

The completed and signed proposal should be submitted by the Dean’s Office to: curriculumplanning@asu.edu.  
 Before academic units can advertise undergraduate concentrations or include them in their offerings as described in the university catalogs, they must be recommended for approval by the Senate Curriculum and Academic Programs Committee and approved by the Office of the University Provost.

**Definition and minimum requirements:**

A concentration is a formalized selection of courses within a major.

- A concentration requires a minimum of 15 credit hours of which at least nine credit hours must be upper division. Specialized concentrations (e.g., Bachelor of Science in Interdisciplinary Studies concentrations) may have additional or different requirements.
- A concentration is offered by a single unit and is intended exclusively for students pursuing a particular major. If a concentration consists of courses from more than one college, the approval of each college Dean is required.

**College/School/Institute:** Herberger Institute for Design and the Arts  
**Department/Division/School:** School of Art  
**Proposing Faculty Group (if applicable):**

**Are two or more academic units collaborating on this program?** No, this is not a joint degree program

*If “Yes”, list all the additional college(s)/school(s)/institute(s) that will be involved in the development and resources for the degree program by offering courses, faculty or facilities. Please note: This question does not refer to official joint degree programs. Official joint degree programs are ones in which the degree is jointly conferred by two colleges. If the program is jointly conferred, please complete the Proposal to Establish a New Joint Undergraduate Degree Program.*

**Existing Degree and Major under which this concentration will be established:** BFA Art  
**Proposed Concentration Name:** (Animation)  
**What is the first catalog year available for students to select on the undergraduate application for this this program?** 2020-21

**Delivery method and campus or location options:** *select all locations that apply*

- Downtown Phoenix     Polytechnic     Tempe     Thunderbird     West     Other: \_\_\_\_\_
- Both on-campus and**  ASU Online\* - (check applicable campus(es) from options listed above)
- ASU Online only (all courses online and managed by ASU Online)

*Note: Once students elect a campus or online option, students will not be able to move between the on-campus and the ASU Online options. Approval from the Office of the University Provost and Philip Regier (Executive Vice Provost and Dean) is required to offer programs through ASU Online. Please contact Ed Plus then complete the ASU Online Offering form in Curriculum ChangeMaker to begin this request.*

**Proposal Contact**

**Name:** Forrest Solis                      **Title:** Associate Director  
**Phone number:** 480-965-5420                      **Email:** Forrest.Solis@asu.edu

**DEAN APPROVAL(S)**

**This proposal has been approved by all necessary unit and College/School levels of review. I recommend implementation of the proposed organizational change.**

**College/School/Division Dean name:** Dean Steven Tepper

**Signature:**                       **Date:** 10/15/2019

**College/School/Division Dean name:**

*(if more than one college involved)*

**Signature:** \_\_\_\_\_                      **Date:**  / /20

*Note: An electronic signature, an email from the dean or dean’s designee, or a PDF of the signed signature page is acceptable.*

## OVERVIEW

- A. Provide a brief description of the new concentration (including the specific focus of the new concentration, relationship to other concentrations in this degree program, etc.).

The Bachelor of Fine Arts in Art (Animation) prepares students to excel as animators and media artists within the realms of fine arts, design, cinema, television, games, online media, augmented and virtual reality, scientific and data visualization, robotics and other emerging fields. Located in the Herberger Institute for Design and the Arts within one of the largest and most innovative research universities in the United States, the Bachelor of Fine Arts concentration in Animation offers students an exceptional education by extending beyond the School of Art to include elective courses from across the Herberger Institute. As the only Bachelor of Fine Arts concentration in Animation in Arizona, we offer students a high-quality education in the field of animation at a public university, supporting ASU's mission to combine access and excellence.

- B. Explain the unit's need for the new concentration (e.g., market demand, research base, direction of the discipline, and interdisciplinary considerations). How will the new concentration complement the existing degree program?

Students currently seeking to study animation in the School of Art must complete the Bachelor of Fine Arts (Intermedia) and follow an unofficial track of courses focusing on animation. There is significant demand from incoming students for a degree specializing in animation that provides a wider base of knowledge in the field. The Bachelor of Fine Arts (Animation) will provide a specified path for students to develop knowledge of animation through courses that are drawn from the Schools of Art; Film, Dance and Theater; Arts, Media, and Engineering; Computing Informatics and Decision Systems Engineering; the Graphic Information Technology program in the Polytechnic School; and the Film and Media Studies program in The College. The inclusion of diverse courses in art, film studies, film production, digital physical systems, motion graphics, and computer animation will provide students with a significantly broader base of knowledge on which to begin their professional paths.

According to data drawn from EMSI in 2018, there were 25,101 postings for jobs related to animation. Most regional postings were in California; most national postings were in New York. Top job titles related to animation include graphic designer, artist, designer, art director, animator, graphic artist, multimedia designer and creative director. Nationally, there were 263,281 job postings referencing animation. In Maricopa County, we have 5 percent more animation job postings than the national average, with a median hourly salary of \$33.82. Jobs for multimedia artists and animators are up 10.61 percent, film and video editors are up 15.67 percent, fine artists are up 4.32 percent. This analysis indicates a significant demand in the market for individuals with training in animation.

## 1. Support and Impact

- A. Attach a supporting letter from the chair of the academic unit verifying that the proposed concentration has received faculty approval through appropriate governance procedures in the unit and that the unit has the resources to support the concentration as presented in the proposal, without impacting core course resources.
- B. Identify other related ASU programs and outline how the new concentration will complement these existing ASU programs. (If applicable, statements of support from potentially affected academic units need to be included with this proposal submission.)

The Animation concentration incorporates all other programs with relevant courses. In addition to the School of Art, the major map includes courses from two other Herberger Institute schools: School of Arts, Media and Engineering; and Film, Dance and Theater. Programs outside of the Herberger Institute included in the major map are the School of Computing Informatics; Film, Media Studies; and Graphics Information Technology. Each school/program has approved the inclusion of their courses on our major map. The Animation concentration creates an opportunity for students to take courses from a wide range of programs to increase the diversity of their education in animation and provide multiple career paths.



- C. Attach a supporting letter from each college/school dean from which individual courses, or the entire concentration, are taken.

## 2. Academic Curriculum and Requirements

- A. Attach a PDF copy of the assessment plan printed from the University Office of Evaluation and Educational Effectiveness assessment portal demonstrating UOEEE's approval of your assessment plan for this program. Visit the assessment portal at <https://uoeee.asu.edu/assessment-portal> or contact [uoeee@asu.edu](mailto:uoeee@asu.edu) with any questions.
- B. Attach the Curriculum Checksheet for this concentration inclusive of all required courses.

# 2020 Course List for Animation (BFA) (Proposed)

Herberger Institute for Design and the Arts | OUXSTWT

Major Requirements	Credit Hours	Min. Grade
<b>Preprofessional Foundations</b>		
ARS 101: Art from Prehistory Through Middle Ages (HU & H)	3	C
OR ARS 102: Art from Renaissance to Modernism (HU & H)		
ARS 201: Art of Asia (HU & H & G)	3	C
OR ARS 202: Art of Africa, Oceania, and the Americas (HU & H & G)		
ART 111: Foundation Drawing	3	C
ART 112: 2-D Design	3	C
ART 115: 3-D Design	3	C
ART 116: Introduction to Digital Media	3	C
ART 217: Introduction to Computer Animation	3	C
<b>Preprofessional Electives</b>		
2D Art Course	3	C
3D Art Course	3	C
<b>ARS Elective</b>		
ARS 445: History of Animation 	3	C
ARS Upper Division Elective	3	C
ARS Upper Division Elective AND Upper Division Humanities, Arts and Design (HU)	3	C
<b>Professional Program</b>		
ARA 240: Encounters with Contemporary Art	1	C
ARA 396: Professional Practices for Design and the Arts	3	C
ARA OR ARE OR ARS OR ART OR FSH Elective	3	C
<b>Notes:</b> Not from ARA 311, ARS 100 or ARS 300		
ARA OR ARE OR ARS OR ART OR FSH Upper Division Elective	6	C
<b>Notes:</b> Not from ARA 311 or ARS 300		
ART 308: 2D Digital Animation	3	C
ART 346: 3-D Computer Imaging and Animation (CS)	3	C
ART 348: Animation Motion Studies	3	C
ART 417: Storyboarding and Narrative Sequencing	3	C
ART 461: Animation Capstone 	3	C
ART 482: Senior Exhibitions/Portfolio	3	C
Lower Division Animation Elective	3	C
Upper Division Animation Elective	9	C
Upper Division Animation Elective (ART prefix only)	3	C

Electives	Credit Hours	Min. Grade
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Electives	8	
Elective		

## Track/Groups

2D Art Course	3D Art Course	Lower Division Animation Electives
ART 201: Photography I (HU)	ART 216: Intermedia Practices	AME 130: Prototyping Dreams (L)
ART 204: Photography II: Black and White	ART 218: 3D Tools	AME 210: Media Editing
ART 205: Photography II: Color	ART 231: Sculpture I	AME 230: Programming for the Media Arts (CS)
ART 206: Digital Photography I	ART 261: Ceramic Survey	

ART 207: Digital Photography II
ART 211: Drawing II
ART 214: Figure Drawing
ART 216: Intermedia Practices
ART 223: Painting
ART 227: Watercolor
ART 253: Introduction to Printmaking
FSH 203: Fashion Illustration

ART 272: Introduction to Metals and Jewelry
ART 274: Wood I
ART 276: Fibers I
FSH 202: Fashion Construction

AME 244: Introduction to Interactive Environments
ARA 202: Understanding Photographs
ART 206: Digital Photography I
ART 207: Digital Photography II
ART 211: Drawing II
ART 216: Intermedia Practices
ART 218: 3D Tools
ART 244: Introduction to Interactive Environments
CPI 111: Game Development I (CS)
CPI 211: Game Development II
FMP 201: Film: The Creative Process I (HU)
FMP 225: Introduction to Visual Effects
FMP 240: Introduction to Animation for Film
FMP 255: Media Authorship (CS)
FMP 261: Principles of Screenwriting
FMP 280: Introduction to Film and Media Production
FMS 100: Introduction to Film (HU)
FMS 110: Introduction to New Media (HU)
FMS 209: Screenwriting Fundamentals
GIT 211: Introduction to Video Game Art

Upper Division Animation Elective
AME 330: Digital-Physical Systems
AME 410: Interactive Materials
AME 444: Media Installations
AME 494: Animating Virtual Worlds
ARA 309: Photography Now
ARA 396: Professional Practices for Design and the Arts
ART 300: Photo Editing: Narrative/Non-Narrative
ART 311: Intermediate Drawing
ART 312: Illustration
ART 314: Intermediate Figure Drawing
ART 317: Advanced Digital Photography
ART 323: Intermediate Painting
ART 325: Figure Painting
ART 331: Sculpture II
ART 332: Sculpture III
ART 394: Fantasy Figure Foam Carving
ART 411: Drawing IV

ART 424: Stop Motion Animation
ART 428: Video and Sound as Sculptural Materials
ART 438: Moving and Interactive Systems in Sculpture
ART 439: Intermedia Studio
ART 440: Experimental Video Art
ART 449: Computer Animation and Video
ART 494: Time, Narrative & the Multiple
ART 494: Visual Prototyping
ART 494: Women/Art/Technology
FMP 325: Guerilla VFX
FMS 351: Emerging Digital Media
FMS 354: Critical Studies in Animation
FMS 394: Writing for Video Games
FMS 409: Advanced Screenwriting
FMS 442: Experimental Narrative
FMS 494: Contemporary Television and New Media
CPI 311: Game Engine Development
CPI 321: Fundamentals of Game Art
CPI 411: Graphics for Games
CPI 421: 3-D Modeling and Texturing
GIT 312: 3-D Computer Graphics Modeling and Representation (CS)
GIT 411: Computer Animation

- C. A minimum residency requirement: How many hours of the concentration must be ASU credit?  
30

- D. Provide a brief course description for each new course.

*Note: All new required courses should be submitted in Curriculum Changemaker and ready for Provost’s Office approval before this concentration is put on the CAPC agenda.*

ART 308 2D Digital Animation: This course introduces the technical, conceptual and aesthetic world of 2D digital animation as a fine art and influential form of visual culture. Craft and technique are explored in detail as are principles of narrative and non-narrative, mise-en-scène, mood and affect, and visual rhythm and sound. Through assignments, tutorials, lectures, discussions, and critiques, students will expand their understanding of how their projects relate to histories of animated cinema, live action cinema, games, AR and VR, mobile media, and the visual arts at large. Students will gain confidence using a range of 2D digital animation software.

ART 312 Illustration: For the purposes of this class to illustrate means to illuminate. The prompts will challenge students to engage in storytelling and explore text/imagery relationships while simultaneously honing basic rendering skills. At times we will be finding images to illuminate, enhance, or subvert the meaning of written language and at other times we will be creating language as a result of creating an image. The interplay between text and images will be a constant in this class.

ART 417 Storyboarding and Narrative Sequencing: This course focuses on the representation and manipulation of time, cause and effect, and viewpoints in narrative sequences. This course is designed for students interested in live-action film, animation, video gaming, and comic book formats. Although storyboarding is typically considered a preparatory stage, students are asked to treat each project as a finished piece, thereby requiring an amplified level of attention and understanding with a special emphasis on consistency and coherence.

ART 461 Animation Capstone: In this studio course, advanced-level students will produce a substantial animation project of their own devising. This could be a very short film individually produced in any animation medium, or a more substantial film produced in collaboration with other students. Students will apply their technical and conceptual abilities developed in previous courses into innovative statements of individual expression.

ARS 445 History of Animation: The history of animation is designed to introduce students to popular art forms of animated films as they relate to the art of the west as well as their greater global context. It begins with a brief look at the importance of storytelling in human culture before turning to the roots of animation, the invention of moving animated pictures in the early 20th century, the rise of major animation studios like Walt Disney, Fleischer Studios and Warner Bros., television animation, foreign animation classics, and the recent work of independent animators. Students will become familiar with some of the most important animation directors and the studio processors for the creation of animated films, and it will conclude with an investigation of the impact of animation on fine art and live-action films.

### 3. Administration and Resources

- A. How will the proposed concentration be administered (including admissions, student advisement, retention, etc.)?  
The BFA in Animation will be administered by the School of Art. Academic advising will be provided through HIDA's Office of Student Success which provides centralized advising for all of the Herberger Institute’s undergraduate programs.

- B. What are enrollment projections for the next three years?

	1 <sup>st</sup> Year	2 <sup>nd</sup> Year (Yr 1 continuing + new entering)	3 <sup>rd</sup> Year (Yr 1 & 2 continuing + new entering)
Number of Students (Headcount)	20	40	60

- C. What are the resource implications for the proposed concentration, including any projected budget needs? Will new books, library holdings, equipment, laboratory space and/or personnel be required now or in the future? If multiple units/programs will collaborate in offering this concentration, please discuss the resource contribution of each participating program. Letters of support must be included from all academic units that will commit resources to this concentration.

Current resources will support the establishment of the program. Additional computers, specialized software, digital tablets and other equipment and technology needs to support the program will come from enrollment growth.

A program head/ assistant or associate professor has been requested on the hiring plan for 2020-21 to replace the primary faculty lead who departed ASU in Spring 2019. Since current resources will support this hire, we anticipate approval to commence a search in 2019-20 with a start date of August 2020. As the program grows, additional teaching personnel will be necessary.

- D. Please list the primary faculty participants regarding this proposed concentration. For interdisciplinary concentrations, please include the relevant names of faculty members from across the University.

Name	Title	Area(s) of Specialization as they relate to proposed concentration
TBD	Program Head/Asst. or Assoc Prof.	Animation
Hilary Harp	Associate Professor	Stop-Motion Animation
Muriel Magenta	Professor	Video
Heidi Hogden	Assistant Professor	Drawing
Forrest Solis	Associate Professor	Painting

**4. Additional Materials**

- A. Prepare and attach a Major Map. If this program will be delivered online as well as in-person, attach a copy of both the major map and the online major map. Please use the "proposed map" function to create a Major Map in [BAMM](#). Instructions on how to create a "proposed major map" in BAMM can be found in the Build a Major Map Training Guide.
- B. *Complete and attach the Appendix document.*
- C. Attach other information that will be useful to the review committees and the Office of the University Provost.

**PROVOST OFFICE APPROVAL(S)**

**This proposal has been approved by all necessary Provost office levels of review. I recommend implementation of the proposed organizational change.**

**Office of the University Provost**

**Signature** \_\_\_\_\_ **Date:**    /    /20

*Note: An electronic signature, email, or a PDF of the signed signature page is acceptable.*



**APPENDIX  
OPERATIONAL INFORMATION FOR UNDERGRADUATE CONCENTRATIONS**

(This information is used to populate the Degree Search/catalog website.  
Please consider the student audience in creating your text.)

**Proposed Major and Concentration Name:** Art (Animation)

**1. Marketing Description** (*Optional. 50 words maximum. The marketing description should not repeat content found in the program description.*)

If you enjoy producing images and seeing them come to life on screen in films, commercials, videos, computer games, websites and more, study to become an animator or media artist in the School of Art at one of the largest and most innovative research universities in the United States.

**2. Program Description** (150 words maximum)

The BFA program in art with a concentration in animation prepares students to excel in the field of animation. Animation students are provided an education that simultaneously sustains tradition and fosters innovation through embracing new visualization methodologies and tools with the potential to advance discoveries and insights across disciplines. Upon completion of the program, students will be able to demonstrate the technical and artistic abilities to create animations for exhibition in arts venues (galleries, museums, festivals, etc.) and entertainment media-arts industries (cinema, TV, Web, video games, virtual reality, augmented reality, robotics and emerging forms), and pursue advanced research in graduate animation programs.

The mission of the Herberger Institute for Design and the Arts is to create works of art, explore the history and traditions of art production, understand more about art’s function in society, and promote national and international recognition for research and creative activities while fostering cultural development in the community.

**3. Contact and Support Information**

Building code and room number: (Search ASU map)      ART 102  
 Program office telephone number: (i.e. 480/965-2100)      480/965-8521  
 Program Email Address:      herbergeradvising@asu.edu  
 Program Website Address:      https://art.asu.edu/

**4. Additional Program Description Information**

- A. Additional program fee required for this program?      Yes       No
- B. Does this program have a second language requirement?      Yes       No

**5. Delivery/Campus Information Options**

**Both, On-Campus and ASU Online**

*Note: Once students elect a campus or online option, students will not be able to move between the on-campus and the ASU Online options. Approval from the Office of the University Provost and Philip Regier (Executive Vice Provost and Dean) is required to offer programs through ASU Online. Please contact Ed Plus then complete the ASU Online Offering form in Curriculum ChangeMaker to begin this request.*

**6. Campus/Locations** indicate all locations where this program will be offered.

Downtown Phoenix       Polytechnic       Tempe       Thunderbird       West       Other: \_\_\_\_\_

**7. Career Opportunities & Concentration(s)**

Provide a brief description of career opportunities available for this degree program with the proposed concentration. (150 words maximum)

Animators work within the realms of fine arts, design, cinema, television, games, online media, augmented and virtual reality, scientific and data visualization, medical illustration, robotics and a range of other emerging fields. Top job titles for those with an education in animation include graphic designer, artist, designer, art director, animator, graphic artist, multimedia designer and creative director. Nationally, since 2017, jobs for multimedia artists, animators, film and video editors are trending upward.

**8. Additional Freshman Admission Requirements**

If applicable, list any freshman admission requirements that are higher than and/or in addition to the university minimum undergraduate admission requirements.

None

**9. Additional Transfer Admission Requirements**

If applicable, list any admission requirements for transfer students that are higher than and/or in addition to the university minimum undergraduate transfer admission requirements.

None

**10. Change of Major Requirements**

Standard change of major text is as follows: Students should refer to <https://changingmajors.asu.edu/request> for information about how to change a major to this program.

If applicable, list any additional requirements for students who may change their major into this program. The general statement is below.

A current ASU student has no additional requirements for changing majors.

An ASU student who would like to change majors to one offered by the Herberger Institute for Design and the Arts must have a minimum cumulative GPA of 2.50 (scale is 4.00 = "A").

Change of Major Email: [Herbergeradvising@asu.edu](mailto:Herbergeradvising@asu.edu)

**11. Keywords**

List all keywords used to search for this program (limit 10). Keywords should be specific to the proposed program.

design, cinema, television, games, online media, medical illustration, virtual reality, visualization, robotics

**12. Advising Committee Code**

List the existing advising committee code associated with this degree.

We have submitted a proposal to create a committee

*Note: If a new advising committee needs to be created, please complete the following form:*

*Proposal to create an undergraduate advising committee*

**13. Western Undergraduate Exchange (WUE) Eligible**

Has a request been submitted to the University Provost by the Dean to consider this degree program as eligible for [WUE](#)?

No

*Note: **No** action will be taken during the implementation process with regards to WUE until approval is received from the University Provost.*

**14. First Required Math Course**

List the first math course required in the major map.

MAT 142 College Mathematics (MA)

**15. Math Intensity**

a. List the highest math required on the major map. (This will not appear on Degree Search.)

MAT 142

b. What is the math intensity as indicated by the highest math required on the major map? Math intensity categorization can be found here: <https://catalog.asu.edu/mathintensity>

General

**16. ONET Codes**

Identify ONET/SOC codes that should be displayed on Degree Search. ONET/SOC codes can be found at: <http://www.onetonline.org/crosswalk/SOC/>. Alternate titles displayed on Degree Search may vary and can be found at: <https://catalog.asu.edu/alternate-career-titles>.

27-1014.00	.....	27-1029.00	.....
27-1011.00	.....	25-1121.00	.....
27-1021.00	.....	27-1013.00	.....
27-1024.00	.....	27-1019.00	.....
27-1027.00	.....		.....

**17. Area(s) of Interest**

A. Select **one (1)** primary area of interest from the list below that applies to this program.

- |   |  |
|---|--|
| <input type="checkbox"/> <b>Architecture &amp; Construction</b>     | <input type="checkbox"/> <b>Health &amp; Wellness</b>                    |
| <input checked="" type="checkbox"/> <b>Arts</b>                     | <input type="checkbox"/> <b>Humanities</b>                               |
| <input type="checkbox"/> <b>Business</b>                            | <input type="checkbox"/> <b><u>Interdisciplinary Studies</u></b>         |
| <input type="checkbox"/> <b><u>Communications &amp; Media</u></b>   | <input type="checkbox"/> <b><u>Law, Justice &amp; Public Service</u></b> |
| <input type="checkbox"/> <b>Computing &amp; Mathematics</b>         | <input type="checkbox"/> <b><u>STEM</u></b>                              |
| <input type="checkbox"/> <b>Education &amp; Teaching</b>            | <input type="checkbox"/> <b><u>Science</u></b>                           |
| <input type="checkbox"/> <b><u>Engineering &amp; Technology</u></b> | <input type="checkbox"/> <b><u>Social and Behavioral Sciences</u></b>    |
| <input type="checkbox"/> <b>Entrepreneurship</b>                    | <input type="checkbox"/> <b>Sustainability</b>                           |
| <input type="checkbox"/> <b><u>Exploratory</u></b>                  |  |

B. Select **one (1)** secondary area of interest from the list below that applies to this program.

- |  |  |
|--|--|
| <input type="checkbox"/> <b>Architecture &amp; Construction</b>              | <input type="checkbox"/> <b>Health &amp; Wellness</b>                    |
| <input type="checkbox"/> <b>Arts</b>   | <input type="checkbox"/> <b>Humanities</b>                               |
| <input type="checkbox"/> <b>Business</b>                                     | <input type="checkbox"/> <b><u>Interdisciplinary Studies</u></b>         |
| <input checked="" type="checkbox"/> <b><u>Communications &amp; Media</u></b> | <input type="checkbox"/> <b><u>Law, Justice &amp; Public Service</u></b> |
| <input type="checkbox"/> <b>Computing &amp; Mathematics</b>                  | <input type="checkbox"/> <b><u>STEM</u></b>                              |
| <input type="checkbox"/> <b>Education &amp; Teaching</b>                     | <input type="checkbox"/> <b><u>Science</u></b>                           |
| <input type="checkbox"/> <b><u>Engineering &amp; Technology</u></b>          | <input type="checkbox"/> <b><u>Social and Behavioral Sciences</u></b>    |
| <input type="checkbox"/> <b>Entrepreneurship</b>                             | <input type="checkbox"/> <b>Sustainability</b>                           |
| <input type="checkbox"/> <b><u>Exploratory</u></b>                           |  |

<b>The following fields are to be completed by the Office of the University Provost.</b>
<b>CIP Code:</b>
<b>Plan Code:</b>

## BFA in Animation

*Status: UOEEE Provisional Approval*

Comments: Provost office may have additional revisions recommendations.

Element Outcome Measure Description

AP\_2Goal 0 

Element Outcome Measure Description

Outcome	1		Students will learn studio fine art and commercial production techniques and contemporary practices within animation. Upon completion of the program, students will be able to demonstrate the technical and artistic abilities to create animations for exhibition in arts venues (galleries, museums, festivals, etc.) and entertainment media-arts industries (cinema, TV, Web, video games, virtual reality, augmented reality, robotics, and emerging forms), and pursue advanced research in graduate animation programs. Students demonstrate their animation skills by creating a portfolio of distinctive animation projects exemplifying technical, aesthetic and conceptual skills and knowledge of animated moving images as an evolving field.
Plan_1GeneralEd	1		Creative Thinking;Global, Historical, Cultural Awareness;Information Literacy;Inquiry and Analysis;Language and Literacy;Problem Solving;Teamwork and Collaboration;Verbal Communication;Written Communication;
Plan_2Concepts	1		The animation courses in the program integrate studio fine arts, commercial and professional practices with technological and conceptual histories of animation. Our graduates are creative and critical problem solvers, visual storytellers, effective collaborators, and technical innovators who advance the cultural dialogue. Ours is one of the few programs that holistically approach learning animation by synthesizing fine arts techniques (drawing, painting, color theory, sculpture, photography, performance, sound art and others) emerging technologies (3D modeling and fabrication, virtual and augmented reality, robotics, creative coding, motion capture, and more), contemporary commercial practices (motion graphics, illustration, technical drawing, digital compositing, professional development, etc) and cross-cultural theory and history. Moreover, we are the only animation program offered by a public university in Arizona.
Plan_3Competencies	1		Students learn time-based production techniques, storytelling skills, and contemporary practices in the animation program that prepare them to excel as animators, commercial animators, researchers, and educators. Specific skill sets students master in the program include: creating visual time-based narratives; reading and critically writing about the global, historical, theoretical underpinnings of animation; working collaboratively in the classroom to complete animation assignments; applying creative thinking and problem-solving skills to create animations; using critical thinking and communication skills to evaluate and critically analyze peers' animations during class critique.
AP_1Process	1	1	Student final projects and assignments will be assessed based on a rubric developed by members of the School of Art faculty. The competency areas we evaluate include successfully demonstrating specific applications and skills.
Measure	1	1	Flipbook assignment in ART 217 Introduction to Animation. Professor's evaluation of this project considers student's understanding of contemporary animation practices, storytelling, and the history and theory of animation.
PC	1	1	At least 80% or more of students in ART 217 Introduction to Animation successfully completed the flipbook assignment having satisfactorily met expectations in the majority of competency areas based on a rubric developed by members of the School of Art faculty. The competency areas we evaluate include successfully demonstrating an application of scene composition, rhythm and timing to tell a short story, specifically the creation and composition of figurative and/or abstract drawings in a linear progression of frames; demonstrating the ability to clearly illustrate the movement over time; demonstrating creative problem solving (the degree of intention, imagination and creativity displayed in the animation); and demonstrating a successful execution and handling of creative materials (the degree of development and resolution the artwork).

Element	Outcome Measure		Description
Measure	1	2	Final project in ART 394 Storyboarding for Film and Animation. Professor's evaluation of the final project considers student's understanding and control of: 1) Translating the textual description of a narrative from words to clearly defined illustrations that guide viewers through an easy to understand sequence of images over time. 2) Clearly illustrating the progression of time-based narratives over a defined amount of time (30 seconds, 2 minutes, etc.) using storyboards.
PC	1	2	At least 80% or more of students in ART 394 Storyboarding for Film and Animation successfully completed the final project having satisfactorily met expectations in the majority of competency areas based on a rubric developed by members of the School of Art faculty. The competency areas we evaluate include successfully demonstrating an application of visual storytelling, specifically the use of figurative and/or abstract drawings in a linear sequence of frames displayed in the animation; demonstrating the ability to clearly illustrate the linear narrative creative problem solving (the degree of intention, imagination and creativity displayed in the artwork); and demonstrating a successful execution and handling of creative materials (the degree of development and resolution the artwork).

Element Outcome Measure Description

Outcome	2		Students will learn how to be effective storytellers for animations. Students will demonstrate their understanding of applying storytelling to animation by writing narratives for animations and drawing storyboards that clearly visualize their stories over a predetermined length of time.
Plan_2Concepts	2		The animation courses in the program integrate studio fine arts, commercial and professional practices with theory and history of animation. We are among few animation programs that holistically approach learning animation by synthesizing fine arts studio techniques, contemporary commercial practices, critical theory, and the history of animation. Students historical awareness is expanded as they study pre-cinematic forms (shadow puppetry, magic lanterns, phénakisticope, etc), turn-of-the-century cameras and projectors, and comics and manga before moving on to the first decades of the 20th-century with Felix the Cat, Fleisher Studios, Disney, Oskar Fischinger's and Mary Ellen Bute's abstractions, early computer visualizations and onward.
Plan_3Competencies	2		Students learn time-based production techniques, storytelling skills, and contemporary practices in the animation program that prepare them to excel as artist-animators, commercial animators, researchers, and educators. Specific skill sets students master in the program include: creating visual time-based narratives; reading and critically writing about the global, historical, theoretical underpinnings of animation; working collaboratively in the classroom to complete animation assignments; applying creative thinking and problem-solving skills to create animations; using critical thinking and communication skills to evaluate and critically analyze peers' animations during class critique.
AP_1Process	2	1	Similarly to the above, student final projects will be assessed based on a rubric developed by members of the School of Art faculty. The competency areas we evaluate include successfully demonstrating specific applications and skills.
Measure	2	1	Final project in ART 494 Animation Capstone I. Professor's evaluation of final projects considers each student's facility with moving images for linear and nonlinear storytelling, self-expression, and conceptual exploration. Key concepts and skills evaluated can include: aesthetic sophistication, technical innovation, critical thinking, attention to form and rhythm, sound and image, camera angles and other issues of aesthetics and craft, character and story development, personal vision, and social and cultural relevance.
PC	2	1	Within the final project in ART 494 Animation Capstone I, at least 80% of students will satisfactorily meet expectations in the majority of competency areas based on a rubric developed by members of the School of Art faculty. The competency areas we evaluate include successfully demonstrating an application of animation concepts, methods, principles, and storyboarding to create linear and non-linear animations, specifically the use of computer animation software to render a high-quality sequence of images that clearly depicts the concept and storyboards of the final project.
Measure	2	2	Final Project in ART 449: Computer Animation and Video. Professor's evaluation of final projects considers student's ability to skillfully combine animation and video to create unique and impactful art works. Key concepts and skills evaluated can include aesthetic sophistication, technical innovation, critical thinking, attention to form and rhythm, sound and image, camera angles and other issues of aesthetics and craft, character and story development, personal vision, and social and cultural relevance.

Element	Outcome	Measure	Description
PC	2	2	At least 80% or more of students in ART 449: Computer Animation and Video successfully completed the final project having satisfactorily met expectations in the majority of competency areas based on a rubric developed by members of the School of Art faculty. The competency areas we evaluate include successfully demonstrating an application of the principles of 3D computer modeling and animation including squash and stretch, staging, anticipation, rhythm and timing, key framing, compositing, continuity, and stylization, specifically the use of industry standard 3D computer animation software (Maya), to model, light, shade, animate, and render an animation to video; demonstrating mastery of setting key frames to animate 3D models across a timeline with clear intent, creative problem solving (the degree of intention, imagination and creativity displayed in the artwork); and demonstrating a successful execution and handling of creative materials (the degree of development and resolution the artwork).
Outcome	3		Students will learn to prepare an articulate statement of their artistic intent and assemble a cohesive body of work, and professionally document that body of work.
Plan_1GenEd	3		Creative Thinking;Critical Thinking;Language and Literacy;Problem Solving;Teamwork and Collaboration;Verbal Communication;Written Communication;
Plan_2Concepts	3		Senior Exhibitions and Portfolio is a capstone course required of all BFA studio art majors. This course prepares and assists students to participate in their Thesis Exhibition and future exhibitions.
Plan_3Competencies	3		Students gain the ability to organize, advertise and put on a professional exhibition of their work; to work cooperatively on exhibition design, installation and the development of curatorial concepts; the ability to research and catalog professional materials related to their career field; and the ability to write professionalization documents related to future employment.
AP_1Process	3	1	Student professional development materials (portfolio and written materials) will be assessed based on a rubric developed by members of the School of Art faculty. The competency areas we evaluate include successfully demonstrating specific applications and skills.
Measure	3	1	Senior Capstone Portfolio in ART 482: Sr. Exhibitions and Portfolio.
PC	3	1	At least 80% or more of students complete the portfolio documentation materials in ART 482 having satisfactorily met expectations in the majority of competency areas based on a rubric developed by members of the School of Art faculty. The competency areas we evaluate include the degree of quality in the digital images compiled; and the degree of successful execution (including submitting the image information and formatting the images correctly).
Measure	3	2	Senior Capstone Written Materials, including artist statement and CV which serve to reflect both their academic awareness and professional preparedness.
PC	3	2	At least 80% or more of students complete the artist statement and CV in ART 482 having satisfactorily met expectations in the majority of competency areas based on a rubric developed by members of the School of Art faculty. The competency areas that we evaluate include the degree of excellence in the written artist statement; and the degree of clarity in the structure and design of the CV.





If you have questions, please e-mail [assessment@asu.edu](mailto:assessment@asu.edu) or call UOEEE at (480) 727-1731.










# 2020 - 2021 Major Map




## Animation, (Proposed)

School/College:  
OUXSTWT

Term 1 0 - 16 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 ARA 101: ASU: The Art Experience	1		<ul style="list-style-type: none"> <li>• An SAT, ACT, Accuplacer, IELTS or TOEFL score determines placement into first-year composition courses.</li> <li>• Mathematics Placement Assessment score determines placement in mathematics course.</li> <li>• ARA 101: The Art Experience is required of all first-year art majors only</li> <li>• Select your <b>career interest communities</b> and play <b>me3@ASU</b>.</li> </ul>
 ART 111: Foundation Drawing	3	C	
 ART 116: Introduction to Digital Media	3	C	
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
Mathematics (MA)	3		
Social-Behavioral Sciences (SB)	3		
Term hours subtotal:	16		

Term 2 16 - 31 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 ART 112: 2-D Design	3	C	<ul style="list-style-type: none"> <li>• Join a <b>student club</b> or professional organization.</li> </ul>
 ART 115: 3-D Design	3	C	
ARS 101: Art from Prehistory Through Middle Ages (HU & H) OR ARS 102: Art from Renaissance to Modernism (HU & H)	3	C	
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)	3		
 Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
Term hours subtotal:	15		

Term 3 31 - 47 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 ART 217: Introduction to Computer Animation	3	C	<ul style="list-style-type: none"> <li>• <b>Network</b> in your career interest area.</li> </ul>
ARS 201: Art of Asia (HU & H & G) OR ARS 202: Art of Africa, Oceania, and the Americas (HU & H & G)	3	C	
2D Art Course	3	C	
3D Art Course	3	C	
Natural Science - Quantitative (SQ)	4		
 Complete Mathematics (MA) requirement.			
Complete First-Year Composition requirement.			
Term hours subtotal:	16		

Term 4 47 - 61 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 ARA 240: Encounters with Contemporary Art	1	C	<ul style="list-style-type: none"> <li>• ARA 240: Encounters with Contemporary Art is required for BFA majors; course only offered in spring.</li> <li>• Explore an <b>internship</b>.</li> </ul>
 ART 308: 2D Digital Animation	3	C	
ARS 445: History of Animation	3	C	

Lower Division Animation Elective	3	C
Natural Science - Quantitative (SQ) OR Natural Science - General (SG)	4	
Term hours subtotal:	14	

Term 5 61 - 76 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ ART 346: 3-D Computer Imaging and Animation (CS)	3	C	<ul style="list-style-type: none"> <li>• Art students cannot take ARA 311 or ARS 300.</li> <li>• Use Handshake to research employment opportunities.</li> </ul>
ART 417: Storyboarding and Narrative Sequencing	3	C	
ARS Upper Division Elective AND Upper Division Humanities, Arts and Design (HU)	3	C	
ARA OR ARE OR ARS OR ART OR FSH Upper Division Elective	3	C	
Literacy and Critical Inquiry (L)	3		
Term hours subtotal:	15		

Term 6 76 - 91 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ ART 348: Animation Motion Studies	3	C	<ul style="list-style-type: none"> <li>• Art students cannot take ARA 311 or ARS 300.</li> </ul>
ARA 396: Professional Practices for Design and the Arts	3	C	
Upper Division Animation Elective (ART prefix only)	3	C	
ARS Upper Division Elective	3	C	
Upper Division Literacy and Critical Inquiry (L)	3		
★ Complete Cultural Diversity in the U.S. (C) AND Global Awareness (G) AND Historical Awareness (H) course(s).			
Term hours subtotal:	15		

Term 7 91 - 106 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ ART 461: Animation Capstone	3	C	<ul style="list-style-type: none"> <li>• Art Upper Division Elective course cannot be ARA 311 or ARS 300.</li> <li>• Gather professional references.</li> </ul>
Upper Division Animation Elective	3	C	
ARA OR ARE OR ARS OR ART OR FSH Elective	3	C	
Complete 2 courses: Elective	6		
Term hours subtotal:	15		

Term 8 106 - 120 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ ART 482: Senior Exhibitions/Portfolio	3	C	<ul style="list-style-type: none"> <li>• Art students cannot take ARA 311 or ARS 300.</li> <li>• Complete ART 482 Senior Exhibitions/Portfolio and finalize portfolio.</li> </ul>
Complete 2 courses: Upper Division Animation Elective	6	C	
ARA OR ARE OR ARS OR ART OR FSH Upper Division Elective	3	C	
Elective	2		
Term hours subtotal:	14		

Hide Course List(s)/Track Group(s)

2D Art Course	3D Art Course	Lower Division Animation Electives
ART 201: Photography I (HU)	ART 216: Intermedia Practices	AME 130: Prototyping Dreams (L)
ART 204: Photography II: Black and White	ART 218: 3D Tools	AME 210: Media Editing

ART 205: Photography II: Color	ART 231: Sculpture I	AME 230: Programming for the Media Arts (CS)
ART 206: Digital Photography I	ART 261: Ceramic Survey	AME 244: Introduction to Interactive Environments
ART 207: Digital Photography II	ART 272: Introduction to Metals and Jewelry	ARA 202: Understanding Photographs
ART 211: Drawing II	ART 274: Wood I	ART 206: Digital Photography I
ART 214: Figure Drawing	ART 276: Fibers I	ART 207: Digital Photography II
ART 216: Intermedia Practices	FSH 202: Fashion Construction	ART 211: Drawing II
ART 223: Painting		ART 216: Intermedia Practices
ART 227: Watercolor		ART 218: 3D Tools
ART 253: Introduction to Printmaking		ART 244: Introduction to Interactive Environments
FSH 203: Fashion Illustration		CPI 111: Game Development I (CS)
		CPI 211: Game Development II
		FMP 201: Film: The Creative Process I (HU)
		FMP 225: Introduction to Visual Effects
		FMP 240: Introduction to Animation for Film
		FMP 255: Media Authorship (CS)
		FMP 261: Principles of Screenwriting
		FMP 280: Introduction to Film and Media Production
		FMS 100: Introduction to Film (HU)
		FMS 110: Introduction to New Media (HU)
		FMS 209: Screenwriting Fundamentals
		GIT 211: Introduction to Video Game Art

Upper Division Animation Elective
AME 330: Digital-Physical Systems
AME 410: Interactive Materials
AME 444: Media Installations
AME 494: Animating Virtual Worlds
ARA 309: Photography Now
ARA 396: Professional Practices for Design and the Arts
ART 300: Photo Editing: Narrative/Non-Narrative
ART 311: Intermediate Drawing
ART 312: Illustration

ART 314: Intermediate Figure Drawing

ART 317: Advanced Digital Photography

ART 323: Intermediate Painting

ART 325: Figure Painting

ART 331: Sculpture II

ART 332: Sculpture III

ART 394: Fantasy Figure Foam Carving

ART 411: Drawing IV

ART 424: Stop Motion Animation

ART 428: Video and Sound as Sculptural  
Materials

ART 438: Moving and Interactive Systems in  
Sculpture

ART 439: Intermedia Studio

ART 440: Experimental Video Art

ART 449: Computer Animation and Video

ART 494: Time, Narrative & the Multiple

ART 494: Visual Prototyping

ART 494: Women/Art/Technology

FMP 325: Guerilla VFX

FMS 351: Emerging Digital Media

FMS 354: Critical Studies in Animation

FMS 394: Writing for Video Games

FMS 409: Advanced Screenwriting

FMS 442: Experimental Narrative

FMS 494: Contemporary Television and New  
Media

CPI 311: Game Engine Development

CPI 321: Fundamentals of Game Art

CPI 411: Graphics for Games

CPI 421: 3-D Modeling and Texturing

GIT 312: 3-D Computer Graphics Modeling  
and Representation (CS)

GIT 411: Computer Animation

**Total Hours:** 120

**Upper Division Hours:** 45 minimum

**Major GPA:** 2.00 minimum

**General University Requirements Legend**

General Studies Core Requirements:

**Cumulative GPA:** 2.00 minimum  
**Total hrs at ASU:** 30 minimum  
**Hrs Resident Credit for Academic Recognition:** 56 minimum  
**Total Community College Hrs:** 64 maximum

- Literacy and Critical Inquiry (L)
- Mathematical Studies (MA)
- Computer/Statistics/Quantitative Applications (CS)
- Humanities, Arts and Design (HU)
- Social-Behavioral Sciences (SB)
- Natural Science - Quantitative (SQ)
- Natural Science - General (SG)

General Studies Awareness Requirements:

- Cultural Diversity in the U.S. (C)
- Global Awareness (G)
- Historical Awareness (H)

First-Year Composition

General Studies designations listed on the major map are current for the 2020 - 2021 academic year.

**Memorandum**

Date: May 1, 2019

To: Stephen Tepper, Dean, Herberger Institute for Design and the Arts

From: Hilary Harp, Interim Director of the School of Art

Re: BFA in Digital Photography

Please accept this letter in support of the creation of a BFA concentration in Animation to be offered by the School of Art in the Herberger Institute for Design and the Arts. Our students have been pursuing the animation track informally in the School of Art for nearly 10 years. Historically, courses for the animation track have fallen under the Intermedia and Drawing concentrations. Our intent is to formalize the animation concentration as its own path of study. This request comes from both student and faculty demand. To develop the concentration and major map, we formed a committee of two animation faculty and the Associate Director who worked closely with the SOA advisors. The map incorporates courses from Intermedia, Drawing and Painting, and Art History from the School of Art. It also incorporates elective courses from Herberger's School of Arts, Media and Engineering and Film, Dance and Theater as well as ASU-wide electives from the School of Computing Informatics; Film, Media Studies; and Graphics Information Technology.

Animation will be a popular concentration. We estimate serving 20 majors the first year, increasing to 60 by the third year. In anticipation of the Animation concentration impacting the number of Drawing majors, we have begun the process to combine the separate concentrations of Painting and Drawing in to one concentration.

My signature on the attached proposal indicates my support and approval for the establishment of this new BFA.

Sincerely,



Joanna Grabski, Ph.D.  
Director, School of Art  
Professor, Art History

**SCHOOL OF ART**

PO Box 871505, Tempe, AZ 85287-1505  
(480) 965-8521 Fax: (480) 965-8338 [art.asu.edu](http://art.asu.edu)

**From:** Sandeep Gupta <Sandeep.Gupta@asu.edu>  
**Date:** Monday, April 22, 2019 at 4:03 PM  
**To:** Forrest Solis <Forrest.Solis@asu.edu>  
**Cc:** Baoxin Li <Baoxin.Li@asu.edu>, Allison Curran <Allison.Curran@asu.edu>, Sandeep Gupta <Sandeep.Gupta@asu.edu>, Jeremy Helm <JEREMY.HELM@asu.edu>, James Collofello <JAMES.COLLOFELLO@asu.edu>  
**Subject:** RE: REQUEST: Dean's approval to use CPI courses in new Animation concentration

Dear Forrest,

We approve using these CPI courses in BFA concentration in Animation proposal.

Thanks!

Best,

-sg

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Sandeep Gupta, Professor, SCIDSE/ASU (<http://engineering.asu.edu/cidse>)  
Director, School of Computing, Informatics, and Decision Systems Engg. (CIDSE)  
Director, IMPACT Lab (<http://impact.asu.edu>)  
[sandeep.gupta@asu.edu](mailto:sandeep.gupta@asu.edu)  
480-727-5317 (v)  
480-965-2751 (f)

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**From:** Forrest Solis  
**Sent:** Monday, April 15, 2019 1:10 PM  
**To:** Sandeep Gupta <Sandeep.Gupta@asu.edu>  
**Cc:** Kevin Gary <kgary@asu.edu>; Baoxin Li <Baoxin.Li@asu.edu>; Nong Ye <nongye@asu.edu>  
**Subject:** REQUEST: Dean's approval to use CPI courses in new Animation concentration

Dear Dean Gupta,

I hope you are doing well. I reached out to you early last week regarding the School of Art's development of a BFA concentration in Animation. We have permission to plan and will be submitting our proposal for the degree in April, with the degree launching in 20/21. We anticipate this to be a popular degree and are estimating 20 majors the first year, increasing each year to 60 in the program by the third year.

We have included some Computing and Informatics courses in the Major Map, within the degree as electives (see below). Things may change, and I will contact you if those changes impact CPI the elective course offerings.

**School of Computing Informatics & Decision Systems Engineering**

CPI: Computing and Informatics

CPI 111 Game Development I

CPI 211 Game Development II

CPI 311 Game Engine Development

CPI 321 Fundamentals of Game Art

CPI 411 Graphics for Games

CPI 421 3D Modeling and Texturing

CPI 422 3D Animation & Rigging for Video Games

At this time, we are requesting your approval in order to move the proposal forward. You can simply reply to this email stating your support for the inclusion of your classes in this new BFA concentration in Animation. Please let me know if you have any questions.

Thank you for your assistance.

Best,

Forrest

**Forrest Solis**

Associate Director, School of Art

Associate Professor, School of Art

**Arizona State University**

**Herberger Institute School of Art**

P.O. Box 871505

Tempe, Arizona 85287-1505

**PH: 480.965.5420 | Fax: 480.965.8338**



Dean's approval to use FMS courses in new Animation concentration

**From:** Jeffrey Cohen <Jeffrey.J.Cohen@asu.edu>  
**Date:** Wednesday, April 10, 2019 at 12:40 PM  
**To:** Forrest Solis <Forrest.Solis@asu.edu>  
**Cc:** Aaron Baker <AARON.BAKER@asu.edu>, Krista Ratcliffe <Krista.Ratcliffe@asu.edu>  
**Subject:** Re: REQUEST: Dean's approval to use FMS courses in new Animation concentration

Having conferred with Kris Ratcliffe in the English Department, I support the inclusion of these classes in the new BFA concentration in Animation. It looks like it will be a wonderful program and I look forward to seeing how it develops.

All the best,

Jeffrey J Cohen  
Dean of Humanities  
Arizona State University

**From:** Forrest Solis <Forrest.Solis@asu.edu>  
**Date:** Wednesday, April 10, 2019 at 6:50 AM  
**To:** Jeffrey Cohen <Jeffrey.J.Cohen@asu.edu>  
**Cc:** Aaron Baker <AARON.BAKER@asu.edu>  
**Subject:** REQUEST: Dean's approval to use FMS courses in new Animation concentration

Dear Director Cohen,

The School of Art is developing a BFA concentration in Animation. Our students have been pursuing this degree through our school in an unofficial capacity for several years and now we intend to formalize the concentration within our BFA program. We have permission to plan and will be submitting our proposal for the degree in April, with the degree launching in 20/21. We anticipate this to be a popular degree and are estimating 20 majors the first year, increasing each year to 60 in the program by the third year.

Working with Aaron Baker, we have developed a list of some FMS: Film, Media Studies courses to include in the Major Map, within the degree as electives (see below). Aaron supports the inclusion of these courses. Things may change as the proposal evolves, and I will contact you if those changes impact FMS the elective course offerings.

**College of Liberal Arts and Sciences**

**English**

**FMS: Film, Media Studies**

FMS 100 Introduction to Film

FMS 110 Introduction to New Media

FMS 351 Emerging Digital Media

FMS 209 Screenwriting Fundamentals

FMS 354 Critical Studies in Animation

Dean's approval to use FMS courses in new Animation concentration

FMS 394 Introduction to Games

FMS 394 Screenwriting for Games

FMS 409 Advanced Screenwriting

FMS 442 Experimental Narrative

FMS 494 Topic: Contemporary Television and New Media

At this time, we are requesting your approval in order to move the proposal forward. You can simply reply to this email stating your support for the inclusion of your classes in this new BFA concentration in Animation. Please let me know if you have any questions.

Thank you for your assistance.

Best,

Forrest

**Forrest Solis**

Associate Director, School of Art

Associate Professor, School of Art

**Arizona State University**

**Herberger Institute School of Art**

P.O. Box 871505

Tempe, Arizona 85287-1505

**PH: 480.965.5420 | Fax: 480.965.8338**

Director's approval to use AME courses in new Animation concentration

**From:** Xin Wei Sha <Xinwei.Sha@asu.edu>

**Date:** Tuesday, March 12, 2019 at 8:44 AM

**To:** Joanna Grabski <Joanna.Grabski@asu.edu>

**Cc:** Forrest Solis <Forrest.Solis@asu.edu>, Todd Ingalls <Todd.Ingalls@asu.edu>, Althea Pergakis <Althea.Pergakis@asu.edu>, Kayla Elizondo-Nunez <Kayla.Elizondo@asu.edu>, Kathryn Maxwell <K.Maxwell@asu.edu>

**Subject:** Approved: Director's approval to use AME courses in new Animation concentration

Dear Joanna,

This is fine with AME.

We're excited to see how this grows. Best wishes!

Xin Wei

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[Sha Xin Wei](#) • Professor and Director • [School of Arts, Media and Engineering](#) + [Synthesis](#)  
Herberger Institute for Design and the Arts + Fulton Schools of Engineering • ASU  
Fellow: ASU-Santa Fe Center for Biosocial Complex Systems  
Affiliate Professor: Future of Innovation in Society; Computer Science; English  
Associate Editor: AI & Society Journal  
skype: shaxinwei • mobile: [+1-650-815-9962](tel:+1-650-815-9962)  
Founding Director, [Topological Media Lab](#)

---

On Mar 12, 2019, at 8:41 AM, Joanna Grabski <[Joanna.Grabski@asu.edu](mailto:Joanna.Grabski@asu.edu)> wrote:

Dear Xin Wei,

Would you please respond to the email below. We need your approval to move forward and have already received all other necessary approvals from other directors/units.

Thank you!

Joanna

**Joanna Grabski, Ph.D.**

Director, School of Art

Professor, Art History

Arizona State University

Herberger Institute for Design and the Arts

900 South Forest Mall, Room 102

Tempe, AZ 85287-1505

**p: 480-965-2380 f: 480-965-8338**

[joanna.grabski@asu.edu](mailto:joanna.grabski@asu.edu)

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—U.S. News & World Report

Director's approval to use AME courses in new Animation concentration

**From:** Forrest Solis <[Forrest.Solis@asu.edu](mailto:Forrest.Solis@asu.edu)>

**Date:** Monday, March 11, 2019 at 2:29 PM

**To:** Joanna Grabski <[Joanna.Grabski@asu.edu](mailto:Joanna.Grabski@asu.edu)>

**Subject:** FW: REQUEST: Director's approval to use AME courses in new Animation concentration

**From:** Forrest Solis <[Forrest.Solis@asu.edu](mailto:Forrest.Solis@asu.edu)>

**Date:** Thursday, February 21, 2019 at 10:13 AM

**To:** Xin Wei Sha <[Xinwei.Sha@asu.edu](mailto:Xinwei.Sha@asu.edu)>

**Cc:** Todd Ingalls <[TestCase@asu.edu](mailto:TestCase@asu.edu)>, Joanna Grabski <[Joanna.Grabski@asu.edu](mailto:Joanna.Grabski@asu.edu)>, Kathryn Maxwell <[K.Maxwell@asu.edu](mailto:K.Maxwell@asu.edu)>

**Subject:** Re: REQUEST: Director's approval to use AME courses in new Animation concentration

Hello All,

I just wanted to double check that you have received this message. Please let me know if you have any questions.

Best,

FS

**From:** Forrest Solis <[Forrest.Solis@asu.edu](mailto:Forrest.Solis@asu.edu)>

**Date:** Tuesday, February 12, 2019 at 12:04 PM

**To:** Xin Wei Sha <[Xinwei.Sha@asu.edu](mailto:Xinwei.Sha@asu.edu)>

**Cc:** Todd Ingalls <[TestCase@asu.edu](mailto:TestCase@asu.edu)>, Joanna Grabski <[Joanna.Grabski@asu.edu](mailto:Joanna.Grabski@asu.edu)>

**Subject:** REQUEST: Director's approval to use AME courses in new Animation concentration

Dear Director Xin Wei Sha,

The School of Art is developing a BFA concentration in Animation. We have permission to plan and will be submitting our proposal for the degree in April, with the degree launching in 20/21. We anticipate this to be a popular degree and are estimating 20 majors the first year, increasing each year to 60 in the program by the third year.

We have included some AME courses in the Major Map, within the degree as electives (see below). As we are in the planning stage, things may change. I will notify you if those changes impact AME the elective course offerings.

Possible Electives - Herberger Wide

AME 130 Prototyping Dreams (Nocek)

AME 210 Media Editing (Lahey/Ziegler)

Director's approval to use AME courses in new Animation concentration

AME 230 Programming for Media Installation (Olson)  
AME 244 Intro to Interactive Environments (Tinapple)  
AME 330 Digital-physical Systems (Lahey)  
AME 410 Interactive Materials (Kuznetsov)  
AME 444 Media Installations (Tinapple)  
AME 494 Animating Virtual Worlds (Olson)

**At this time, we need your approval in order to move the proposal forward.** You can simply reply to this email stating your support for the inclusion of your classes in this new BFA concentration in Animation. Please let me know if you have any questions.

Thank you for your assistance.

Forrest Solis

**Forrest Solis**

Associate Director, School of Art

Associate Professor, School of Art

**Arizona State University**

**Herberger Institute School of Art**

P.O. Box 871505

Tempe, Arizona 85287-1505

**PH: 480.965.5420 | Fax: 480.965.8338**

Director's approval to use FMS courses in new Animation concentration

Professor Solis and Director Lopez:

The Film and Media Production area is happy to support the inclusion of these courses as elective options for the new BFA in Animation.

I will be in touch over the next year as we add other courses to our own catalog that may also be suitable.

Best,  
jds

On Tue, Feb 12, 2019 at 4:53 PM Forrest Solis <[Forrest.Solis@asu.edu](mailto:Forrest.Solis@asu.edu)> wrote:

Dear Director Lopez,

The School of Art is developing a BFA concentration in Animation. We have permission to plan and will be submitting our proposal for the degree in April, with the degree launching in 20/21. We anticipate this to be a popular degree and are estimating 20 majors the first year, increasing each year to 60 in the program by the third year.

We have included some Film and Media Production courses in the Major Map, within the degree as electives (see below). Things may change, if those changes impact FMP the elective course offerings.

#### Possible Electives - Herberger Wide

FMP 225 - Intro to VFX

FMP 240 - Intro to Animation

FMP 255 - Media Authorship

FMP 261 - Principles of Screenwriting

FMP 325 - Guerilla VFX - yes, good

Director's approval to use FMS courses in new Animation concentration

At this time, we need your approval in order to move the proposal forward. You can simply reply to this email stating your support for the inclusion of your classes in this new BFA concentration in Animation. Please let me know if you have any questions.

Thank you for your assistance.

Forrest Solis

**Forrest Solis**

Associate Director, School of Art

Associate Professor, School of Art

**Arizona State University**

**Herberger Institute School of Art**

P.O. Box 871505

Tempe, Arizona 85287-1505

**PH: 480.965.5420 | Fax: 480.965.8338**

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**Jason Davids Scott, Ph.D.**

*Assistant Professor, School of Film, Dance, and Theatre  
Interim Assistant Director for Film*

**Arizona State University**

Director's approval to use FMS courses in new Animation concentration

*Herberger Institute for Design and the Arts  
Faculty Affiliate, Center for Film, Media and Popular Culture  
On campus: Dixie Gammage Hall, 219  
[jdsconfig7@asu.edu](mailto:jdsconfig7@asu.edu) / (480) 884-0056 / [fdt.asu.edu](http://fdt.asu.edu)  
Pronouns: gender neutral (they/them/their)*

**From:** Tiffany Lopez <[Tiffany.Ana.Lopez@asu.edu](mailto:Tiffany.Ana.Lopez@asu.edu)>

**Date:** Tuesday, February 12, 2019 at 12:25 PM

**To:** Forrest Solis <[Forrest.Solis@asu.edu](mailto:Forrest.Solis@asu.edu)>

**Cc:** Karen Schupp <[Karen.Schupp@asu.edu](mailto:Karen.Schupp@asu.edu)>, Joanna Grabski <[Joanna.Grabski@asu.edu](mailto:Joanna.Grabski@asu.edu)>, Jason Scott <[jdsconfig7@asu.edu](mailto:jdsconfig7@asu.edu)>

**Subject:** Re: REQUEST: Director's approval to use FMP courses in new Animation concentration

Forrest,

Thank you so much for this and for the exciting work underway in the School of Art. I see you copied Karen Schupp, Assistant Director of Dance. I am copying here Dr. Jason Scott, Assistant Director of Film. I will respond to you by Friday.

Tiffany

--

Tiffany Ana López, PhD  
Director and Foundation Professor  
School of Film, Dance and Theatre  
Herberger Institute for Design and the Arts

**From:** Forrest Solis <[Forrest.Solis@asu.edu](mailto:Forrest.Solis@asu.edu)>

**Date:** Tuesday, February 12, 2019 at 12:04 PM

**To:** Tiffany Lopez <[Tiffany.Ana.Lopez@asu.edu](mailto:Tiffany.Ana.Lopez@asu.edu)>

**Cc:** Karen Schupp <[Karen.Schupp@asu.edu](mailto:Karen.Schupp@asu.edu)>, Joanna Grabski <[Joanna.Grabski@asu.edu](mailto:Joanna.Grabski@asu.edu)>

**Subject:** REQUEST: Director's approval to use FMP courses in new Animation concentration

Dear Director Lopez,

The School of Art is developing a BFA concentration in Animation. We have permission to plan and will be submitting our proposal for the degree in April, with the degree launching in 20/21. We anticipate this to be a popular degree and are estimating 20 majors the first year, increasing each year to 60 in the program by the third year.

We have included some Film and Media Production courses in the Major Map, within the degree as electives (see below). Things may change, if those changes impact FMP the elective course offerings.

Possible Electives - Herberger Wide



Director's approval to use FMS courses in new Animation concentration

FMP 201 Film: The Creative Process I  
FMP 220 Film + Media Post-Prod I  
FMP 225 Intro to Visual Effects  
FMP 240 Intro to Animation for Film  
FMP 225 Media Authorship  
FMP 261 Principles of Screenwriting  
FMP 300 Film Production: Non-majors  
FMP 320 Film + Media Post-Prod II  
FMP 325 Guerilla VFX

At this time, we need your approval in order to move the proposal forward. You can simply reply to this email stating your support for the inclusion of your classes in this new BFA concentration in Animation. Please let me know if you have any questions.

Thank you for your assistance.

Forrest Solis

**Forrest Solis**

Associate Director, School of Art

Associate Professor, School of Art

**Arizona State University**

**Herberger Institute School of Art**

P.O. Box 871505

Tempe, Arizona 85287-1505

**PH: 480.965.5420 | Fax: 480.965.8338**

**From:** Ann McKenna <Ann.McKenna@asu.edu>  
**Date:** Monday, May 6, 2019 at 8:28 AM  
**To:** Forrest Solis <Forrest.Solis@asu.edu>, Susan Squire <Susan.Squire@asu.edu>, Kathryn Maxwell <K.Maxwell@asu.edu>  
**Cc:** Hilary Harp <Hilary.Harp@asu.edu>, Meredith Drum <mdrum@asu.edu>  
**Subject:** Re: TIME-SENSITIVE REQUEST: Director's approval to use GIT courses in new Animation concentration

Hello all,  
The polytechnic school approves including the three GIT courses in your BFA proposal.  
Best,  
Ann

**From:** Forrest Solis <Forrest.Solis@asu.edu>  
**Date:** Monday, May 6, 2019 at 8:04 AM  
**To:** Susan Squire <Susan.Squire@asu.edu>, Kathryn Maxwell <K.Maxwell@asu.edu>  
**Cc:** Hilary Harp <Hilary.Harp@asu.edu>, Meredith Drum <mdrum@asu.edu>, Ann McKenna <Ann.McKenna@asu.edu>  
**Subject:** TIME-SENSITIVE REQUEST: Director's approval to use GIT courses in new Animation concentration

Hello Susan,  
Our proposal needs to be submitted to the Dean as early this week as possible. Do you have approval from Director McKenna to include 3 GIT courses on our major map as electives?  
FS

**From:** Forrest Solis <Forrest.Solis@asu.edu>  
**Date:** Wednesday, May 1, 2019 at 2:49 PM  
**To:** Susan Squire <Susan.Squire@asu.edu>, Kathryn Maxwell <K.Maxwell@asu.edu>  
**Cc:** Hilary Harp <Hilary.Harp@asu.edu>, Meredith Drum <mdrum@asu.edu>  
**Subject:** REQUEST: Director's approval to use GIT courses in new Animation concentration

Dear Director McKenna,

The School of Art is developing a BFA concentration in Animation. Our students have been pursuing this degree through our school in an unofficial capacity for several years and now we intend to formalize the concentration within our BFA program. We have permission to plan and will be submitting our proposal for the degree in April, with the degree launching in 20/21. We anticipate this to be a popular degree and are estimating 20 majors the first year, increasing each year to 60 in the program by the third year.

We have included some Graphics Information Technology courses in the Major Map, within the degree as electives (see attached). Things may change, and I will contact you if those changes impact GIT the elective course offerings.

**PolyTech: GIT Graphics Information Technology**

GIT 211 Intro to Video Game Art

GIT 312 3D Computer Graphics Modeling

GIT 411 Computer Animation

At this time, we are requesting your approval in order to move the proposal forward. You can simply reply to this email stating your support for the inclusion of your classes in this new BFA concentration in Animation. Please let me know if you have any questions.

Thank you for your assistance.

Best,

Forrest

**Forrest Solis**

Associate Director, School of Art

Associate Professor, School of Art

**Arizona State University**

**Herberger Institute School of Art**

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