

UMBC UGC Change in Existing Course: ART 341 - Introduction to Animation

Date Submitted: Mar 7, 2017

Proposed Effective Date: Fall 2017

	Name	Email	Phone	Dept
Dept Chair or UPD	Preminda Jacob	Pjacob2@umbc.edu	X52150	VisArts
Other Contact	Corrie Parks	cfparks@umbc.edu	X56524	VisArts

COURSE INFORMATION: (please provide all information in the “current” column, and only the information changing in the “proposed” column)

change		current	proposed
<input type="checkbox"/>	Course Number(s)	ART341	
<input type="checkbox"/>	Formal Title	Introduction to Animation	
<input type="checkbox"/>	Transcript Title (≤30c)	Introduction to Animation	
<input type="checkbox"/>	Recommended Course Preparation	none	
<input type="checkbox"/>	Prerequisite NOTE: Unless otherwise indicated, a prerequisite is assumed to be passed with a “D” or better.	You must have completed ART 213 with a grade of “C” or better and completed the VA Milestone (portfolio review process) before taking this class.	
<input type="checkbox"/>	# of Credits Must adhere to the UMBC Credit Hour Policy	3	
<input type="checkbox"/>	Repeatable?	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No
<input type="checkbox"/>	Max. Total Credits	3	Max. Total Credits: This should be equal to the number of credits for courses that cannot be repeated for credit. For courses that may be repeated for credit, enter the maximum total number of credits a student can receive from this course. E.g., enter 6 credits for a 3 credit course that may be taken a second time for credit, but not for a third time. Please note that this does NOT refer to how many times a class may be retaken for a higher grade.
<input type="checkbox"/>	Grading Method(s)	<input checked="" type="checkbox"/> Reg (A-F) <input type="checkbox"/> Audit <input type="checkbox"/> Pass-Fail	<input type="checkbox"/> Reg (A-F) <input type="checkbox"/> Audit <input type="checkbox"/> Pass-Fail

CURRENT CATALOG DESCRIPTION

This course introduces the fundamental principles of animated movement and their applications across all animation techniques. In addition to screenings and analysis of animated films, students will explore production workflow for animation. Students will work individually on projects and learn the skills of effective group collaboration.

PROPOSED CATALOG DESCRIPTION (Approximately 75 words in length. Please use full sentences): leave blank if no changes are being proposed to the catalog description. NOTE: information about prerequisites should NOT appear in the catalog description.

This course introduces the fundamental principles of animated movement and their applications across all animation techniques. In addition to screenings and analysis of animated films, students will explore production workflow for animation and apply entrepreneurial thinking across multiple projects. Students will work individually on projects and also learn the skills of effective group collaboration.

RATIONALE FOR CHANGE:

The course has been accepted as part of the ENTR minor. The proposed course description reflects the additional entrepreneurship content of the course.