UMBC UGC Program Changes & Other Request: <u>Visual Arts, Animation Concentration BA</u>

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

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Specifics (see instructions):

CURRENT ANIMATION CONCENTRATION BA REQUIREMENTS:	*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
    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
	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.