

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

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### Specifics (see instructions):

<i><b>CURRENT ANIMATION BA REQUIREMENTS:</b></i>	<i><b>PROPOSED ANIMATION BA REQUIREMENTS:</b></i>
<p>VISUAL ARTS CORE COURSES (27 credits) +                      ART 210                      ART 211                      ART 212                      ART 213                      ART 214                      ART 215                      ART 216</p> <p>Two of: ART 318, 319, 321, 323, 328, 329, 349, 424, 425, 427, 428, 429</p> <p>ANIMATION COURSES (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>+ 1 Animation Elective (3 credits)                      ART380 History and Theory of Games                      ART389 Topics in Animation and Interactive Media                      ART484 Advanced 3D Animation                      ART485 Team-based Game Development                      ART487 Pre-Production for Animation                      ART488 Advanced Topics in Animation (3 credits in addition to required/non-elective 488)                      ART494/496 Internships (3 credits)                      ART495 Independent Study (3 credits)</p> <p>= Animation (33 credits) + Visual Arts Core (27 credits) = 60 credits</p>	<p>VISUAL ARTS CORE COURSES (24 credits) +                      ART 210                      ART 211                      ART 212                      ART 213                      ART 214                      ART 215                      ART 216</p> <p>One of: ART 318, 319, 321, 323, 328, 329, 349, 424, 425, 427, 428, 429</p> <p>ANIMATION COURSES (24 credits)                      ART341 Introduction to Animation                      ART343 History of Animation                      ART384 Introduction to 3D Animation                      ART387 Animation in the Physical World                      ART447 Motion Graphics and Compositing                      ART486 Real-Time Animation                      ART489 Senior Projects</p> <p>One of:                      ART383 Sound Design                      ART347 Writing for Media Arts</p> <p>+ 1 Animation Elective (3 credits)                      ART 314 Drawing 2                      ART380 History and Theory of Games                      ART389 Topics in Animation and Interactive Media                      ART484 Advanced 3D Animation                      ART485 Team-based Game Development                      ART487 Pre-Production for Animation                      ART488 Advanced Topics in Animation (3 credits in addition to required/non-elective 488)                      ART494/496 Internships (3 credits)                      ART495 Independent Study (3 credits)</p> <p>= Animation (27 credits) + Visual Arts Core (21 credits) = 51 credits</p>

### Rationale:

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

This change removes one upper-level art history courses from the visual arts core requirements. It removes three animation courses from the required courses (ART 383, ART 347, ART 488), and replaces them with a choice of ART 383 or ART 347 to the requirements. A total of 3 required courses (12 credits) are removed to make the BA 51 credits.

This change also adds ART 314 – Drawing 2 to the approved animation electives.

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

No courses will be discontinued

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

As the Visual Arts Department begins the application process for the National Association of Schools of Art and Design (NASAD) accreditation, we are seeking to create a greater distinction between the BA and the BFA degrees we offer. This proposed change to the Animation BA credit count meets the NASAD accreditation standards, while also creating a shorter, more cohesive path to graduation for students entering professional positions requiring more fundamental animation skills and principles.