PROGRAM CHANGE OR DISCONTINUATION FORM

Program Code:
APANIM

Program Name: 3D Animation

Effective Term:
w 2006

Division Code:
_____

Department: BCT/VIS

Directions:

1. Attach the current program listing from the WCC catalog or Web site and indicate any changes to be made.
2. Draw lines through any text that should be deleted and write in additions. Extensive narrative changes can be included on a separate sheet.
3. Check the boxes below for each type of change being proposed. Changes to courses, discontinuing a course, or adding new courses as part of the proposed program change, must be approved separately using a Master Syllabus form, but should be submitted at the same time as the program change form.

Requested Changes:

☐ Review
☒ Remove course(s): ART 108 Three Dimensional Design
☒ Add course(s): ART 140 Life Drawing
☐ Program title (title was _____)
☐ Description
☐ Type of award
☐ Advisors
☐ Articulation information

☐ Program admission requirements
☐ Continuing eligibility requirements
☐ Program outcomes
☐ Accreditation information
☐ Discontinuation (attach program discontinuation plan that includes transition of students and timetable for phasing out courses)
☐ Other _____

Show all changes on the attached page from the catalog.

Rationale for proposed changes or discontinuation:

ART 140 will replace ART 108. It will allow students to develop necessary figure, and gesture drawing skills appropriate for their continued understanding of character development for animation courses.

Financial/staffing/equipment/space implications:

List departments that have been consulted regarding their use of this program.

Signatures:

Reviewer	Print Name	Signature	Date
Initiator	Kristine Willimann	*[signature]*	11/22/2005
Department Chair	Dennis Guastella	*[signature]*	11/22/2005
Division Dean/Administrator	Rosemary Wilson	*[signature]*	1/17/06
Vice President for Instruction	Roger Palay	*[signature]*	2/24/06

Do not write in shaded area.   Entered in: Banner _____   C&A Database _____   Log File _____

Please submit completed form to the Office of Curriculum and Assessment and email an electronic copy to sjohn@wccnet.edu for posting on the website.

Visual Arts Technology

3D Animation (APANIM)
Associate in Applied Science Degree

Program Effective Term: Fall 2006

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape , volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Program Admission Requirements:
High school Macintosh-based course, GDT 105 with a "C" or better, or instructor permission.

Continuing Eligibility Requirements:
Students must demonstrate basic computer literacy skills by successfully passing the Computer and Information Literacy Test. The test may be taken at any point during the program, but must be completed before graduating.

General Education Requirements   (19 credits)

ENG 107 or	Technical Writing I	
ENG 111	Composition I	3-4
COM 101	Fundamentals of Speaking	3
MTH 152	Technical Geometry and Trigonometry	4
Nat. Sci.	Elective(s)	3-4
Soc. Sci.	Elective(s)	3
Arts/Human.	Elective(s)	3

Major/Area Requirements   (45 credits)

ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ANI 155	Textures and Studio Lighting for Animation	4
ANI 230	Motion and Sound	2
ANI 250	3D Animation II	4
ANI 260	3D Animation III	4
ART 111	Basic Drawing I	4
ART 140	Life Drawing	4
GDT 140	Photoshop Graphics	4
INP 176	Web Animation I	3
INP 276	Web Animation II	4
VID 276	Advanced Video Graphics I	3
VID 280	DVD Authoring	3

Minimum Credits Required for the Program   **64**

PROGRAM PROPOSAL FORM

Preliminary Approval – Check here when using this form for preliminary approval of a program proposal, and respond to the items in general terms.

X Final Approval – Check here when completing this form after the Vice President of Instruction has given preliminary approval to a program proposal. For final approval, complete information must be provided for each item.

Program Name:	3D Animation	**Program Code:**
Division and Department:	BCT/VIS	_APANIM_
Type of Award:	__AA __AS X AAS __Cert. __Adv. Cert. __Post-Assoc. Cert. __Cert. of Comp.	
Effective Term/Year:	Fall 2005	**CIP Code:**
Initiator:	Kristine Willimann	_11.0803_

Program Features Program's purpose and its goals. Criteria for entry into the program, along with projected enrollment figures. Connection to other WCC programs, as well as accrediting agencies or professional organizations. Special features of the program.	Prepare students for entry-level positions in digital animation and related fields that utilize this technology, such as post-production industry, multi-media, advertising, web design. High school Macintosh-based course, or GDT 105 with C or better, or instructor permission The program draws on courses from GDT, PHO, VID and INP along with specific new 3D courses
Need Need for the program with evidence to support the stated need.	Advisory Committee strongly recommends the development of 3D animation program. Digital animation is used in on-screen advertising, training videos and electronic manuals, and to some extent for educational games and simulations. For SE Michigan, there is a need for a workforce with developed 3D technology skills. This region has a substantial post-production industry connected to the auto industry. The current Illustration degree program would be absorbed into the 3D animation program. Additionally, this would better prepare illustration students for employment with skills that meet the area's current, creative technology needs. Student request for 3D animation courses and informal surveys of current VAT students show strong interest. Position WCC as a leader of 3D technology .

Program Outcomes/Assessment State the knowledge to be gained, skills to be learned, and attitudes to be developed by students in the program. Include assessment methods that will be used to determine the effectiveness of the program.	**Outcomes** 1. Analyze and articulate client needs. 2. Conceptualize and plan 3D animation products that meet client needs. 3. Acquire modeling, animation, texturing, lighting skills for 3d animation products reflected in portfolios 4. Employability–create and incorporate skills that are demonstrated in portfolio/presentation.	**Assessment method** 1. Articulation of concept and oral presentation documented by full time faculty 2. Critique of process and technical abilities 3. Review of technical proficiency and mastery 4. Portfolio evaluation

Curriculum

Courses.

List the courses in the program, as they should appear in the catalog. List minimum credits required. Include any notes that should appear below the course list.

ANI 155

co-requisite >

Gen ed 19-21

area   43

Total   62-64

Course ID	Title	Credit	Pre-requisites
Fall Semester *152*			
MTH ~~169~~	Intermediate Algebra	4	
ART 111	Basic Drawing I	4	
ART 108	Three Dimensional Design	4	
GDT 140	Photoshop Graphics	4	
		16	
Winter Semester			
~~PHO 000~~	Studio Lighting for animation	4	GDT 140, ANI majors
ANI 145	Concept Development for Animation	2	
ANI 150	3D Animation I	4	GDT 140 *or* VID 112, or INP 152
INP 176	Web Animation I	3	INP 152 or GDT 139 or GDT 140 minimum grade "C-"
HUM	Elective	3	
		16	
Spring/Summer Semester			
ENG 107 or 111	English	3-4	
Fall Semester			
ANI 230	Motion and Sound	2	
ANI 250	3D Animation II	4	
VID 276	Advanced Video Graphics	3	GDT 140 or VID 112
Nat Sci	Elective	3-4	
SOC	Elective	3	
		15	
Winter Semester			
ANI 260	3D Animation III	4	ANI 250
INP 276	Web Animation II	3	INP 176, minimum grade "C-"
VID 280	DVD Authoring	3	GDT 140
COM 101	Speech Elective	3	
		13	
Total Credits:		**63-64**	

co-requisite > (for ANI 145, ANI 150)

co-requisite > (for ANI 230, ANI 250)

Budget

Specify program costs in the following areas, per academic year:
- Faculty
- Training/travel
- Materials/resources
- Facilities/equipment
- Other

Start-up costs

The program could be ready for Fall, 2005. Software for one of our current labs will cost approximately $6,120 (Maya Complete) - $8040 (Maya Complete Bundle, includes Platinum membership). Funding for contracting course development of five new animation courses ($4,500). This is also available an instructor learning bundle (http://www.aliaswavefront.com/eng/education/promotions.shtml#schools).

Ongoing costs

Training for full time faculty as professional development. $3000

Program Description for Catalog and Web site

The Digital Animation program prepares students for entry level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views,) and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Program information	Accreditation/Licensure -
	Advisors – Kristine Willimann
	Advisory Committee - yes
	Admission requirements – High school Macintosh-based course, or GDT 105 with C or better, or instructor permission
	Articulation agreements - CCS (pending)
	Continuing eligibility requirements -

Assessment Plan:

	Learning outcomes to be assessed	Assessment tool	When assessment will take place	Course section(s) or other population (e.g. graduating students) to be assessed	Number of students to be assessed
1	Analyze and articulate client need	Articulation of concept and oral presentation documented by full time faculty	Winter 2006; every three years thereafter	Initially all students	Initially all students
2	Conceptualize and plan 3D animation products	Critique of process and technical abilities - rubric			
3	Incorporate modeling, animation, texturing, lighting	Review of technical proficiency and mastery			
4	Employability	Portfolio evaluation			

Scoring and analysis plan:

1. How will the above assessment(s) be scored/evaluated (e.g. departmentally developed rubric, external evaluation, other)? Please describe the scoring range to be used or include a copy of the rubric.

technical abilities	1	2	3
communication of a concept	1	2	3
innovation and uniqueness	1	2	3
effective/appropriate technique and style (didactic, documentary, informative, entertaining, humorous)	1	2	3

2.· What will the standard of success be for this assessment (e.g. 75% of students must meet all learning outcomes)?
75% success

3. Who will score and analyze the data?
Faculty and external reviewers

4. How and when will the assessment results be shared with the department and/or other involved faculty?
Assessment report to the department

5. What additional assistance, if any, will the department/area require to complete this assessment?

Reviewer	Print Name	Signature	Date
Department Chair/Area Director			
Dean	Rosemary Wilson	Rosemary Wilson	3/23/05
Vice President of Instruction Approved for Development Final Approval		Roger M. Pulay	4/4/05
President		Gary Whitworth	4/4/05
Board Approval			