Non-Tenure Track Visiting, 3D Digital Design

The 3D Digital Design program is seeking applicants to teach primarily 3D Digital Design courses using Maya within a design curriculum. This is a one-year position. Expertise in other graphics software is important as well. The ability to teach a variety of content using Maya (modeling, lighting, shading, rendering, scripting, etc.) and in related areas is particularly important. Courses focus on 3D digital skills as they relate to design. Utilizing research, experimentation, critical thinking, creativity, interdisciplinary collaboration and a range of problem solving principles, students learn to solve complex visual problems within the constraints of time, space, budget, and technology. Emphasis is also placed on delivery of content in immersive environments with full body input. The candidate will teach primarily in the BFA program but may also have an opportunity to teach in an MFA program.

The position begins August 13, 2015.

We are seeking individuals who are committed to contributing to RIT’s core values, honor code, and statement of diversity.

1. MFA degree, or masters degree and equivalent creative experience in a design related field, or equivalent professional experience
2. Minimum two years of professional experience
3. Teaching experience on the college level
4. Progressive and innovative approach to teaching and learning 3D digital design
5. Strong 3D digital design and aesthetic skills as well as skills in areas such as scripting, imaging, interactive media, or related areas
6. Strong proficiency in many aspects of Maya 3D software (scripting in Python or MEL, fur, hair, cloth, dynamics, particles, rigging, modeling, lighting, shading, rendering, etc.) and in some of the following: Motion Builder, Nuke, After Effects, Final Cut Pro, ZBrush, game engines, Renderman, Adobe Creative Suite, Mud Box, 3DCoat
7. Competence in planning and organizing principles and strategies for developing, implementing and supervising creative and innovative projects using 3D software
8. Ability to contribute in meaningful ways to the college’s continuing commitment to cultural diversity, pluralism, and individual differences.

How to Apply

Please submit a cover letter addressing all 8 listed qualifications; a vita; and the names, addresses and phone numbers for three references. Additionally, include a PDF of twenty images of professional work and a PDF of twenty images of student work or a link to a website.

Send to:
Peter Byrne
Administrative Chair, School of Design
Rochester Institute of Technology
73 Lomb Memorial Drive
Rochester, NY 14623
Email: pjbfaa@rit.edu

Review of applications will begin on Monday, April 20, 2015 and continue until a suitable candidate is found. Candidates are encouraged to apply by that date.

For questions contact:
Peter Byrne, Administrative Chair, School of Design, Rochester Institute of Technology,
73 Lomb Memorial Drive, Rochester, NY 14623, phone 585-475-6107 or by email at pjbfaa@rit.edu

RIT is an equal opportunity employer that promotes and values diversity, pluralism, and inclusion.
For more information or inquiries, please visit RIT/Title IX or the U.S. Department of Education at ED.Gov