



**Academic Review Committee  
Request Form: Program Revision**

Official use Only:  
 ARC #: \_\_\_\_\_  
 Program ID: \_\_\_\_\_  
 Status: \_\_\_\_\_  
 (A=Approved, I=Information item only, R=Returned)

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 2013<sup>16</sup>  Fall 2014

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

**SECTION B: Approvals**

**Reviewed and Approved by:**

Title	Print name	Sign	Date
Convener	John Pfeffer	<i>[Signature]</i>	Oct 2 2013
Graduate Council Chair			
School Curriculum Committee chair	Yolanda del Arco	Yolanda del Arco	Oct 3, 2013
Dean	STEVEN PERRY	<i>[Signature]</i>	10/7/13

**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: \_\_\_\_\_

<sup>16</sup> Proposal must be received by ARC by October 15<sup>th</sup> 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*

## Electronic Art and Animation Concentration

first year fall	first year spring
GenEd/School Core: <a href="#">CNTP 101 - First Year Topics</a>	GenEd: <a href="#">AIID 201 - Readings in Humanities</a>
GenEd: <a href="#">CRWT 102 - Critical Reading &amp; Writing II</a>	GenEd: <a href="#">Mathematics MATH 101-121</a>
GenEd: <a href="#">SOSC 101 - Social Issues</a> or <a href="#">BADM 115 - Perspectives of Business &amp; Society</a>	<b><a href="#">ARTS 201 - Basic Painting</a></b> or <b><a href="#">COMM 237 - Graphic Design</a></b>
<a href="#">ARTS 101 - Fundamentals of Drawing</a>	<a href="#">ARTS 211 - Basic Art &amp; Technology</a>

second year fall	second year spring
GenEd: <a href="#">History HIST 101-110</a>	GenEd: <a href="#">Intercultural North America</a>
<a href="#">ARTS 209 - 3D Computing: Animation &amp; Modeling</a>	Level 200 Art History Course
<a href="#">ARTS 202 - Basic Sculpture</a>	<a href="#">ARTS 207- Digital Photography</a>
<a href="#">ARHT 225 - History &amp; Concepts of 20th Century Art</a>	200 Level Elective

third year fall	third year spring
GenEd: <a href="#">Science w/ Experiential</a>	<a href="#">COMM 362 INTERACTIVE ANIMATION DESIGN</a>
School Core: CA Upper Level Interdisciplinary Course	<a href="#">CNTP 388 - Internship/Co-Op</a> , or <a href="#">CNTP 422 - Internship</a>
300 Level Art History Course	<a href="#">ARTS 325 - Intermediate 3D Computing: Animation &amp; Modeling</a>
<a href="#">COMM 327 MOTION GRAPHICS AND TITLE DESIGN</a>	GenEd: <a href="#">International Issues</a>

fourth year fall	fourth year spring
COMM 390 Game Design	<a href="#">ARTS 408 - Senior Thesis Exhibition</a>
GenEd: <a href="#">Topics in Social Science</a>	Visual Arts Upper Interdisciplinary #2 <a href="#">ARTS 327 INSTALLATION</a> <a href="#">ARTS 330 THE ARTIST'S BOOK</a> <a href="#">ARTS 409 ADVANCED PROJECTS IN ART</a> <a href="#">ARTS 420 IDENTITY AND CULTURE</a> <a href="#">ARTS 490 BUSINESS OF VISUAL ART</a>
<b>Visual Arts Upper Interdisciplinary # 1            (Exception only for Electronic Art and            Animation students)</b> <a href="#">ARTS 323 - Physical Computing</a> or <a href="#">ARTS 320 - Intermediate Video Art</a>	Capstone Animation Project and Skills Course (currently ARTS 400-05 IS Capstone Animation)
300-level Elective	300-level Elective