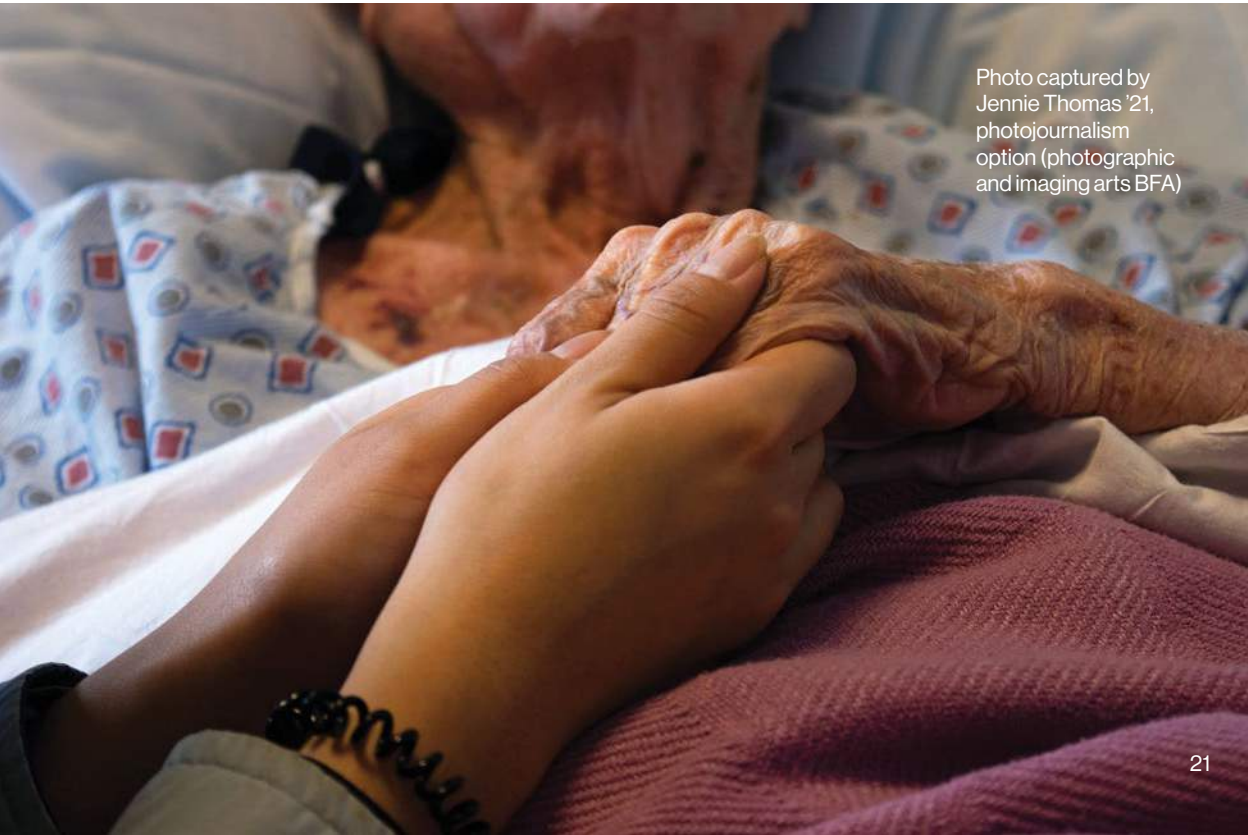
Immerse yourself in the creativity and innovation of photography and imaging. The photographic and imaging arts major—with options in advertising photography, fine art photography, photojournalism, and visual media—has a rigorous curriculum designed with individual achievement in mind. You'll be in photography 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.

Above photo by Emily Patten '19, advertising photography option (photographic and imaging arts BFA)

Photo by
Joel Beckwith '19,
visual media option
(photographic and
imaging arts BFA)



Photo captured by
Jennie Thomas '21,
photojournalism
option (photographic
and imaging arts BFA)





A macro photograph shot by Kristina Kaszei '20 (photographic sciences) of a crowning water drop colliding with a descended drop.

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. 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. This option allows you to take up to four semesters to learn about each major while you complete general education and liberal arts courses.

Show your work. Tell your story.



Creative Industry Day

Creative Industry Day is an event by creatives for creatives. This portfolio-based event creates an atmosphere that fosters communication between students and creative industry professionals, artists, photographers, designers, and developers. You'll get feedback on your portfolios, learn more about the creative industry, get a chance to hear valuable advice, and make industry connections.





Josh Owen, industrial design undergraduate program director, discusses the industrial design program's annual Metaproject, a studio course pairing students with an industry partner. Owen launched Metaproject at RIT 10 years ago. Working with companies like Umbra, Areaware, Kikkerland and Poppin, the annual partners drive the project and then jury and honor outstanding student-developed designs. A selection of projects has moved into commercial production.

Academics



Juan Carlos Caballero-Perez, associate 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.



School of Film and Animation Professor Tom Gasek is an award-winning stop-motion director and animator who has produced renowned work all over the world. He has also taught animation workshops in Lima, Peru, and Changchun, China, as part of securing two Fulbright Specialist Grants.

and Artists

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- 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.



**The tools
you need.**

**The space
to create.**



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 dark-rooms; 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?





In Excellent

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 exhibitions, and help current students identify exciting professional opportunities.



Four alumni, each of whom has been recognized as either a Pulitzer Prize winner or finalist—Paula Bronstein '78 (2011 finalist), David Carson '94 (2015 winner, not pictured), Edmund Fountain '03 (2010 finalist, right), and David Wallace '01 (2018 winner, second from left)—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 and photojournalism undergraduate program director.

Company

Kwaku Alston '94

(professional photographic illustration)
Photographer and Director

Eric Avar '90

(industrial design)
Creative Director, Nike

Catherine Ayers '06

(glass)
Glass artist at Corning Museum of Glass, featured in Netflix reality series "Blown Away"

David Carson '94

2015 Pulitzer Prize winner

Theresa Fitzgerald '84

(graphic design)
Vice President of Creative, Sesame Workshop

Adam Kubert '79, '81

(medical illustration)
Comic book artist
2008 *Wizard* magazine "Hot 10 Writers and Artists"

Patricia Moore '74

(industrial design)
President, Moore Associates; Cooper Hewitt National Design Award; Named by *ID magazine* as one of the 40 Most Socially Conscious Designers in the world

Michael Slovis '76

(professional photographic illustration)
Emmy Award-winning cinematographer and director of photography, "Breaking Bad"

Matthew Taylor '02

(film and animation)
2019 Emmy Award winner, "Barry" (HBO)

Scott Vosbury '04

(film and animation)
and **Jen Stratton '05** (film and animation)
2013, winners, Best Visual Effects, Academy Awards character animation team behind the design of the Bengal tiger in "Life of Pi"; Rhythm & Hues

David Wallace '01

2018 Pulitzer Prize winner

Hiroshi Yamano '89

(glass MFA)
Founder and director, Ezra Glass Studio

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 90 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 Tokyo, Japan

Aida Hajdarpasic '19 (illustration) spent a summer abroad in 2018 in Tokyo, Japan. Here she poses in front of the Torii gate entrance of the Toshogu Shrine in Nikko.

Student Life

Have Some Fun

RIT is an exciting living and learning environment where you'll find an engaging and challenging academic setting, a strong commitment to undergraduate education, and a vibrant campus life.

You'll 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, build your academic portfolio, and have some fun.

rit.edu/rit-life

Community Service

RIT is active in community service as a university, and we promote and encourage service to the community at large. Students have performed community service for Habitat for Humanity, organized the annual Mud Tug to raise money for organizations such as the Susan G. Komen Breast Cancer Foundation, and arranged conferences with local business leaders. The time spent in service can help build relationships, bolster your resume, and, most importantly, do some good.

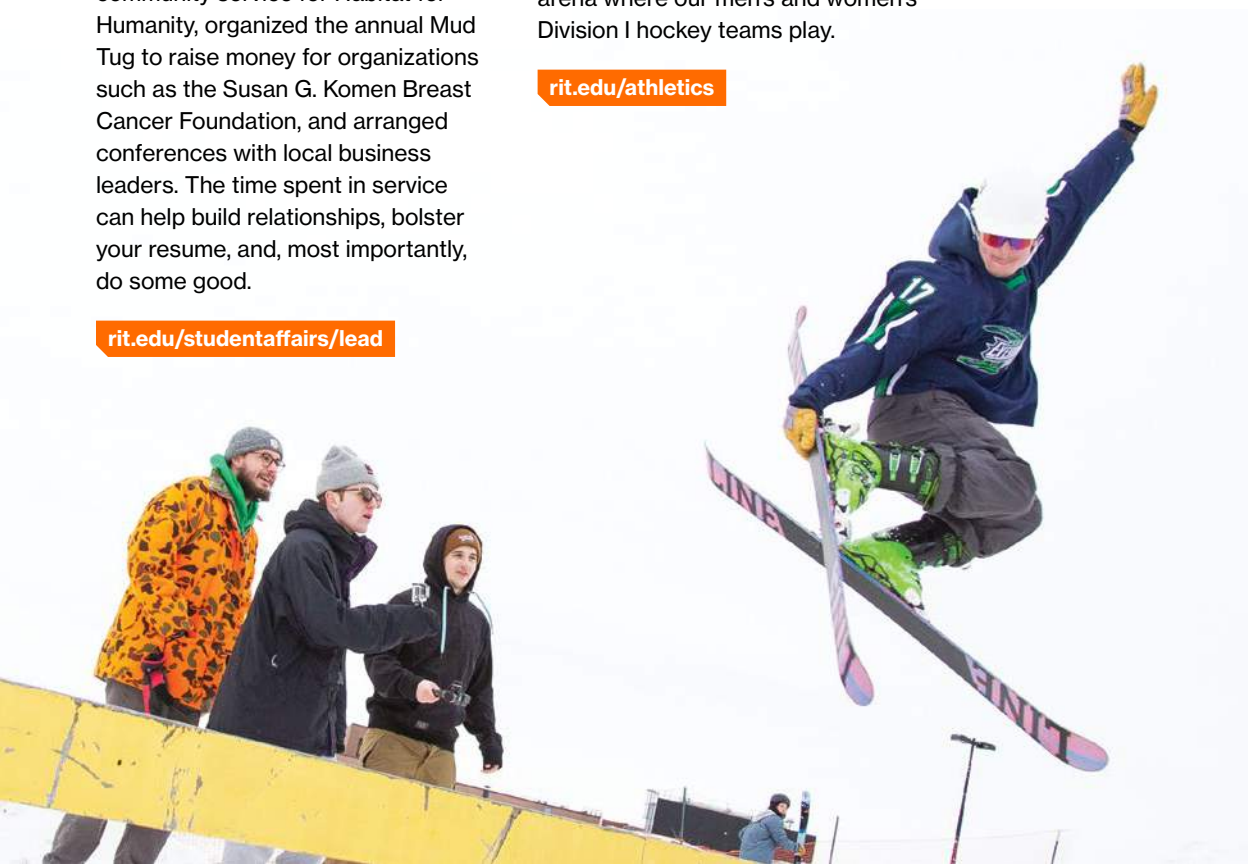
rit.edu/studentaffairs/lead

Sports, Recreation, and Activities

Currently, there are more than 300 student clubs and organizations on campus, offering opportunities to network with professionals in your field, compete in national competitions, and meet students who share your interests.

The campus is alive with sports and recreational 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 sports team each year. The Gordon Field House and Activities Center is a state-of-the-art athletics and recreation facility featuring a spectacular fitness center, an indoor track, an aquatics center, and multipurpose gyms. The university also features the Ritter ice arena, an outdoor track, outdoor tennis courts, and playing fields. The Gene Polisseni Center houses the ice arena where our men's and women's Division I hockey teams play.

rit.edu/athletics





Portfolio Requirements

rit.edu/artdesign/portfolio-requirements

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

School of Art

Art Exploration
Illustration
Medical Illustration
Studio Arts (all options)

School of Design

3D Digital Design
Design Exploration
Graphic Design
Industrial Design
Interior Design
New Media Design

School of Film and Animation

Film and Animation (all options)

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

Portfolios may also be reviewed via submission (see below), in person at an RIT Open House, or at a National Portfolio Day event.

Portfolios can be submitted for review in the following formats:

- Online through SlideRoom at rit.slideroom.com
- Link to media from YouTube, Vimeo, or SoundCloud
- Sent via mail on CD or flash drive to:
Rochester Institute of Technology
Undergraduate Admissions Office
60 Lomb Memorial Drive
Rochester, NY 14623-5604

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). Please ensure images are in JPEG (.jpeg) format in RGB color mode. CDs and flash drives will not be returned. The clarity of the slide or digital images is of utmost importance.

Requirements by Program

3D Digital Design, Graphic Design, Illustration, Industrial Design, Interior Design, Medical Illustration, New Media Design, Studio Arts (all options) – Submit 10-20 pieces of your best work. Portfolios will be reviewed on the basis of pictorial composition, creativity/ originality of ideas, drawing and design ability, a sense for the use of materials, attention to detail, and craftsmanship.

There should be a minimum of three samples of drawings made from direct observation (not copied from photographs, comics, or “fantasy”). Other work could include painting, photography, page layout designs, computer images, two-dimensional design, sculpture, models, mechanical drawings and marker renderings.

All images and documents submitted should be clearly labeled. Information such as title, size, media, assignment or theme (if any) and any exhibition/ award notations should be included.

Medical Illustration—Applicants should include at least six samples of natural forms such as shells, the figure, bones, or plants.

Film and Animation—Submit examples of expressive, original work that showcase individual style as a storyteller, filmmaker, or artist. This may include but is not limited to, works in drawing, digital art, painting, performance, photography, creative writing, film or animation. Longer videos and musical pieces should be edited down to three minutes for review purposes.

Animation—Examples of human figure drawings or sketches, images created from direct observation and video files of page-flipping sketchbooks are recommended. Please do not include any form of fan art.

What are we looking for?

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.

Questions?

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

RIT's 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 (NPD) events are held annually to help further the artistic development of young artists by bringing together experienced college representatives to review artwork and offer feedback. National Portfolio Days are about the exchange of information about prospective students' work, college plans, and concerns.

Acclaimed faculty in RIT's College of Art and Design travel each year to dozens of cities as part of NPD, allowing prospective students to meet one-on-one with nationally-renowned artists, photographers, designers, and filmmakers. Faculty at these events share information about our range of programs in the arts and sciences while reviewing and critiquing portfolios.

Portfolios should include your best and most recent work, but it can also include works in progress, sketchbooks, tear sheets, and creative writing. No admissions decisions or scholarship awards will be offered at National Portfolio Days, but RIT's College of Art and Design can accept your portfolio as the visual portion of your application.

rit.edu/artdesign/national-portfolio-day



A Visit is Worth a Thousand Words

Just like art,
RIT needs to be
experienced
firsthand.

Students and their families can spend a day on the RIT campus during one of our Fall Open Houses. Meet our faculty, check out student work and the facilities in which it was created, get a review of your portfolio, tour the campus and residence halls, visit with academic departments, grab a bite at one of our many eateries, and learn about financial aid.

rit.edu/visitRIT

See you there.

RIT

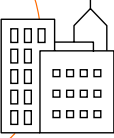
RIT is a kaleidoscope of curious minds; a profoundly inclusive and collaborative community of engaged, socially conscious, and intellectually curious problem solvers. Through an intentional blending of technology, the arts, and design, we find new and meaningful ways to move the world forward. We provide exceptional individuals with a wide range of academic pathways, including expansive experiential learning opportunities, a leading research program, and internationally recognized education and access services for deaf and hard-of-hearing students.

Campus Suburban, 1,300 acres | **City** Rochester | **State** New York | **Colors** Orange and White

4 Global Locations

-  China
-  Croatia
-  Dubai
-  Kosovo

 Rochester, NY

9 Colleges 

4,609 Degrees Awarded

- 3,086 Bachelor's
- 1,209 Master's
- 33 Ph.D.

220 Academic Programs

- 8 Doctoral Degrees
- 77 Master's Degrees
- 85 Bachelor's Degrees
- 50 Accelerated Dual Degrees

12 Degrees Offered

- Ph.D. BFA
- MS BS
- ME AS
- MFA AOS
- MST AAS
- M.Arch. MBA

1,499 Total Faculty

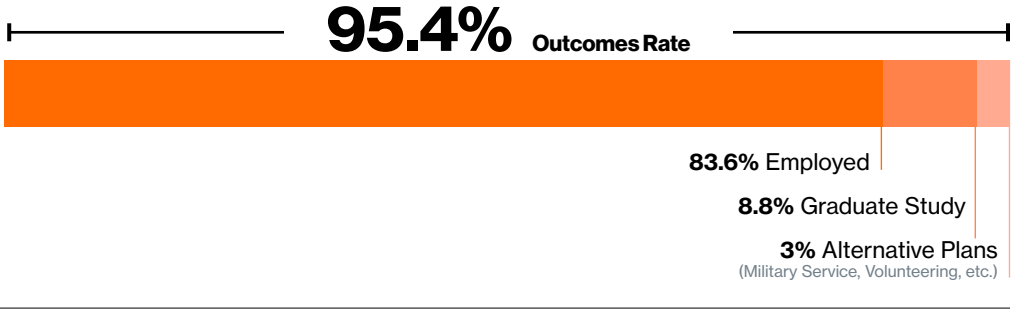
135k+ Alumni

300+ Clubs and Organizations

21 Varsity D-III Athletic Teams

2 D-I Hockey Teams
Men's and Women's 

Careers and Outcomes



19,047 Total Enrollment

- 50 States
- 100+ Countries
- 65.3% Male
- 34.7% Female
- 3,100 Students of color
- 3,101 Graduates
- 15,946 Undergraduates
- 2,600 International Students
- 1,000 Deaf/Hard-of-Hearing Students

4th Oldest and one of the largest cooperative education programs in the world

\$105m Earned by students on co-op in 2018

4,500 Students participate in co-op annually

3,400 Hiring organizations

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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).

A hollow glass ring blown and hand-painted by student artist Tate Newfield. A detailed image of Newfield's piece is shown on the front cover and on page 15. Newfield graduated from RIT's glass program in 2018.

