

UMBC UGC Program Changes & Other Request: Visual Arts, Animation Concentration BFA

Date Submitted: 11/11/15

Proposed Effective Date: Fall 2016

	name	email	phone	dept
dept chair	Preminda Jacob	pjacob2@umbc.edu	X52150	VisArts
contact	Eric Smallwood	esmall1@umbc.edu	X56597	VisArts

Specifics (see instructions):

<i>PRESENT ANIMATION/INTERACTIVE MEDIA CONCENTRATION BFA REQUIREMENTS:</i>	<i>PROPOSED ANIMATION CONCENTRATION BFA REQUIREMENTS:</i>
<p>VISUAL ARTS CORE COURSES (27 credits) + (33 credits) ART341 Introduction to Animation ART343 History of Animation ART382 Intro to Interactive Art ART383 Sound Design ART384 Introduction to 3D Computer Animation ART387 Expression In Time and Motion ART484 Advanced 3D Computer Animation ART488 Advanced Topics in Animation and Interactive Media ART489 Senior Projects</p> <p>ANIMATION TRACK ART447 Special Effects & Motion Graphics ART347 Writing for Media Arts</p> <p>INTERACTIVE TRACK ART380 History and Theory of Games ART486 Interactive Media 2</p> <p>+ 3 Art Elective (9 credits) + 1 Art History Elective (3 credits)</p> <p>= Animation/Interactive Media (45 credits) + Visual Arts Core (27 credits) = 72 credits</p>	<p>VISUAL ARTS CORE COURSES (27 credits) + (30 credits) ART341 Introduction to Animation ART383 Sound Design ART343 History of Animation ART347 Writing for Media Arts ART384 Introduction to 3D Animation ART387 Animation in the Physical World ART447 Motion Graphics and Compositing ART486 Real-Time Animation ART488 Advanced Topics in Animation ART489 Senior Projects</p> <p>+ 3 Animation Elective (9 credits) ART380 History and Theory of Games ART389 Topics in Animation and Interactive Media ART484 Advanced 3D Animation ART487 Pre-Production for Animation ART488 Advanced Topics in Animation (3 credits in addition to required/non-elective ART488) ART494/496 Internships (3 credits) ART495 Independent Study (3 credits)</p> <p>+ 2 Upper Level Art Elective (6 credits)</p> <p>= Animation (45 credits) + Visual Arts Core (27 credits) = 72 credits</p>

Rationale (see instructions):

a) What are the major departures from the current structure and why is the new structure preferable?

In response to current trends in the field of animation, the Department of Visual Art's Animation and Interactive Media area proposes to adjust the course progression and eliminate its Interactive Media track.

The diversity of fields to which students can apply their learning through our major continues to grow, as converging technologies extends the reach of animation-related careers beyond the traditional cinematic and game

related boundaries. Some of these career paths include biomedical imaging, mobile design, and user interface development. With these broader applications, it is essential that students are exposed early in the program to the breadth of the field while focusing on the fundamental skills of creating animated movement, which apply across mediums and fields. Once a fundamental proficiency is reached, students are then encouraged to develop advanced conceptual and technical skills in a more focused area so they will be successful after graduation. The program changes allow more autonomy for students to direct their own learning through electives and the capstone project, while providing firmer foundational skills across mediums. Adjusting prerequisites will allow students to choose a path through the curriculum that suits their specific interests in the field of animation, which has experienced a broadening of “real world” applications over the past decade.

Over the last 8 years, the majority of AIM majors have elected to pursue the Animation Track, as opposed to Interactive Media. This imbalance has made it difficult to regularly offer and fill advanced courses, underserving the relatively few students within the emphasis. Eliminating the Interactive Media Track addresses area needs by freeing up area resources to better accommodate the majority of AIM students. Essential aspects of Interactivity specific to animation will remain in the revised curriculum. Our successful collaborations with Computer Science, both in curriculum and through student organizations such as the Game Developers Club have been fantastic examples of artists and programmers working to explore notions of interactivity as they relate specifically to animation.

b) What provisions will be made to accommodate current students if courses are discontinued?

Students transitioning between requirement changes will be accommodated.

c) If there is a change in required credits, please provide a specific justification for that change.

There is no change in the required credits.