

THE UNIVERSITY OF NORTH CAROLINA AT ASHEVILLE
FACULTY SENATE

Senate Document Number 6718S

Date of Senate Approval 05/03/18

Statement of Faculty Senate Action:

APC Document 59 (NM): **Change the descriptions of NM 251 and 410**

Effective Date: Fall 2018

1. Delete: On page 251, the description of **NM 251, Introduction to Motion Media:**

Students are introduced to the concept of story and storyboarding and develop artistic and technical skills required for 2-D and 3-D animation and modeling using Maya. Research methods and critical skills. Course will include in-class tutorials, extensive peer and faculty review of ongoing projects, and screenings of animated short films. Prerequisite: NM 101. Fall and Spring.

Add: On page 251, in place of deleted entry:

Introduction to manual and digital animation skills. 2D hand-drawing, and traditional 3D stop-motion training will harmonize with their digital counterparts, including Dragon frame, industry standard 2D animation software, and 3D animation using Maya. Critical screening and adaptation of film and storyboarding precedents will provide a solid foundation for students' conceptual and technical grasp of animation. Prerequisite: NM 101. Fall and Spring.

Impact: There will be no impact on the resources and staffing of the NM department due to this change. No new lab equipment or space will be needed.

Rationale: The content of this course has been evolving over time and now focuses less on the technical aspects of working in Maya software. Development of concept (narrative/story) and method (animation principles) is emphasized over technical development. We now also include more foundational instruction on 2D/traditional (drawn) animation techniques as well as stop motion (puppet) animation. These precede and accompany later instruction in Maya.

2. Delete: On page 253, the description of **NM 410, Advanced Animation Techniques:**

Students will study and utilize advanced design, modeling and animation techniques as they design, texture, rig and animate their own characters. Modeling and animating for games will also be covered, as well as particle animation and compositing in 3-D applications. Students will spend time in class presenting, defending, and improving their work based on formative faculty and peer feedback. Students will also study existing works of animation that illustrate the principles being taught in class. Prerequisite: NM 310. Spring.

Add: On page 251, in place of deleted entry:

Study and utilization of advanced character animation techniques and elements of story to create convincing and entertaining animation. Students may choose traditional (2D), digital (3D), experimental and stop-motion techniques to create their work. Students may also work in small teams to create an animated short. Prerequisite: NM 310. Spring.

Impact: There will be no impact on the resources and staffing of the NM department due to this change. No new lab equipment or space will be needed.

Rationale: The content of this course has been evolving over time and now focuses less on the technical and special effects aspects of working in Maya software. Development of concept (narrative/story) and convincing animation performance method is emphasized over technical development.