

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

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Proposed Effective Date: Fall 2019

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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) 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) ART495 Independent Study (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 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 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 through 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.