

THE UNIVERSITY OF NORTH CAROLINA ASHEVILLE  
FACULTY SENATE

Senate Document Number      SD2623S  
Date of Senate Approval      03/30/2023

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Statement of Faculty Senate Action:

**APC Document 16 (NM):                      Add new courses to the New Media Curriculum:**  
**NM 311, Digital Illustration**  
**NM 312, 3D Modeling, Lighting & Rendering**  
**NM 412, Character Design, Modeling & Rigging**

**Effective Date: Fall 2023**

**1.        Add:    On page 265, new course, NM 311, Digital Illustration:**

**311            Digital Illustration (4)**

Digital Illustration is a form of computer-generated art made with the use of graphics tablets and painting software where artists directly manipulate digital media to create complex compositions as in traditional drawing method. In this course, students will learn basic digital painting techniques to construct original compositions from scratch by applying design principles and color theory to projects ranging from modernist self-portraits to sci-fi and fantasy landscapes. Prerequisite: NM 101. Typically Summer.

**Impact:**

1. This course fulfills a major requirement.
2. Information about this course:
  - a. Learning Objectives:
    - Apply through daily practice core painting and illustration principles and techniques within the digital medium while building positive artistic habits.
    - Demonstrate competency with illustration software, such as Photoshop, Procreate or equivalent program; while also demonstrating competency with common illustration hardware, such as a mobile device or drawing tablet and stylus.
    - Articulate criticisms of personal work and the work of classmates using proper compositional vocabulary in a variety of community-oriented critique methods.
    - Create several original, imaginative and thematic compositions ranging from portraiture to environmental landscapes that invite engaging and constructive interactivity through discourse.
  - b. Anticipated class size: 20 students
  - c. Amount of scheduled class time: 3.5 hours per week
  - d. Instructional format: New media project-based studio class
  - e. No new lab equipment or space will be needed.
  - f. Contact hours: 4
3. Two full-time faculty in the department can teach this course.
4. This course is usually offered in the summer.
5. There will be no impact on the resources and staffing of the NM department due to this change.
6. CNS: n/a

**Rationale:** This course has been taught over 3 times as a special topic and we are now ready to add it to the catalog. This course is offered for new media and other students who want to learn tools, build skills and practice the art of illustration and drawing on tablets and through digital tools. It covers an upper-level new media studio elective course for the major.

2. **Add:** On page 265, new course, **NM 312, 3D Modeling, Lighting & Rendering:**

**312 3D Modeling, Lighting & Rendering (4)**

Advanced 3D modeling, texturing, lighting and rendering techniques using Autodesk Maya, Arnold, RenderMan and other programs. Attention will be paid to conceptual design development of modeling of complex objects and environments. Prerequisites: CSCI 182, 183 or 185; NM 251 and either NM 251 or 281. Fall.

**Impact:**

1. This course fulfills a major requirement.
2. Information for the course:
  - a. Learning Objectives:
    - Learn and apply core digital modeling, texturing, shading, lighting and rendering techniques in the digital medium.
    - Understand tools, concepts and design techniques required for modeling, texturing and rendering various objects and environments.
    - Demonstrate competency with Autodesk Maya, Adobe Photoshop, Arnold and RenderMan Renderers.
    - Design and create several 3D objects and environments.
    - Constructively critique personal work as well as the work of classmates using proper digital production vocabulary.
  - b. Anticipated class size: 20 students
  - c. Amount of scheduled class time: 3.5 hours per week
  - d. Instructional format: New media project-based studio class
  - e. No new lab equipment or space will be needed.
  - f. Contact hours: 4
3. Two full-time faculty in the department can teach this course.
4. One section of this course is offered each academic year in the fall.
5. There will be no impact on the resources and staffing of the NM department due to this change.
6. CNS: n/a

**Rationale:** This course has been taught over 3 times as a special topic and we are now ready to add it to the catalog. This course is offered for those students in the Animation track who are more interested in the technical aspects of animation rather than character animation.

3. **Add:** On page 267, new course, **NM 412, Character Design, Modeling & Rigging:**

**412 Character Design, Modeling & Rigging (4)**

Students will study and utilize advanced character design principles, and modeling and rigging techniques as they develop original characters for use in 3D animation. Prerequisites: NM 312. Spring.

**Impact:**

1. This course fulfills a major requirement.
2. Information about the course:
  - a. Learning Objectives:
    - Understand and apply the basic character design principles to original creations.
    - Continue to advance 3D modeling skills and techniques through polygonal modeling and digital sculpting, with Autodesk Maya and Mudbox
    - Demonstrate competency with core character rigging techniques in Maya.
    - Apply proper character design vocabulary to critique popular (and unpopular) character designs.
    - Analyze and test pre-made character rigs and evaluate their effectiveness as tools for animated performances.
    - Create an original 3D character from the research & development stage to production stage (ready to be animated).
  - b. Anticipated class size: 20 students
  - c. Amount of scheduled class time: 3.5 hours per week
  - d. Instructional format: New media project-based studio class
  - e. No new lab equipment or space will be needed.
  - f. Contact hours: 4
3. Two full-time faculty in the department can teach this course.
4. One section of this course is offered each academic year in the fall.
5. There will be no impact on the resources and staffing of the NM department due to this change.
6. CNS: n/a

**Rationale:** This course has been taught over 3 times as a special topic and we are now ready to add it to the catalog. This course is offered for those students in the Animation track who are more interested in the technical aspects of animation rather than character animation.