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

Date Submitted: September 11, 2019
Proposed Effective Date: Spring 2020

<table>
<thead>
<tr>
<th>name</th>
<th>email</th>
<th>phone</th>
<th>dept</th>
</tr>
</thead>
<tbody>
<tr>
<td>dept chair</td>
<td>James Smalls</td>
<td><a href="mailto:smalls@umbc.edu">smalls@umbc.edu</a></td>
<td>X51656</td>
</tr>
<tr>
<td>contact</td>
<td>Corrie Parks</td>
<td><a href="mailto:cfparks@umbc.edu">cfparks@umbc.edu</a></td>
<td>X56524</td>
</tr>
</tbody>
</table>

Specifics (see instructions):

CURRENT ANIMATION CONCENTRATION 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)
ART305 Introduction to Cinematic Arts
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)

= Animation (27 credits) + Visual Arts Core (24 credits) = 51 credits

PROPOSED ANIMATION CONCENTRATION 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)
ART305 Introduction to Cinematic Arts
ART314 Drawing 2
ART380 History and Theory of Games
ART389 Topics in Animation and Interactive Media
ART460 Installation Art
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)

= Animation (27 credits) + Visual Arts Core (24 credits) = 51 credits

Rationale (see instructions):

a) What are the major departures from the current structure and why is the new structure preferable?
The Animation concentration faculty in Visual Arts determined that the addition of ART460 Installation Art is an acceptable elective for animation students. Installation art increasingly utilized animation in various forms and applications. Animation faculty have examined the curriculum of ART 460 and agree that there is flexibility within the course to accommodate animation focused projects within the broader theoretical and conceptual approaches to installation art. Adding an additional approved elective will also give students more options for fulfilling their requirements and graduate in a timely manner.

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

No courses will be discontinued

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

There is no change in the required credits.