

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

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Proposed Effective Date: Spring 2020

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Specifics (see instructions):

<i>CURRENT ANIMATION CONCENTRATION BFA REQUIREMENTS:</i>	<i>PROPOSED ANIMATION CONCENTRATION BFA REQUIREMENTS:</i>
<p>VISUAL ARTS CORE COURSES (27 credits) + (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>+ 3 Animation Elective (9 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 ART488) ART494/496 Internships (3 credits)</p> <p>+ 2 Upper Level ART Electives (6 credits)</p> <p>= Animation (45 credits) + Visual Arts Core (27 credits) = 72 credits</p>	<p>VISUAL ARTS CORE COURSES (27 credits) + (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>+ 3 Animation Elective (9 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 ART488) ART494/496 Internships (3 credits)</p> <p>+ 2 Upper Level ART Electives (6 credits)</p> <p>= Animation (45 credits) + Visual Arts Core (27 credits) = 72 credits</p>

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.