CALIFORNIA STATE UNIVERSITY CHANNEL ISLANDS

COURSE MODIFICATION PROPOSAL

PROGRAM AREA **ART**

1. **Catalog Description of the Course.** *[Follow accepted catalog format.]*
   (If Cross-listed please submit a form for each prefix being modified)

OLD	NEW
Prefix ART Course# 326 Title Digital Media Art: 3D Computer Animation Units (3)	Prefix ART Course# 326 Title Digital Media Art: 3D Computer Animation Units (3)
hours per week	6 hours **ACTIVITY** per week
☒ Prerequisites ART 206 or ART 312	☒ Prerequisites ART 206 or ART 312 or consent of the instructor
☐ Corequisites	☐ Corequisites
Description Studio projects explore applications of digital technologies utilized in the production of 3D Computer Animation. Assignments involve character design, wire frame modeling, texture mapping, lighting techniques, motion paths and animation techniques. Class projects result in the creation of CGI and 3D animation presented on video or DVD.	Description Studio projects explore applications of digital technologies utilized in the production of 3D Computer Animation. Assignments involve character design, wire frame modeling, texture mapping, lighting techniques, motion paths and animation techniques. Class projects result in the creation of CGI and 3D animation presented on video or DVD.

OLD			NEW		
☐ Gen Ed Categories	Graded ☐ CR/NC	☐ Repeatable for up to	☐ Gen Ed Categories	Graded ☐ CR/NC	☐ Repeatable for up to
☐ Lab Fee Required	☒ A - Z	units	☐ Lab Fee Required	☒ A - Z	units

2. **Mode of instruction**

Existing

	Units	Hour Per Unit	Benchmark Enrollment	CS# Units (filled out by Dean)
Lecture				
Seminar				
Laboratory	3	2	20	
Activity				

Proposed

	Units	Hour Per Unit	Benchmark Enrollment	CS# Units (filled out by Dean)
Lecture				
Seminar				
Laboratory				
Activity	3	2	20	

3. **Course Content in Outline Form if Being Changed.** *[Be as brief as possible, but use as much space as necessary]*

   OLD   **NEW**

4. **Justification and Learning Objectives for the Course.** (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) *[Use as much space as necessary]*

OLD

This course is designed for the student seeking to expand their knowledge and working abilities into the realm of 3D computer animation. This process has become an integral component of motion picture visual effects production. Numerous creative and professional opportunities await the artist proficient in this arena of digital art technology. This course advances the mission of the CSUCI Art Program and the University to remain on the forefront of technological innovation. It also serves to prepare CSUCI students to succeed as digital media artist working in scientific, medical or entertainment.

Learning Objectives

Through studio projects involving technical demonstrations,

NEW

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Learning Objectives

Through studio projects involving technical demonstrations,

artistic exercises, class discussions, field trips to museums and galleries, project presentations and class critiques, students will:

- Develop projects that explore the use of traditional artistic methods and digital art technology.

- Articulate, verbally and in written form, their conscious intentions and coherent aesthetics in relationship to projects they produce.

- Develop a personal artistic/symbolic language expressed through the artistic process.

- Demonstrate proficiency working with emerging digital technology in the development of sophisticated 3D animation projects.

- Produce group projects involving collaborative team assignments.

- Demonstrate methods and processes utilized in refinement of artistic ideas and technical issues.

- Participate in the critical evaluation process of peer projects.

- Develop artistic skills leading toward professional practice in the arts.

- Produce individual works of art.

- Develop a DVD demo reel portfolio of work created in the course.

5. **References.** *[Provide 3-5 references on which this course is based and/or support it.]*

OLD
- Kerlow, Issac. *The Art of 3D computer Animation and Imaging,* Canada: Wiley & Sons, 2001
- Foley, Dan. *Animation and 3D Modeling on the Mac,* Berkeley: Peachpit Press, 1997
- Ratner, Peter. *3-D Human Modeling and Animation,* Canada: Wiley & Sons, 2000
- Szabo, Michelle. *Learn 3D Animation on the Macintosh,.* New York: Wiley & Sons, 1996.
- Wells, Paul. *Understanding Animation,* London, Routledge, 2001

NEW
- Kerlow, Issac. *The Art of 3D computer Animation and Imaging,* Canada: Wiley & Sons, 2001
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6. **Indicate Changes and Justification for Each.** *[Check all that apply and follow with justification. Be as brief as possible but, use as much space as necessary.]*

☐ Course title
☐ Prefix/suffix
☐ Course number
☐ Units
☐ Staffing formula and enrollment limits
☒ Prerequisites/corequisites
☐ Catalog description

☐ Course content
☐ References
☐ GE
☐ Other

Justification The addition of "consent of instructor" has been added to this course to accommodate students who are Computer Gaming minors.

7. If this modification results in a GE-related change indicate GE category affected and Attach a GE Criteria Form:
A (English Language, Communication, Critical Thinking)
A-1 Oral Communication   ☐
A-2 English Writing   ☐
A-3 Critical Thinking   ☐
B (Mathematics, Sciences & Technology)
B-1 Physical Sciences   ☐
B-2 Life Sciences – Biology   ☐
B-3 Mathematics – Mathematics and Applications   ☐
B-4 Computers and Information Technology   ☐
C (Fine Arts, Literature, Languages & Cultures)
C-1 Art   ☐
C-2 Literature Courses   ☐
C-3a Language   ☐
C-3b Multicultural   ☐
D (Social Perspectives)   ☐
E (Human Psychological and Physiological Perspectives)   ☐
UD Interdisciplinary   ☐

8. New Resources Required. YES ☐ NO ☐
  If YES, list the resources needed and obtain signatures from the appropriate programs/units on the consultation sheet below.

  a.   Computer (data processing), audio visual, broadcasting needs, other equipment)

  b.   Library needs

  c.   Facility/space needs

9. Will this course modification alter any degree, credential, certificate, or minor in your program? YES ☐ NO ☒
  If, YES attach a program modification form for all programs affected.

Asst. Professor Liz King   10/9/05
Proposer of Course Modification   Date

5/25/2004 cp

Approvals

_____10/10/05_____
Program Chair   Date

_____
Curriculum Committee Chair   Date

_____
Dean   Date

5/25/2004 cp