

## B.F.A. COMPUTER ARTS IN ANIMATION



DOROTHY F. SCHMIDT COLLEGE OF ARTS & LETTERS  
DEPARTMENT OF VISUAL ARTS AND ART HISTORY

### ACADEMIC LEARNING COMPACT

**CONTENT KNOWLEDGE (Declarative Knowledge):** Students will discuss artists and their works using vocabulary relevant to the discipline of Visual Art and applying perspectives from art criticism and theory, art historical knowledge, and art movements relative to chronological periods in Art with emphasis on Western Art History.

Through course exams and/or essays in ARH 4770 (History of Computer Arts in Animation), students will discuss major artists and artworks in Western Art History and will relate these artworks to their area of study.

**CONTENT KNOWLEDGE (Declarative Knowledge, Technical Skills):** Students will demonstrate an understanding of the language of computer arts and attain appropriate computer, technical, and software skills as applied to the discipline.

Students enrolled in ARTC 4950 (Senior Seminar/Portfolio in Computer Arts in Animation) will participate in a class exhibition of artwork approved by faculty in the department. Students will also submit a computer arts portfolio that includes a résumé, an artist statement, a demonstration reel of their art in animation, and supporting materials.

**COMMUNICATION (Written Communication, Oral Communication, Other Forms of Communication):** Students will demonstrate proficiency in documenting, representing, and discussing their work.

Students enrolled in ARTC 4950 will present reports and demonstrations on contemporary artworks. Students will produce artist statements, essays on interpretation of artwork, and visual and oral self presentations of their works.

**CONTENT KNOWLEDGE (Technical skills) and CRITICAL THINKING (Analytical skills, Creative skills, Practical skills):** Students will demonstrate proficiency in art-related problem-solving skills in 3-D computer arts in animation (e.g., research, thumbnail, roughs, comprehensive, and mechanical preparation). Students will also complete a professional packet suitable for solicitation to business or for application to graduate study.

Final projects in ARTC 4616 (Advanced Compositing for Animation) will be evaluated for proficiency in the stages of problem-solving skills (e.g. research, thumbnail, roughs, comprehensive and mechanical preparation) as applied to specific formats/projects in the area of 3D computer arts in animation media.

ARTC 4950 requires a senior exhibition in which all students submit artworks reviewed and approved by faculty in a highly professional manner for exhibition display, the completion of a professional level computer arts portfolio and demonstration reel documenting at least three animations totaling a minimum of one minute of animation, a résumé, an artist statement, and additional supporting materials. In addition, students will complete a professional packet suitable for solicitation to businesses or for application to graduate study.

Approved 3-17-2006

**COMPLETE DEGREE REQUIREMENTS APPEAR IN FAU'S UNIVERSITY CATALOG**