

Cover Sheet: Request 13734

Minor in Digital Animation

Info

Process	Minor New/Close Ugrad
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	3/7/2019 2:48:25 PM
Updated	5/7/2019 3:14:48 PM
Description of request	Creation of minor in Digital Animation that provides a unique focus in creating animation for film and video games. The courses within the minor allow for familiarity and development in both 2D and 3D digital animation for film and digital games, with emphasis on character performance, digital industry standard software and practices, and development of portfolio and demo reel material essential to success in the digital animation and video game industries.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		3/7/2019
No document changes					
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		3/22/2019
No document changes					
AP for Undergraduate Affairs Notified	Notified	PV - Associate Provost for Undergraduate Affairs			3/22/2019
No document changes					
University Curriculum Committee	Tabled	PV - University Curriculum Committee (UCC)	Casey Griffith	Tabled for May agenda.	4/12/2019
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			4/12/2019
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Minor|New for request 13734

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Request: Minor in Digital Animation

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Submitter: Phillip Klepacki pklepacki@arts.ufl.edu

Created: 3/7/2019 2:44:27 PM

Form version: 1

Responses

Existing Degree Program Name

Enter the name of the Degree Program.

Response:

BA in Digital Arts and Sciences (major code DAR)

CIP Code

Enter the six digit Classification of Instructional Programs (CIP) code for the existing degree program. The code has the numerical format XX.XXXX. Contact the [Office of Institutional Planning and Research \(OIPR\)](#) to verify the CIP code for the existing degree program.

Response:

50.0102

Existing Minor(s)

Enter the complete name of each minor that is currently offered under the same degree program.

Response:

Minor in Digital Arts and Sciences

Proposed Minor Name

Enter the name of the proposed minor. Example: Mathematical Modeling.

Response:

Minor in Digital Animation

Proposed Transcript Title (Maximum 50 characters)

Enter the transcript title of the proposed minor (50 character maximum, including spaces).

Response:

Minor in Digital Animation

Code

Enter the proposed two or three letter specialization code that would uniquely identify the minor in the student information system.

Response:
ANM

Credits

Enter the total required credit hours for the minor.

Response:
12

Number of Students

Enter the expected number of new students enrolled in this minor in the first three years.

Response:
75

Effective Term

Enter the term (semester and year) that the proposed minor would start.

Response:
Fall

Effective Year

Response:
2019

Percentage of Credits Available Fully Online

Indicate the percentage of course credits that will be available through full online courses.

Response:
100%

Percentage of Credits Available Off-Campus

Indicate the percentage of course credits that will be available away from the main Gainesville campus (including courses with onsite – off main campus meetings).

Response:
<25%

Rationale and Place in Curriculum

Describe the rationale for offering this new minor and having it on the transcript and the degree of its overlap with existing minors (both in the degree program and in other degree programs at the university), and a justification for any such overlap.

Response:

The minor in digital animation provides a unique focus in creating animation for film and video games. The courses within the minor allow for familiarity and development in both 2D and 3D digital animation for film and digital games, with emphasis on character performance, digital industry standard software and practices, and development of portfolio and demo reel material essential to success in the digital animation and video game industries.

Impacts on Other Programs

Describe any potential impact on other programs or departments, including increased need for required or elective courses outside of the existing program.

Response:

No expected impact on other programs or departments

Digital Animation Minor

The minor in digital animation introduces students to the animation production pipeline, an industry standard system for the creation of animation for film, video games, and other interactive media. Through the four required courses, students will be introduced to animation production role taxonomy and become familiar with current industry practices in the creation of 2D and 3D animations. By the end of the minor, students will be fluent in the 12 Principles of Animation and be able to apply the concepts for creating convincing and appealing motion in animation to their own media projects.

ABOUT THIS PROGRAM

- **College:** Arts
- **Credits:** 12, completed with minimum grades of C
- **Related Digital Arts and Sciences Programs**

REQUIREMENTS

- Students can apply for the minor through the academic advisor of the Institute.
- Only non-DAR majors can earn and pursue the minor in Digital Animation.
- All 3000-level and above course work must be completed at the University of Florida.
- All course and grade prerequisites must be satisfied.

REQUIRED COURSES

Code	Title	Prerequisites	Credits
DIG 3313C	2D Animation Techniques	DAR Major	3
DIG3305C	3D Animation Techniques	DAR Major & DIG3313C	3
DIG4306C	Adv. Digital Animation Techniques	DAR Major & DIG 3305C	3
DIG4XXX	Adv. 2D Digital Animation Techniques <i>or</i>	DAR Major & DIG3313C	3
DIG4XXX	3D Character Animation	DAR Major & DIG4306C	

RELATED DIGITAL ARTS AND SCIENCES PROGRAMS

- [Bachelor of Arts in Digital Arts and Sciences](#)
- [Bachelor of Science in Digital Arts and Sciences](#)