

# Photography and Related Media AAS Degree Program

## School of Art and Design

Applications accepted for fall only. NYSED: 00753 CIP: 50.0605

The major in Photography and Related Media offers qualified students a chance to prepare for positions as photographic studio assistants, corporate or advertising photographers, or entry-level entrepreneurs in fashion, illustration, and still-life photography. Curriculum below is for the entering class of fall 2021.

<b>Semester 1</b>		<b>Credits</b>		
MAJOR AREA	PH 132 - Introduction to Light	3	GENERAL EDUCATION	18
	PH 141 - Creative Approaches in Photography	1	MAJOR AREA	27
	PH 152 - Photography 1: Introduction to Photography	4	RELATED AREA	10
RELATED AREA	FA 118 - Fundamentals of Design for Photography	2	ELECTIVE	1.5
ART HISTORY	HA 112 - History of Western Art and Civilization: Renaissance to the Modern Era	3	Total Credits:	62.5
GENERAL EDUCATION	choice - see Requirements*	3	<b>*Fall 2021 Requirements: See below.</b>	
<b>Semester 2</b>				
MAJOR AREA	PH 153 - Photography 2: Photographic Techniques	3		
	PH 172 - Photographic Post-Production	2		
RELATED AREA	CG 121 - Applications of Social Media	2		
	choice - see Related Area Electives*	2		
ART HISTORY	HA 243 - History of Photography	3		
GENERAL EDUCATION	SC 132 - Color Science for Photography	3		
<b>Semester 3</b>				
MAJOR AREA	PH 251 - Photography 3: Advanced Photographic Solutions	3		
	PH 275 - Digital Media Techniques	3		
RELATED AREA	VP 211 - Styling, Prop and Set	2		
ELECTIVE	choice - General Elective	1.5		
GENERAL EDUCATION	choice - see Requirements*	3		
	choice - see Requirements*	3		
<b>Semester 4</b>				
MAJOR AREA	PH 252 - Photography 4: Project Development	3		
	PH 253 - Traditional Photography	2		
	PH 265 - Professional Procedures/Contemporary Trends	3		
RELATED AREA	choice - see Related Area Electives*	2		
GENERAL EDUCATION	choice - see Requirements*	6		
<b>TOTAL CREDIT REQUIREMENTS</b>				
	ART HISTORY	6		

## **FIT's General Education and Art History Requirements for Art and Design**

### **Associate Degree Programs:**

- Three (3) credits from each required area, totaling 9 credits: G1, G2, and G3 (SC 132)
- Six (6) credits from two (2) different areas in **non-HA liberal arts** courses in G4–G10
- Three (3) credits of any 200- or 300-level English literature or speech course
- Six (6) credits from Art and Design History courses: HA 112 (3 credits, required for all Art and Design majors), plus HA 243

FIT's Gen Ed courses are organized into the following categories: G1 Basic Communication; G2 Mathematics; G3 Natural Sciences; G4 Social Sciences; G5 Western Civilization; G6 The Arts; G7 Humanities; G8 Foreign Language; G9 Other World Civilizations; G10 American History.

See list of Gen Ed approved courses under FIT's General Education Requirements and Courses. An FIT Gen Ed course cannot be used to meet more than one General Education area.

Certain majors require specific courses. Please review your DARS audit to determine if a particular course is required by your major to meet General Education credits.

### **Related Area Elective(s): 4 credits (minimum)**

Students may take any available course in the following departments: Accessories Design, Advertising & Digital Design, Advertising and Marketing Communications, Communication Design, Computer Graphics, Creative Technologies, Entrepreneurship, Fabric Styling, Fashion Design, FX 261, Fine Arts, Graphic Design, Home Products Development, Illustration, Interior Design, Jewelry Design, Menswear, Packaging Design, Textile/Surface Design, Toy Design, Visual Presentation and Exhibition Design.

### **Upper Division Alternative(s):**

Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Animation, Interactive Media & Game Design and Photography and Related Media.

Upon graduating from the AAS program, students will have a well-rounded education and will have achieved the following outcomes:

1. Speak and write about photography in a critical way.
2. Analyze historical imagery and its relationship to contemporary media.
3. Develop a workflow for processing, archiving, and editing images using current software.
4. Use a professional level digital camera effectively.
5. Solve challenging photographic problems by controlling natural, continuous, and strobe light sources.
6. Construct a body of thoughtfully designed, well-crafted photographs based around a central theme or exploration.
7. Formulate a plan to market, promote, and price their work in the photography industry.