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

Date Submitted: Spring 2018

Proposed Effective Date: Fall 2018

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Specifics (see instructions):

**CURRENT ANIMATION BA REQUIREMENTS:**

VISUAL ARTS CORE COURSES (27 credits) +
ART 210
ART 211
ART 212
ART 213
ART 214
ART 215
ART 216
Two of: ART 318, 319, 321, 323, 328, 329, 349, 424, 425, 427, 428, 429

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

+ 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)

= Animation (33 credits) + Visual Arts Core (27 credits) = 60 credits

**PROPOSED ANIMATION BA REQUIREMENTS:**

VISUAL ARTS CORE COURSES (24 credits) +
ART 210
ART 211
ART 212
ART 213
ART 214
ART 215
ART 216
One of: ART 318, 319, 321, 323, 328, 329, 349, 424, 425, 427, 428, 429

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

One of:
ART383 Sound Design
ART347 Writing for Media Arts

+ 1 Animation Elective (3 credits)
  ART314 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)

= Animation (27 credits) + Visual Arts Core (21 credits) = 51 credits

**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.