

## UMBC UGC Change in Existing Course: ART 484 Advanced 3D Computer Animation

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Proposed Effective Date: Fall 2016

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

change		current	proposed
	Course Number(s)	ART 484	
	Formal Title	Advanced 3D Computer Animation	Advanced 3D Animation
X	Transcript Title (≤30c)		
	Recommended Course Preparation	none	
	Prerequisite <b>NOTE:</b> Unless otherwise indicated, a prerequisite is assumed to be passed with a “D” or better.	ART 341 and 384	ART 384
	Credits	3	
	Repeatable?	Yes No	Yes No
	Max. Total Credits	3	<b>Max. Total Credits:</b> 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.
	Grading Method(s)	Reg (A-F) Audit Pass-Fail	Reg (A-F) Audit Pass-Fail

### CURRENT CATALOG DESCRIPTION:

This course will continue a student’s exploration of 3-D computer animation. Advanced techniques for modeling and procedural rendering will be introduced, as well as animation techniques that utilize scripts, expressions, deformations and inverse kinematics. Students will utilize these skills in the context of strengthening their own artistic voice.

**PROPOSED CATALOG DESCRIPTION** (no longer than 75 words): leave blank if no changes are being proposed to the catalog description. NOTE: information about prerequisites should NOT appear in the catalog description.)

**RATIONALE FOR CHANGE:** Change in course progression requires prerequisite modification.