

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

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Proposed Effective Date: Fall 2019

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**Specifics (see instructions):**

<b><i>CURRENT ANIMATION CONCENTRATION BA REQUIREMENTS:</i></b>	<b><i>PROPOSED ANIMATION CONCENTRATION BA REQUIREMENTS:</i></b>
<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 (24 credits) = 51 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)                      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)</p> <p>= Animation (27 credits) + Visual Arts Core (24 credits) = 51 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 ART305 Introduction to Cinematic Arts is an acceptable elective for Animation students because the course covers numerous foundations of live action moving image practice. These concepts can be applied to animated films. Additionally, mixing animation with live action is common in the moving image art practice, therefore adding ART305 as an elective will enable students who are interested in these hybrid practices to do so more effectively.

Animation faculty have determined that having ART495 Independent Study as an elective has led to an overload of requests from students to have faculty serve as independent study mentors. Animation faculty would instead prefer to suggest ART495 for relevant student projects though advising.

**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.