

**LEHMAN COLLEGE
OF THE
CITY UNIVERSITY OF NEW YORK**

DEPARTMENT OF ART
CURRICULUM CHANGE

Name of Program and Degree Award: Computer Graphics and Imaging, B.S. (58 Credit Major)

Hegis Number: 26891

Program Code: 1009.00

Effective Term: Spring 2019

1. **Type of Change:** *Change in Degree Requirements*

2. **From:**

Computer Graphics and Imaging, B.S. (58 Credit Major)

The required credits are distributed as follows:

24 credits in ART/CGI:

(May be taken as CGI or ART)

	Credits
ART 221 Applied Imaging and Applications to the World Wide Web I	3
ART 222 Applied Imaging and Applications to the World Wide Web II	3
ART 321 Computer Modeling and Design I	3
ART 322 Evolving Techniques in Digital Photography	3
ART 325 Digital Multimedia	3
ART 421 Computer Animation I	3
ART 422 3D Interactive Design	3
ART 441 Broadcast Design	3

11 credits in Computer Science:

	Credits
CMP 167 Programming Methods I	3
CMP 326 Programming Methods II	4
CMP 342 Internet Programming	4

5 credits in Mathematics:

	Credits
MAT 155 Calculus I Laboratory	1
MAT 175 Calculus I	4

18 credits in Art:

	Credits
ART 100 Basic Drawing	3

ART 101 Introduction to Two-Dimensional Design 3

~~ART 102 Introduction to Three-Dimensional Design 3~~

~~ART 106 Introduction to Sculpture 3~~

ART 108 Introduction to Photography 3

ART 112 Introduction to Digital Imaging 3

ARH 167 Tradition and Innovation in the Art of the West 3

Or

ARH 141 Introd to the History of Modern Art of the 19th & 20th Centuries in Europe & the US 3

No minor is required.

3. To:

Computer Graphics and Imaging, B.S. (58 Credit Major)

The required credits are distributed as follows:

18 credits in Art:

Credits

ART 100 Basic Drawing 3

ART 101 Introduction to Two-Dimensional Design 3

ART 102 Introduction to Three-Dimensional Design 3

Or

ART 106 Introduction to Sculpture 3

ART 108 Introduction to Photography 3

ART 112 Introduction to Digital Imaging 3

ARH 167 Tradition and Innovation in the Art of the West 3

Or

ARH 141 Introduction to the History of Modern Art of the 19th & 20th Centuries in Europe & the US 3

24 credits in ART/CGI:

(May be taken as CGI or ART)

Credits

ART 221 Applied Imaging and Applications to the World Wide Web I 3

ART 222 Introduction to Animation 3

ART 321 Computer Modeling and Design I 3

ART 322 Computer Modeling and Design II 3

ART 325 Digital Multimedia 3

ART 421 Computer Animation I 3

ART 422 Computer Animation II 3

ART 441 Broadcast Design 3

Or

ART 480 Senior Project 3

Or

ART 487 Professional Experience in the Fine Arts 3

11 credits in Computer Science:

Credits

CMP 167 Programming Methods I 3

CMP 326 Programming Methods II 4

CMP 342 Internet Programming 4

5 credits in Mathematics:

Credits

MAT 155 Calculus I Laboratory 1

MAT 175 Calculus I 4

No minor is required.

4. Rationale (Explain how this change will impact learning outcomes of the department and Major/Program):

In the CGI sequence introductory art courses, students develop fundamental skills and build creative and technical foundations for the advanced courses. The Art Department has placed these foundation courses at the beginning of the curriculum in order to emphasize that they should be taken first (some of these classes also serve as prerequisites for the advanced courses).

Currently, ART 441 (Broadcast Design) is the final course in the sequence, and serves as a kind of capstone course. The Art Department would like to add two additional course options that students could take in lieu of ART 441. Each option would allow students to pursue specific paths, depending on their interests within the major. Students could choose to take ART 441, and learn to incorporate the technical and creative aspects of their past coursework into the production of a broadcast package project. Alternatively, students could choose to take ART 487 (Professional Experience in the Fine Arts), and pursue an internship at a media production company (or related organization). This would be a hands-on opportunity for experiential learning, real-world experience, and career development. As a third option, students could choose to take ART 480 (Senior Project), and would have the opportunity to pursue a digital media-related fine arts project, which would be similar to the BFA thesis.

There is an error in the current bulletin, and 61 required credits are listed for the 58-credit BS in CGI. Three credits must be removed, and the Art Department believes that it is not crucial for students in the CGI sequence to take both 'Introduction to Sculpture' and 'Introduction to Three-Dimensional Design' because many of the relevant principles

for the sequence (the fundamental principles of working with 3D form) are covered in both classes. In this proposal, students would have the opportunity to choose either class.

Note: along with the proposed change in degree requirements, the Art Department has also submitted proposals (in separate curriculum change forms) for change of name, description, and prerequisites for several classes within the CGI sequence.

5. **Date of departmental approval:** 08/29/18

**LEHMAN COLLEGE
OF THE
CITY UNIVERSITY OF NEW YORK**

DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of Change:** *Course description, prerequisite, title*

2. **From:**

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate [] Graduate
Academic Level	<input checked="" type="checkbox"/> Regular [] Compensatory [] Developmental [] Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 222
Course Title	Applied Imaging and Applications to the World Wide Web II
Description	Advanced methods of two-dimensional graphics, image processing, and World Wide Web design leading to team projects in the fields of science and art.
Pre/ Co Requisites	ART/CGI 221
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes [] No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

3. **To:** Underline the changes

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 222
Course Title	<u>Introduction to Animation</u>
Description	<u>The theory and practice of animation using traditional and digital techniques.</u>
Pre/ Co Requisites	<u>PRE or COREQ: ART 112 or the successful completion of any 100-level art course</u>
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

4. **Rationale (Explain how this change will impact the learning outcomes of the department and Major/Program):**

In the current iteration of this course, students work on animation projects in the context of web design. Students will benefit from a more foundational course that focuses on the technical and conceptual basics of animation before attempting to integrate it into a web platform.

5. **Date of departmental approval:** 08/29/18

**LEHMAN COLLEGE
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DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of Change:** *Course description, prerequisite*

2. **From:** ~~Strike through the changes~~

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate [] Graduate
Academic Level	<input checked="" type="checkbox"/> Regular [] Compensatory [] Developmental [] Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 321
Course Title	Computer Modeling and Design I
Description	An introduction to the theory and practice of two- and three-dimensional modeling and rendering. Mathematical and design concepts will be explored in the lecture room, on the computer, and in the studio. Topics include primitive objects, transformations, curve creation and manipulation, symmetries, surface creation and modification, basic rendering.
Pre/ Co Requisites	ART 221 or CGI 221 or MAT 172 together with any hands-on microcomputer course.
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes [] No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

3. **To:** Underline the changes

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate [] Graduate
Academic Level	<input checked="" type="checkbox"/> Regular [] Compensatory [] Developmental [] Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 321
Course Title	Computer Modeling and Design I
Description	An introduction to the theory and practice of three-dimensional modeling. Topics include primitive objects, transformations, curve creation and manipulation, symmetries, <u>texture maps</u> , and basic rendering.
Pre/ Co Requisites	<u>ART/CGI 112</u>
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes [] No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

4. **Rationale (Explain how this change will impact the learning outcomes of the department and Major/Program):**

The Art Department has brought the course description up to date and has edited it for concision. The words 'surface creation' have been replaced with 'texture maps', a more specific term. An introductory digital imaging course is a more appropriate prerequisite for a 3D modeling course than a web design course or a math course.

5. **Date of departmental approval:** 08/29/18

**LEHMAN COLLEGE
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DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of Change:** *Course description, course name*

2. **From:** ~~Strike through the changes~~

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate [] Graduate
Academic Level	<input checked="" type="checkbox"/> Regular [] Compensatory [] Developmental [] Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 322
Course Title	Evolving Techniques in Digital Photography
Description	Computational algorithms and software to use multiple aspects of an image. Examples include panning in space and stitching the image together and exposure bracketing to manipulate dynamic range.
Pre/ Co Requisites	PREREQ: ART 321 or CGI 321
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes [] No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

3. **To:** Underline the changes

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 322
Course Title	<u>Computer Modeling and Design II</u>
Description	<u>Advanced techniques in three-dimensional modeling. Topics include organic forms and figures, advanced rendering and texture mapping.</u>
Pre/ Co Requisites	PREREQ: ART 321 or CGI 321
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

4. **Rationale (Explain how this change will impact the learning outcomes of the department and Major/Program):**

The current iteration of this course is redundant in the program because similar topics are taught in advanced photography classes. Art and CGI students would greatly benefit from a second semester of 3D modeling, which will cover the modeling of organic forms, figures and advanced rendering--topics that are not covered in Computer Modeling and Design I. This course will also be a great asset (and provide a stronger foundation) for students who go on to take the 3D animation classes in the department.

5. **Date of departmental approval:** 08/29/18

**LEHMAN COLLEGE
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DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of Change:** *Course description, prerequisite*

2. **From:**

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate [] Graduate
Academic Level	<input checked="" type="checkbox"/> Regular [] Compensatory [] Developmental [] Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 325
Course Title	Digital Multimedia
Description	Web- and disk-based multimedia projects in the digital realm, including digital audio, digital video, and interactivity.
Pre/ Co Requisites	PREREQ: ART 221 or ART 321 or CGI 221 or CGI 321
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes [] No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

3. **To:** Underline the changes

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 325
Course Title	Digital Multimedia
Description	Multimedia projects in the digital realm, including digital audio, digital video, and interactivity.
Pre/ Co Requisites	<u>PREREQ: ART 112</u>
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

4. **Rationale (Explain how this change will impact the learning outcomes of the department and Major/Program):**

The Art Department has brought the course description up to date and has edited it for concision. An introductory digital imaging course is a more appropriate prerequisite for a digital multimedia course than a web design course or a 3D modeling course.

5. **Date of departmental approval:** 08/29/18

**LEHMAN COLLEGE
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DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of Change:** *Course description, prerequisite*

2. **From:** ~~Strike through the changes~~

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate [] Graduate
Academic Level	<input checked="" type="checkbox"/> Regular [] Compensatory [] Developmental [] Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 421
Course Title	Computer Animation I
Description	Introduction to computer animation. Frames, keyframes, hierarchical animation, morphing, expressions, character animation with skeletons.
Pre/ Co Requisites	PREREQ: ART 321 or CGI 321 and MAT 175
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes [] No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

3. **To:** Underline the changes

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 421
Course Title	Computer Animation I
Description	Introduction to computer animation including keyframes, hierarchical animation, morphing, textures, cameras, and lighting.
Pre/ Co Requisites	PREREQ: ART 321 or CGI 321
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

4. Rationale (Explain how this change will impact the learning outcomes of the department and Major/Program):

The Art Department has brought the course description up to date and has edited it for concision. 'Character animation with skeletons' is a very advanced topic and would be better suited for the second semester of computer animation. A math course is an unnecessary prerequisite for computer animation.

5. Date of departmental approval: 08/29/18

**LEHMAN COLLEGE
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DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of Change:** *Course title, course description*

2. **From:**

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate [] Graduate
Academic Level	<input checked="" type="checkbox"/> Regular [] Compensatory [] Developmental [] Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 422
Course Title	3D Interactive Design
Description	Techniques for designing and building computer based 3D interactive experiences using current software tools. Exporting projects to the web and mobile computing devices. Application to game design.
Pre/ Co Requisites	PREREQ: ART 421 or CGI 421
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes [] No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

3. To:

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 422
Course Title	<u>Computer Animation II</u>
Description	<u>Advanced techniques in computer animation including character rigging and effects.</u>
Pre/ Co Requisites	PREREQ: ART 421 or CGI 421
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

4. Rationale (Explain how this change will impact the learning outcomes of the department and Major/Program):

Because 3D animation is such a complex medium, it is necessary to cover the material over two semesters (ART 421, Computer Animation I, is currently unable to cover an adequate range of topics). Creating a second semester of Computer Animation will allow students to develop greater technical skill, build storytelling technique, and create stronger portfolios. Interactive Design is currently covered as part of ART 325 (Digital Multimedia).

5. Date of departmental approval: 08/29/18

**LEHMAN COLLEGE
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DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of Change:** *Course description*

2. **From:**

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 441
Course Title	Broadcast Design
Description	Creation of sophisticated title sequences, TV show packaging and on-air promotions to be used as part of DVD, video, and film production.
Pre/ Co Requisites	PREREQ: ART 325 or CGI 325.
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

3. **To:**

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 441
Course Title	Broadcast Design
Description	Creation of sophisticated title sequences, TV show packaging and on-air promotions to be used as part of video and film production.
Pre/ Co Requisites	PREREQ: ART 325 or CGI 325.
Credits	3
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

4. **Rationale (Explain how this change will impact the learning outcomes of the department and Major/Program):**

The Art Department has brought the course description up to date (removed 'DVD').

5. **Date of departmental approval:** 08/29/18

**LEHMAN COLLEGE
OF THE
CITY UNIVERSITY OF NEW YORK**

DEPARTMENT OF ART

CURRICULUM CHANGE

Name of Program and Degree Award: Art, B.F.A

Hegis Number: 08345

Program Code: 1002.00

Effective Term: Spring 2019

1. Type of Change: Change in Degree Requirements

2. From:

Art, B.F.A. (60 Credit Major)

The B.F.A. program is open to students who wish to pursue an intensive program in studio art. Upon declaring the major, students are required to schedule a meeting with the BFA Program Coordinator for advising.

Credits (60)

18 credits in Foundation requirement consisting of:

Credits

ART 100 Basic Drawing 3

ART 101 Introduction to Two-Dimensional Design 3

ART 102 Introduction to Three-Dimensional Design 3

~~ART 108 Introduction to Photography 3~~

ART 112 Introduction to Digital Imaging 3

ARH 167 Tradition and Innovation in the Art of the West 3

9 credits in General Art History requirement consisting of:

Credits

Three Art History courses

Three Art History courses, at least one of which must be at the 100 level.

ARH 167: Cannot be counted toward this requirement.

12 credits in General Studio work to be selected from:

Credits

ART 100-, 200-, or 300-level ART courses

15 credits in Art Specialization:

A sequence of 200-, 300-, and 400-level courses (ART (CGI) 451, ART (CGI) 480, ART (CGI) 481, ART 486, ART 487 may be counted in this category, pending approval by faculty in area of specialization) in one of the following disciplines: ceramics, computer

imaging, design, drawing, painting, photography, printmaking, or sculpture. Students should consult the Department for specific courses that constitute a sequence.

6 credits Thesis:

Credits

ART 494 Bachelor of Fine Arts Thesis I 3

ART 496 Bachelor of Fine Arts Thesis II 3

3. To:**Art, B.F.A. (60 Credit Major)**

The B.F.A. program is open to students who wish to pursue an intensive program in studio art. Upon declaring the major, students are required to schedule a meeting with the BFA Program Coordinator for advising.

Credits (60)**15 credits in Foundation requirement consisting of:**

Credits

ART 100 Basic Drawing 3

ART 101 Introduction to Two-Dimensional Design 3

ART 102 Introduction to Three-Dimensional Design 3

ART 112 Introduction to Digital Imaging 3

ARH 167 Tradition and Innovation in the Art of the West 3

9 credits in General Art History requirement consisting of:

Credits

Three Art History courses

*Three Art History courses, at least one of which must be at the 100 level.**ARH 167: Cannot be counted toward this requirement.***12 credits in General Studio work to be selected from:**

Credits

ART 100-, 200-, or 300-level ART courses

15 credits in Art Specialization:

A sequence of 200-, 300-, and 400-level courses (ART (CGI) 451, ART (CGI) 480, ART (CGI) 481, ART 486, ART 487 may be counted in this category, pending approval by faculty in area of specialization) in one of the following disciplines: ceramics, computer imaging, design, drawing, painting, photography, printmaking, or sculpture. Students should consult the Department for specific courses that constitute a sequence.

3 credits Practicum:

Credits

ART 488 Professional Practices in the Visual Arts 3

6 credits Thesis:

Credits

ART 494 Bachelor of Fine Arts Thesis I 3

ART 496 Bachelor of Fine Arts Thesis II 3

4. Rationale (Explain how this change will impact learning outcomes of the department and Major/Program):

The BFA is the standard degree for students seeking professional education in the arts. As such, the Art Department has found it necessary to require a practicum for all BFA students that will cover professional practices—opening and operating a studio; developing and documenting work for portfolios; preparing and submitting proposals for exhibitions, residencies and grants; securing gallery representation and/or commissions; and negotiating consignment agreements and other contracts.

5. Date of departmental approval: 5/09/18

**LEHMAN COLLEGE
OF THE
CITY UNIVERSITY OF NEW YORK**

DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of change:** New Course

2.

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	Art
Course Prefix & Number	ART 488
Course Title	Professional Practices in the Visual Arts
Description	Strategies for establishing a long-term art practice; documenting and preparing artworks for exhibition; developing statements, proposals and agreements.
Pre/ Co Requisites	Prerequisite: Declared Art major with a minimum of thirty-six credits in the major.
Credits	3
Hours	4 (2 lecture/2 lab)
Liberal Arts	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

3. **Rationale:**

The BFA is a professional degree as designated by organizations such as the National Association of Schools of Art and Design. As such, the Art Department must offer a course that will specifically cover professional principles and practices to best support student's aspirations and career goals.

4. Learning Outcomes (By the end of the course students will be expected to):

Outcome 2.1: Analyze artwork within a personal and historical context; Outcome 3.1: Demonstrate a step-by-step problem-solving process; Outcome 3.2: Defend visual projects through individual and group critiques; Outcome 3.3 (applies to BFA only): Mount a thesis exhibition.

5. Date of Departmental Approval: 5/09/18

**LEHMAN COLLEGE
OF THE
CITY UNIVERSITY OF NEW YORK**

DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of change:** New Course

2.

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	ART/CGI
Course Prefix & Number	ART/CGI 334
Course Title	Digital Media Production: Theory and Practice
Description	Concepts and techniques underlying the theory of transmedia storytelling. Hands-on development of the core technical skills related to the creation and distribution of digital content.
Pre/ Co Requisites	NA
Credits	3 (may be repeated twice)
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	<input checked="" type="checkbox"/> Not Applicable <input type="checkbox"/> Required <input type="checkbox"/> English Composition <input type="checkbox"/> Mathematics <input type="checkbox"/> Science <input type="checkbox"/> Flexible <input type="checkbox"/> World Cultures <input type="checkbox"/> US Experience in its Diversity <input type="checkbox"/> Creative Expression <input type="checkbox"/> Individual and Society <input type="checkbox"/> Scientific World

3. **Rationale:**

Over the past several years, this course has been running as ART/CGI 350 (Variable Topics in Studio Art), with students consistently drawn from Lehman and Macaulay Honors College. This course update would assign a unique number to the class and would make enrollment possible for students who have already taken another section of ART/CGI 350.

Like the current version of the class, this updated course would provide the opportunity for real-world, experiential learning. Students would learn the fundamentals of creating transmedia stories: the art and theory of advancing narratives on a variety of media platforms. These skills could be applied to marketing campaigns for products, businesses, social causes, cultural outreach, fine art projects or personal entrepreneurship. Seminars would focus on key topics in digital content creation (including branding, marketing, analytics), and guest speakers would include creative leaders from relevant disciplines. In addition to the seminars, hands-on workshops would cover core technical skills related to the creation of interactive digital content (print and web design, video and audio production, creative writing, immersive media). For the final project, students would create an original campaign (on several media platforms) that would include a detailed proposal for developing the brand and building the community of a real-world organization.

This course would also become part of a sequence that would serve to create dynamic connections between Lehman students, Macaulay students, Hostos students, and the larger CUNY community. The course would be the third class in a proposed digital storytelling course sequence that's outlined in the CUNY 2020 grant proposal. In the beginning of the sequence, Lehman, Hostos, and Macaulay students would meet as a cohort and learn the fundamentals of digital design and video production. One goal of the sequence is to create a pipeline that encourages Hostos students to move on to Lehman: Hostos students could take the first two semesters of the sequence, enroll at Lehman, and then take the third and fourth semesters as Lehman students. Graduates of the course sequence would also become eligible to participate in the Hostos incubator and would have access to career-related resources through Macaulay.

The course would also be an opportunity for students to forge connections with professionals in a variety of fields, leading to a greater familiarity with these fields, access to internships, and possible career opportunities.

Note: The course would have a new group of visiting speakers each semester, and repeating students would be exposed to a whole new range of perspectives on branding, marketing, analytics, and media production. Also, the core class project (a creative branding campaign) would have a new theme and direction each semester, and repeating students would have the opportunity to work with a whole new set of ideas and creative challenges.

4. Learning Outcomes (By the end of the course students will be expected to):

Students will:

- Learn the practices, techniques, history and aesthetic elements of transmedia storytelling and marketing through a series of lectures, demonstrations, assignments, selected readings, writings and critiques
- Build an in depth understanding of branding for corporations, institutions, people and social concerns and articulate the differences of each approach
- Compare and contrast contemporary campaigns with their historical antecedents
- Develop skills in project conceptualization and community building
- Develop a creative and unconventional approach to step-by-step problem-solving
- Use formal and conceptual strategies to develop projects that demonstrate innovative ideas and creative thinking
- Select media appropriate to concepts and forms
- Apply elements of design to the creation of digital content (video, web, apps) and content for print (posters)
- Develop storytelling, writing, and presentation skills
- Use tools and materials effectively/develop skills in shooting video, interviewing subjects, editing, and documentary technique
- Learn how social media and web sites can be used to tell or enhance a story
- Analyze projects within a personal and historical context
- Defend projects through individual and group critiques
- Develop the skills to work creatively in a collaborative context
- Develop relationships with professionals in the creative fields of art, technology, production and design

5. **Date of Departmental Approval:** 3/14/18

**LEHMAN COLLEGE
OF THE
CITY UNIVERSITY OF NEW YORK**

DEPARTMENT OF ART

CURRICULUM CHANGE

1. **Type of change:** New Course

2.

Department(s)	Art
Career	<input checked="" type="checkbox"/> Undergraduate <input type="checkbox"/> Graduate
Academic Level	<input checked="" type="checkbox"/> Regular <input type="checkbox"/> Compensatory <input type="checkbox"/> Developmental <input type="checkbox"/> Remedial
Subject Area	ART / CGI
Course Prefix & Number	ART/CGI 335
Course Title	Digital Media Production: Advancing the Narrative
Description	Project-driven course focused on production, marketing and brand building. Content creation and development of technical skills in video, creative writing and graphics for print, web and social media platforms.
Pre/ Co Requisites	
Credits	3 (may be repeated twice)
Hours	4 (2 lecture, 2 lab)
Liberal Arts	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	
General Education Component	<p><input checked="" type="checkbox"/> Not Applicable</p> <p><input type="checkbox"/> Required</p> <p style="padding-left: 40px;"><input type="checkbox"/> English Composition</p> <p style="padding-left: 40px;"><input type="checkbox"/> Mathematics</p> <p style="padding-left: 40px;"><input type="checkbox"/> Science</p> <p><input type="checkbox"/> Flexible</p> <p style="padding-left: 40px;"><input type="checkbox"/> World Cultures</p> <p style="padding-left: 40px;"><input type="checkbox"/> US Experience in its Diversity</p> <p style="padding-left: 40px;"><input type="checkbox"/> Creative Expression</p> <p style="padding-left: 40px;"><input type="checkbox"/> Individual and Society</p> <p style="padding-left: 40px;"><input type="checkbox"/> Scientific World</p>

3. **Rationale:**

Over the past several years, this course has been running as ART/CGI 451 (Topics in Computer Imaging), with students consistently drawn from Lehman and Macaulay Honors College. This course update would assign a unique number to the class and would make enrollment possible for students who have already taken another section of ART/CGI 451.

Like the current version of the class, this updated course would serve as a link between academic study (theory and technical skill) and real-world experience and career opportunities. Students would have the chance to test out all that they have learned while working on behalf of a real-world client. Students would produce all aspects of a marketing, branding and production campaign, and responsibilities would include mastering a variety of technical skills including graphic design, creative writing, filming, editing, web design, and animation. Students would gain a significant amount of hands-on experience as they work closely with others and see how their projects directly impact a wide audience. Students would also have the opportunity to actively learn from these experiences in the context of a supportive academic framework.

This course would also become part of a sequence that would serve to create dynamic connections between Lehman students, Macaulay students, Hostos students, and the larger CUNY community. The course would be the fourth class in a proposed digital storytelling course sequence that's outlined in the CUNY 2020 grant proposal. In the beginning of the sequence, Lehman, Hostos, and Macaulay students would meet as a cohort and learn the fundamentals of digital design and video production. One goal of the sequence is to create a pipeline that encourages Hostos students to move on to Lehman: Hostos students could take the first two semesters of the sequence, enroll at Lehman, and then take the third and fourth semesters as Lehman students. Graduates of the course sequence would also become eligible to participate in the Hostos incubator and would have access to career-related resources through Macaulay.

The course would also be an opportunity for students to forge connections with professionals in a variety of fields, leading to a greater familiarity with these fields, access to internships, and possible career opportunities in video and media production, journalism, animation, print and web design, marketing, and advertising.

To give an example of the possible class structure, in three prior iterations of the course (as ART/CGI 451), students produced all aspects of the CUNY Film Festival. Each semester, this included working closely with festival filmmakers, judges, and presenters, organizing the screening days and Gala Awards Evening, creating a new thematic branding identity for the festival, developing marketing strategies and social media campaigns, creating related video projects, and building a CUNY-wide community. This hands-on, project-based format enabled students from across CUNY campuses to work together across disciplines while developing skills and gaining practical job experience.

Note: The course would focus on a completely new production campaign each year, so repeating students would have the opportunity to work with a whole new set of ideas and themes, and would develop a new range of creative problem-solving skills. Comparing the similarities, differences and specific challenges of unique campaigns

would allow repeating students to gain a deeper understanding of the real-world applications of branding, marketing, analytics, and hands-on media production.

4. Learning Outcomes (By the end of the course students will be expected to):

Students will:

- Develop fluency in transmedia storytelling and marketing through assignments, readings, critiques and hands-on real-world experience.
- Develop skills in project conceptualization and community building
- Develop writing, and presentation skills
- Develop a creative and unconventional approach to step-by-step problem-solving
- Select media appropriate to concepts and forms
- Apply elements of design to the creation of digital content for web, apps, and print
- Use tools and materials effectively/develop skills in video production, documentary filmmaking and interview technique
- Use formal and conceptual strategies to develop projects that demonstrate innovative ideas and creative thinking
- Develop storytelling fluency for web/social media formats
- Analyze projects within a personal and historical context
- Defend projects through individual and group critiques
- Develop the skills to work creatively in a collaborative context
- Learn how the above skills can be effectively applied in a hands-on real-world setting
- Learn how a professional creative production team functions on a day-to-day level
- Develop relationships with professionals in the creative fields of art, technology, production and design

5. Date of Departmental Approval: 3/14/18