**AV: 1 Changes to be offered in the Humanities Department**

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| **CUNYFirst Course ID** | DD 305 | | |
| **FROM** |  | **TO** |  |
| Departments |  |  |  |
| Course | ~~DD 305~~ | Course | **DD 250** |
| Pre or co requisite |  | Prerequisite |  |
| Hours |  | Hours |  |
| Credits | ~~3 Credits~~ | Credits | 4 Credits |
| Description | ~~This course is an introductory 2D computer animation class designed to develop fluency in visual expression within time based digital environments. Students will gain a solid foundation in 2D computer aniamtion and effects techniques that will enhance their creative expression. Complimentary relationships between commercial and fine arts work will also be explored.~~ | Description | This course is designed to synthesize all aspects of animation production learned over the course of this two-year animation program. Students will spend the semester working on a carefully scaffolded capstone style assignment which places emphasis on tying together writing, designing, animating and compositing skills. At the end of the course, students will walk away with a fully realized, short animated film that can be used as the center piece of their portfolio. |
| Requirement Designation |  | Requirement Designation |  |
| **Liberal Arts** | **[ ] Yes [ ] No** | **Liberal Arts** | **[ ] Yes [ ] No** |
| **Course Attribute (e.g. Writing Intensive, Honors, etc)** |  | **Course Attribute (e.g. Writing Intensive, Honors, etc)** |  |
| **Course Applicability** | **\_\_\_X\_ Major**  **\_\_\_\_ Gen Ed Required**  **\_\_\_\_ English Composition**  **\_\_\_\_ Mathematics**  **\_\_\_\_ Science**  **\_\_\_Gen Ed Flexible**  **\_\_\_ World Cultures**  **\_\_\_ US Experience in its Diversity**  **\_\_\_ Creative Expression**  **\_\_\_ Individual and Society**  **\_\_\_ Scientific World**  **\_\_\_\_\_Gen Ed – College Option**  **College Option Detail** | **Course Applicability** | **\_\_\_X\_ Major**  **\_\_\_\_Gen Ed Required**  **\_\_\_\_ English Composition**  **\_\_\_\_ Mathematics**  **\_\_\_\_ Science**  **\_\_\_ Gen Ed Flexible**  **\_\_\_ World Cultures**  **\_\_\_ US Experience in its Diversity**  **\_\_\_ Creative Expression**  **\_\_\_ Individual and Society**  **\_\_\_ Scientific World** |
| **EffectiveTerm** | Spring 2020 | | |

**Rationale:**

DD250 (DD305) 2D Computer Animation should serve as a capstone course for the Animation sub track of the Digital Design and Animation program. Making the course 4 credits acknowledges the demands of the course, clearly setting expectations for students of its importance and further integrating time spent on production. In concordance with the proposed program changes, students will be able to graduate within 60 credits, instead of the current de facto 61+ credits.