Ramapo College of New Jersey – Academic and Curricular Guidelines Manual 2012-2013

# Academic Review Committee Request Form: Program Revision

Please submit the ORIGINAL of this request form and supporting documents (along with an electronic version) to your unit ARC representative who will deliver them to the Academic Review Committee.

## SECTION A: Program Information

Program Title: **Electronic Art and Animation**

School(s): **Contemporary Arts** Convening Group(s): **Visual Art**

Proposal Date: 8/1/13    Effective Date: ☑ Fall 2014

Please attach a description of the proposed changes, and all supporting documentation.

## SECTION B: Approvals

Reviewed and Approved by:

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<thead>
<tr>
<th>Title</th>
<th>Print name</th>
<th>Sign</th>
<th>Date</th>
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<tbody>
<tr>
<td>Convener</td>
<td>John Peffer</td>
<td></td>
<td>06/2/2013</td>
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<tr>
<td>Graduate Council Chair</td>
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<td>School Curriculum</td>
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<tr>
<td>Committee chair</td>
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<td>Dean</td>
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<td>10/1/13</td>
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**ARC Disposition:**

- [ ] Information item only - no ARC approval necessary
- [ ] ARC recommends approval by the Faculty Assembly
- [ ] ARC does NOT recommend approval by the Faculty Assembly
- [ ] Faculty Assembly approval not needed; ARC approves
- [ ] Faculty Assembly approval not needed; ARC does not approve

ARC Chair: ___________________________ Date: __________

print & sign

The ARC recommends the following:

Office of the Provost Use Only:

- [ ] Approved    - [ ] Not Approved    Provost Signature ___________________________ Date: __________

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16 Proposal must be received by ARC by October 15th, 2012.
Request for Program Revision:

For the past two years we have run the following proposed changes to Art and Technology as a test, available to students within the Contract Major. Eighteen students have participated in this program with one student participating in a semester at Disney, another student enrolling in an animation study abroad program and nine students screening their work publicly.

Electronic Art and Animation, the new name for the revised Art and Technology concentration, is truly interdisciplinary. It is based on existing Art and Technology Courses such as ARTS 211 Basic Art and Technology, ARTS 209 3D Computing: Animation and Modeling, Arts 325 Intermediate 3D Modeling and Animation, ARTS 323 Physical Computing and ARTS 320 Intermediate Video Art. In addition three Communications courses have been required in the Animation Track: COMM 327 Motion Graphics, and COMM 362 Interactive Animation Design. Students are also recommended to spend at least two of their electives on Theater Lighting Design and Soundtrack Design courses.

Students have been very enthusiastic about their animation work and opportunities and the possibility that this could be both legitimized and advertised as a formal concentration within Visual Arts. To this end, the revisions resulting in the Electronic Art and Animation concentration have been planned carefully in close collaboration with members of the Visual Arts and Communications convening groups. With minimal changes consisting of the concentration name, two requirements changes, and additional upper level courses, the existing Art and Technology concentration has been expanded to more relevantly serve a larger number of students.

3D animation is a quickly expanding field serving the commercial, fine-art, architecture, entertainment, online, mobile and rapid-prototyping communities with a unique combination of creativity, artistry, and technical savvy. Being able to formally educate students in these cutting-edge fields will serve not only our existing Ramapo Students but demonstrate the relevant and fast-paced nature of Ramapo’s unique interdisciplinary liberal arts education.
Description of changes:

**Program Title Change**

**CURRENT:**
Art and Technology

**REVISED:**
Electronic Art and Animation

**Program Requirements Changes** (all are expansions of options available to Electronic Art and Animation students)

**CURRENT REQUIREMENT (A)**
ARTS 201 Basic Painting

**REVISED REQUIREMENT (A)**
ARTS 201 Basic Painting or **COMM 237 Graphic Design**
(meets this category for Electronic Art and Animation students only)

**CURRENT REQUIREMENT (B)**
Upper Level Concentration - choose two of the following:
ARTS 327 Installation
ARTS 330 The Artist’s Book
ARTS 409 Advanced Projects In Art
ARTS 420 Identity And Culture
ARTS 425 Art Activism, Democracy, Dissent
ARTS 490 Topics

**REVISED REQUIREMENT (B)**
Upper Level Concentration - choose two of the following
ARTS 327 Installation
ARTS 330 The Artist’s Book
ARTS 409 Advanced Projects In Art
ARTS 420 Identity And Culture
ARTS 425 Art Activism, Democracy, Dissent
ARTS 490 Topics or
**ARTS 323 Physical Computing or ARTS 320 Intermediate Video Art**
(these last two selections meet this category for Electronic Art and Animation students only)

**CURRENT REQUIREMENT (C)**
Choose 3 of the following:
ARTS 320 Intermediate Video Art
ARTS 323 Physical Computing
ARTS 325 Intermediate 3D Modeling and Animation
CNTP 315 Art on the Internet
ARTS 400-05 IS-3D Computing

**REVISED REQUIREMENT (C)**
capstone course:
**ARTS 400-05 IS-3D Computing**
Choose 2 of the following:
ARTS 320 Intermediate Video Art
ARTS 323 Physical Computing
ARTS 325 Intermediate 3D Modeling and Animation
CNTP 315 Art on the Internet
**COMM 362 Interactive Animation Design**
**COMM 327 Motion Graphics and Title Design**
**COMM 390 Game Design**
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<tr>
<th>first year fall</th>
<th>first year spring</th>
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<tbody>
<tr>
<td>GenEd/School Core: <strong>CNTP 101</strong> - First Year Topics</td>
<td>GenEd: <strong>AIID 201</strong> - Readings in Humanities</td>
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<tr>
<td>GenEd: <strong>CRWT 102</strong> - Critical Reading &amp; Writing II</td>
<td>GenEd: <strong>Mathematics MATH 101-121</strong></td>
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<td>GenEd: <strong>SOSC 101</strong> - Social Issues or <strong>BADM 115</strong> - Perspectives of Business &amp; Society</td>
<td><strong>ARTS 201</strong> - Basic Painting or <strong>COMM 237</strong> - Graphic Design</td>
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<tr>
<td><strong>ARTS 101</strong> - Fundamentals of Drawing</td>
<td><strong>ARTS 211</strong> - Basic Art &amp; Technology</td>
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<th>second year fall</th>
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<tr>
<td>GenEd: <strong>History HIST 101-110</strong></td>
<td>GenEd: <strong>Intercultural North America</strong></td>
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<td><strong>ARTS 209</strong> - 3D Computing: Animation &amp; Modeling</td>
<td>Level 200 Art History Course</td>
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<td><strong>ARTS 202</strong> - Basic Sculpture</td>
<td><strong>ARTS 207</strong> - Digital Photography</td>
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<td><strong>ARHT 225</strong> - History &amp; Concepts of 20th Century Art</td>
<td>200 Level Elective</td>
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<th>third year fall</th>
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<tr>
<td>GenEd: <strong>Science w/ Experiential</strong></td>
<td><strong>COMM 362</strong> - INTERACTIVE ANIMATION DESIGN</td>
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<td>School Core: CA Upper Level Interdisciplinary Course</td>
<td><strong>CNTP 388</strong> - Internship/Co-Op, or <strong>CNTP 422</strong> - Internship</td>
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<td>300 Level Art History Course</td>
<td><strong>ARTS 325</strong> - Intermediate 3D Computing: Animation &amp; Modeling</td>
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<td><strong>COMM 327</strong> - MOTION GRAPHICS AND TITLE DESIGN</td>
<td>GenEd: <strong>International Issues</strong></td>
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<td>COMM 390 Game Design</td>
<td>ARTS 408 - Senior Thesis Exhibition</td>
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<tr>
<td>GenEd: <a href="#">Topics in Social Science</a></td>
<td>Visual Arts Upper Interdisciplinary #2 ARTS 327 INSTALLATION ARTS 330 THE ARTIST'S BOOK ARTS 409 ADVANCED PROJECTS IN ART ARTS 420 IDENTITY AND CULTURE ARTS 490 BUSINESS OF VISUAL ART</td>
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<tr>
<td>Visual Arts Upper Interdisciplinary # 1 (Exception only for Electronic Art and Animation students) ARTS 323 - Physical Computing or ARTS 320 - Intermediate Video Art</td>
<td>Capstone Animation Project and Skills Course (currently ARTS 400-05 IS Capstone Animation)</td>
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<tr>
<td>300-level Elective</td>
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