

THE UNIVERSITY OF NORTH CAROLINA AT ASHEVILLE
FACULTY SENATE

Senate Document Number 10912S

Date of Senate Approval 04/05/12

Statement of Faculty Senate Action:

APC Document 91: Change course description for NM/CSCI 310 and NM/CSCI 410

Effective Date: Spring 2012

1a. Delete: On page 233, the entry for **NM 310:**

310 Intermediate Computer Animation (CSCI 310) (3)

Intermediate technical, artistic and critical skills required to create convincing 2-D and 3-D animation within the computer. Extensive training with high-end animation. Compositing and video output packages will allow for the combination of live-action shots with computer-generated animation. Prerequisites: ART 112 or CSCI 181 or 182; NM 151, 222. Fall.

Add: On page 233, in place of deleted entry:

310 Intermediate Computer Animation (CSCI 310) (3)

Intermediate technical, artistic and critical skills required to create convincing three-dimensional computer-generated character animation. Students will study the twelve principles of animation and complete exercises designed to sharpen their skills as character animators. They will also learn the basics of animating to dialogue with emphasis placed on creating entertaining and convincing performances. Prerequisites: ART 112 or CSCI 181 or 182; NM 151, 222. Fall.

1b. Delete: On page 111, the entry for **CSCI 310:**

310 Intermediate Computer Animation (NM 310) (3)

Intermediate technical, artistic and critical skills required to create convincing 2-D and 3-D animation within the computer. Extensive training with high-end animation. Compositing and video output packages will allow for the combination of live-action shots with computer-generated animation. Prerequisites: ART 112 or CSCI 181 or 182; NM 151, 222. Fall.

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310 Intermediate Computer Animation (NM 310) (3)

Intermediate technical, artistic and critical skills required to create convincing three-dimensional computer-generated character animation. Students will study the twelve principles of animation and complete exercises designed to sharpen their skills as character animators. They will also learn the basics of animating to dialogue with emphasis placed on creating entertaining and convincing performances. Prerequisites: ART 112 or CSCI 181 or 182; NM 151, 222. Fall.

2a. Delete: On page 234, the entry for **NM 410:**

410 Advanced Animation Techniques (CSCI 410) (3)

Advanced techniques utilized to create challenging and compelling computer animation, including character animation. Students will use research, material or concepts from other university courses to present idea-driven work that expresses their perspective on a humanistic topic of their choosing. Prerequisite: NM 310. Spring.

Add: On page 234, in place of deleted entry:

410 Advanced Animation Techniques (CSCI 410) (3)

Students will study and utilize advanced design, modeling and animation techniques as they design, rig and animate their own characters. Modeling and animating for games will also be covered, as well as particle animation and compositing in 3D applications. Prerequisite: NM 310. Spring.

2b. Delete: On page 112, the entry for **NM 410:**

410 Advanced Animation Techniques (CSCI 410) (3)

Advanced techniques utilized to create challenging and compelling computer animation, including character animation. Students will use research, material or concepts from other university courses to present idea-driven work that expresses their perspective on a humanistic topic of their choosing. Prerequisite: NM 310. Spring.

Add: On page 112, in place of deleted entry:

410 Advanced Animation Techniques (CSCI 410) (3)

Students will study and utilize advanced design, modeling and animation techniques as they design, rig and animate their own characters. Modeling and animating for games will also be covered, as well as particle animation and compositing in 3D applications. Prerequisite: NM 310. Spring.

Impact:

There will be no impact on the resources and staffing of the NM department due to these changes. No new lab equipment or space will be needed.

Rationale:

Christopher Oakley, NM's new assistant professor for our animation track, has redesigned the NM 310 and 410 course content and material. The new course description reflects the current material taught in the class.