

Fiscal Unit/Academic Org Art - D0215
Administering College/Academic Group Arts and Sciences
Co-administering College/Academic Group Arts and Sciences
Semester Conversion Designation New Program/Plan
Proposed Program/Plan Name Animation Minor
Type of Program/Plan Undergraduate minor
Program/Plan Code Abbreviation
Proposed Degree Title

Credit Hour Explanation

Program credit hour requirements		A) Number of credit hours in current program (Quarter credit hours)	B) Calculated result for 2/3rds of current (Semester credit hours)	C) Number of credit hours required for proposed program (Semester credit hours)	D) Change in credit hours
Total minimum credit hours required for completion of program				15	
Required credit hours offered by the unit	Minimum				
	Maximum				
Required credit hours offered outside of the unit	Minimum				
	Maximum				
Required prerequisite credit hours not included above	Minimum				
	Maximum				

Program Learning Goals

Note: these are required for all undergraduate degree programs and majors now, and will be required for all graduate and professional degree programs in 2012. Nonetheless, all programs are encouraged to complete these now.

Program Learning Goals

- The Animation minor is primarily a studio-based curriculum designed to build a portfolio of animation work, developing both creative and technical skills. The minor seeks to hone the varied skillset needed for this complex, time-based art form.

Assessment

Assessment plan includes student learning goals, how those goals are evaluated, and how the information collected is used to improve student learning. An assessment plan is required for undergraduate majors and degrees. Graduate and professional degree programs are encouraged to complete this now, but will not be required to do so until 2012.

Is this a degree program (undergraduate, graduate, or professional) or major proposal? No

Program Specializations/Sub-Plans

If you do not specify a program specialization/sub-plan it will be assumed you are submitting this program for all program specializations/sub-plans.

Pre-Major

Does this Program have a Pre-Major? No

Attachments

- Animation Minor concurrence request cover letter.pdf
(Support/Concurrence Letters. Owner: Owens-Morrison, Jenifer Renee)
- Animation Minor Proposal FINAL.pdf
(Program Proposal. Owner: Owens-Morrison, Jenifer Renee)
- Re Animation Minor concurrence request - Inbox • lisbon.1@osu.pdf
(Support/Concurrence Letters. Owner: Owens-Morrison, Jenifer Renee)

Comments

Workflow Information

Status	User(s)	Date/Time	Step
Submitted	Owens-Morrison, Jenifer Renee	09/05/2023 11:53 AM	Submitted for Approval
Approved	Lisbon, Laura Nicole	09/05/2023 05:56 PM	Unit Approval
Approved	Vankeerbergen, Bernadette Chantal	09/05/2023 05:58 PM	College Approval
Pending Approval	Jenkins, Mary Ellen Bigler Hanlin, Deborah Kay Hilty, Michael Neff, Jennifer Vankeerbergen, Bernadette Chantal Steele, Rachel Lea	09/05/2023 05:58 PM	ASCCAO Approval



THE OHIO STATE UNIVERSITY

COLLEGE OF ARTS AND SCIENCES

Proposal for an Animation Minor

Name: Animation

Effective Term: Spring 2024

Unit, College:

Department of Art, College of Arts & Sciences

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Proposal

Rationale

Describe the rationale/purpose of the minor:

Animation is a field of creative expression and technical know-how with its own rich history, language and framework. The minor seeks to hone the varied skillset needed for this complex, time-based art form, mixing drawing, 3D modeling, motion, and storytelling.

Courses that foster these skills can be found across the Department of Art, the Advanced Computing Center for the Arts and Design (ACCAD), the Department of Theatre, Film, and Media Arts, the Department of Design, and the Department of Computer Science and Engineering. Students can build breadth and depth into their experience by taking a range of classes in both animation fundamentals and specialized techniques. A formal animation minor program offers students a clear pathway to connect between departments and highlights the abundant animation resources and offerings within the College of Arts and Sciences and beyond.

The courses included in the Animation minor curriculum are primarily studio-based, in which students will directly develop their artwork and technical skills, allowing them to build a well-developed portfolio of animated works. Students following this formalized pathway will emerge with a clear acknowledgement of their studies in their undergraduate degree, and a body of work that can be competitive in a variety of animation fields.

Describe how assessment data has served as an impetus for the proposal.

As educators and mentors we have witnessed significant undergraduate student interest in animation. Students in the Department of Art frequently inquire what animation courses are available, and regularly take animation courses listed by the Department of Art and ACCAD. Every semester, animation courses in the Department of Art and at ACCAD reliably fill. In recent semesters, 46% of BFA Art students specializing in the Art and Technology area completed a senior project involving animation.¹

In an attempt to quantify this interest, we distributed a survey titled *Assessing Interest in an Animation Minor* to undergraduate Art majors, Computer Science majors, Moving Image Production majors, and students enrolled in ACCAD animation courses.²

We received 114 responses. The majority of respondents were CSE/CIS majors, Art majors, and Moving Image Production majors. We also asked students to report any minor they are pursuing.

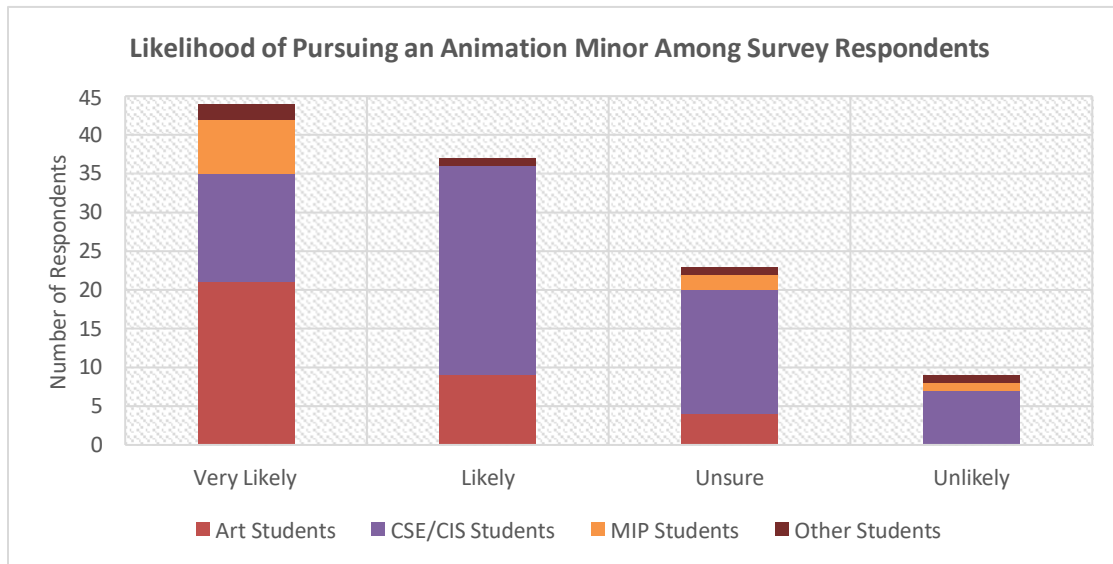
¹ From Autumn 2019 to Spring 2022, as recorded by Prof. Amy Youngs

² Survey results were gathered between January 31 and February 15, 2023, through a survey hosted by [osu.qualtrics.com](https://osun.qualtrics.com). Survey details are listed in the [appendix](#) of this document.

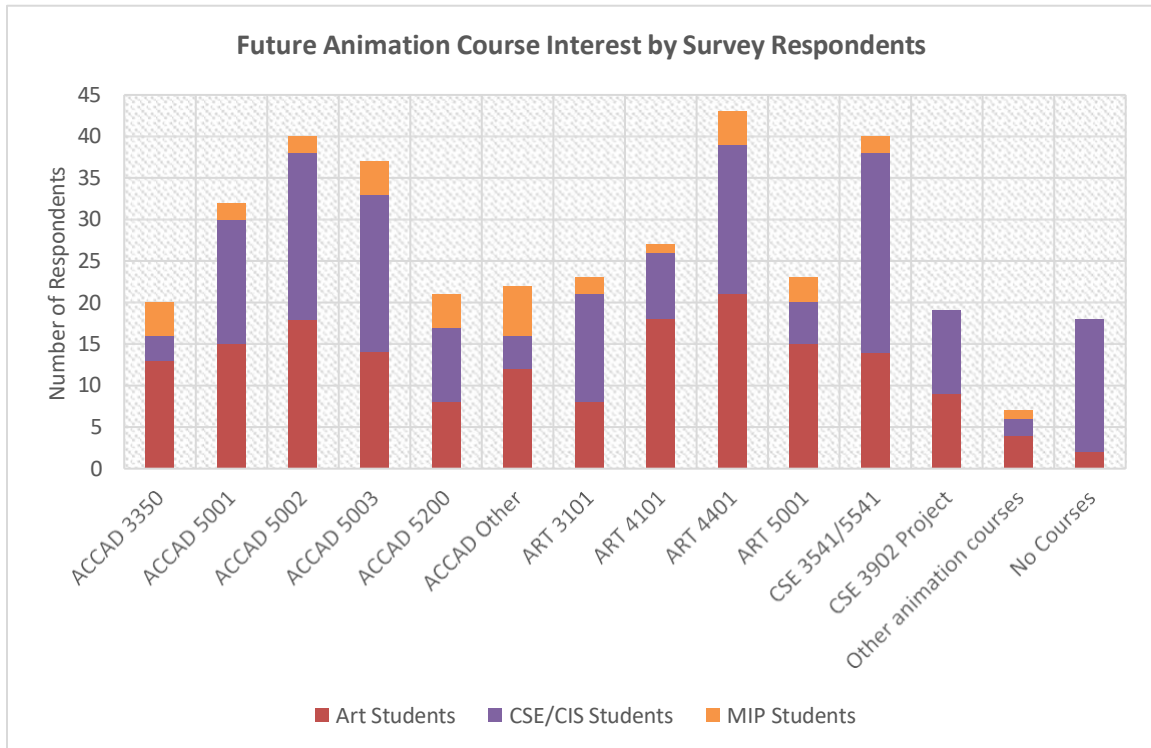
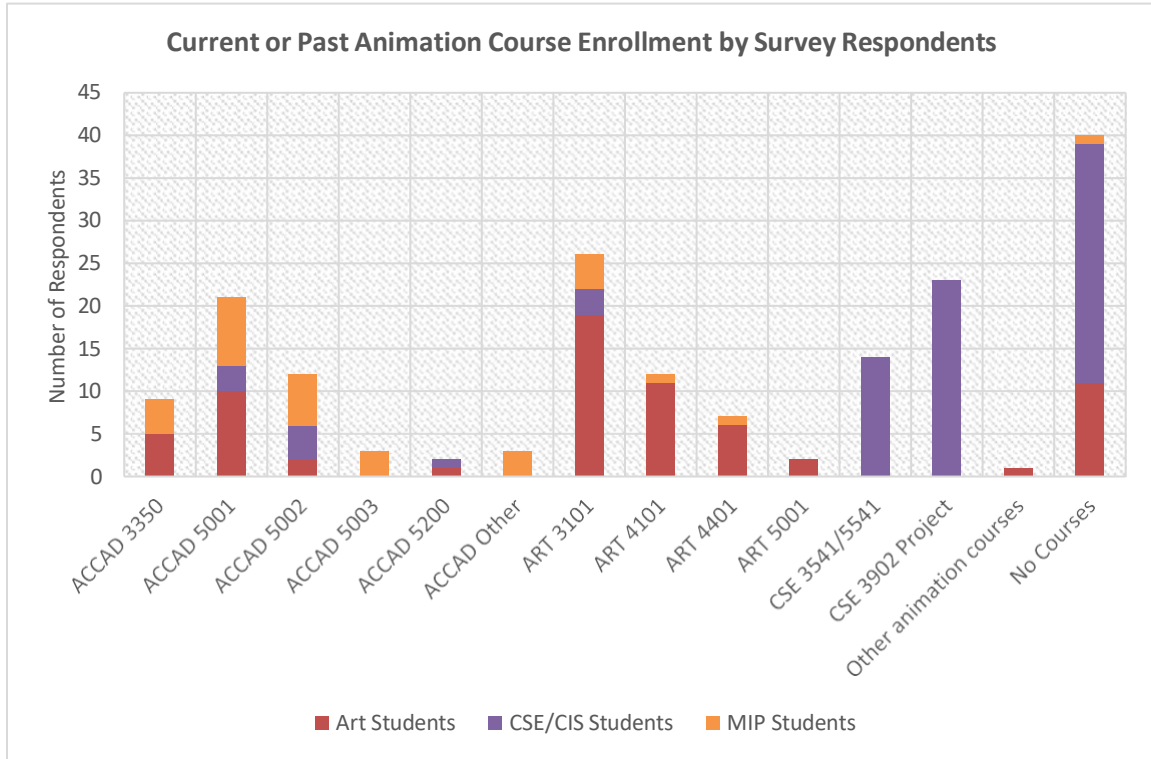


The majority of students were not pursuing a minor, but the next two biggest areas of focus were Game Studies and Film Studies. Notably only one respondent reported pursuing a minor in Video Arts.

Interest in the animation minor was strong, **with 81 respondents (71%) indicating they were either “likely” or “very likely” to complete the animation minor if it were available.** Presumably most people responding to the survey in the first place were interested in animation, but this is still a sizable number of students interested in the minor.



We also polled students about animation courses they have taken and hope to take in the future. The results can be seen in the figures below. An interesting multidisciplinary trend can be seen as many CSE/CIS students expressed interest in Art and ACCAD courses, and many Art Students expressed interest in CSE courses. All around, interest in future animation courses was high.



Additional details and responses from the survey are described in the [appendix](#) to this document.



Identify any unique characteristics or resources that make it particularly appropriate for Ohio State to offer the proposed minor.

The creation of an animation minor is a way of showcasing The Ohio State University's significant resources and departmental expertise in the field of animation. While we do not have a degree program in animation here at OSU, we do have faculty and technology already in place that would provide students with the tools and experience they need to be competitive with other animation programs across the country.

The Department of Art offers introductory animation courses within the Art and Technology area that explore animation as an art form. Many students gain an introduction to animation through these courses. Many other courses in the Department of Art provide students with other fundamental art skills that benefit an animation portfolio: such as life drawing, life sculpture, and internet art, just to name a few.

ACCAD is a pioneering institute of collaborative interdisciplinary research in digital media production, including animation and interactive media, through the integration of emerging arts technologies. While ACCAD does not offer a degree program, they provide a broad range of animation techniques and practices, ranging from fundamental principles to advanced explorations of the latest technologies, including interactive animation, virtual reality and motion capture.

Additionally, The Department of Theatre, Film, and Media Arts features a Moving Image Production Major, providing a pathway for students interested in expanding their knowledge of filmmaking. The Department of Design offers courses that explore animation in the context of game design and the Department of Computer Science and Engineering offers courses delving into the fundamentals of algorithms and mathematics behind video games, virtual reality, and rendering.

Students and faculty also have enormous resources through the College of Arts and Sciences Technology Services, known as ASC Tech. ASC Tech oversees computer labs with powerful software needed to create high quality animation work. The [Emerging Technology Studio](#) is an additional ASC Tech resource providing students and faculty with access to innovative technology like virtual and augmented reality equipment and software.

Because of our resources in animation across many departments, The Ohio State University has been consistently ranked highly by the *Animation Career Review*, an online resource for people aspiring for careers in animation, game design, graphic design, digital art, and related fields. In 2023, OSU was ranked 3rd on the [list](#) of top public schools nationally for the study of animation, and 1st in the state of [Ohio](#). Many Ohio State [alumni](#) linked to ACCAD have gone on to prestigious positions, ranging from commercial to academic, in a variety of disciplines.

By creating an animation minor we can fully take advantage of the existing training and technology available and provide students with a clear pathway for access.



Cite the benefits for students, the institution, and the region or state.

Storytelling and creative visual expression are essential to human experience, making animation a desirable skill in the realms of cinema and television production, advertising, art, and design. Creating this minor is a way of establishing a pathway for students to become content creators in a world of increasing digital media consumption. Students in the animation minor at OSU can be confident they have a solid foundation in the tools, techniques and creative insight needed for success in these industries. Students will not need to travel out of state for this education, they will find we have the tools here in Central Ohio to foster this directly.

Creating an animation minor at The Ohio State University builds on the history of innovative research in computer graphics and animation at this university begun by Professor Charles Csuri. A pioneer in the field, Csuri's tremendous contributions to digital art and computer animation, beginning in the 1960s, transformed the industries of animation and computer graphics and are archived in the [Charles A. Csuri Project](#). His legacy is also embodied in the current experimental and innovative research and teaching at the Advanced Computing Center for the Arts and Design (ACCAD).

As a research university we have always been able to look beyond standard industry practices and technical training in animation to innovate and push the medium in terms of what's possible. Collaboration across disciplines helps push innovation. Approaching the minor from the different disciplines of Art, Design, Theatre, Film & Media Arts, ACCAD and Computer Science, extends this range of knowledge from experimental visual forms to fundamental computer algorithms.

Creating this minor is a way of affirming the university's interest in animation as a valuable field of study. The minor can serve as a strong supplement to many different degree programs (profiled below), and it may serve as a jumping off point for future development of a major program in animation. The university, faculty, and students all benefit from the fact we are pulling existing courses and research interests into a clear and formalized structure.

Relationship to Other Programs

Describe current major and minor programs in the department(s) and how they relate to the proposed minor.

The Department of Art offers a BFA degree in eight different areas of specialization: Art & Technology, Ceramics, Film & Video, Glass, Painting & Drawing, Photography, Printmaking, Sculpture, as well as a BA in Studio Art. There is also an interdisciplinary MFA in Visual Arts, and two minors are offered: Studio Art, and Engineering Structure.

The Department of Design offers BSD degrees in Industrial Design, Interior Design, and Visual Communication Design, as well as a Design Thinking minor and an interdisciplinary minor game studies minor. The Department of Design offers two complementary design-led and research-oriented areas of emphasis in Design Research and Development (DRD) or Digital Animation and Interactive Media (DAIM), both leading to the Masters of Fine Arts (MFA) degree. Each track is a three-year program.

ACCAD currently does not offer an undergraduate major or minor program but offers upper-level courses in animation to a range of undergraduate and graduate students. Many students and faculty from the Department of Art and the Department of Design make use of ACCAD's resources.

The Department of Theatre, Film, and Media Arts offers BA degrees in a Theatre major, a Moving-Image Production Major and a Film Studies Major. TFMA also offers graduate degrees, including an MFA, MA and PhD program. The department also oversees an interdisciplinary **Video Arts Minor**, featuring classes across the Departments of Art, TFMA, Dance, History of Art, and ACCAD. Other minors include Entertainment Design and Technology Minor, Film Studies Minor, Media Production and Analysis Minor, Musical Theatre Minor, Screenwriting Minor, a Theatre Minor, and a Voice Acting Minor.

All of these degree programs, housed in **The College of Arts and Sciences**, feature degrees that are often broader than the study of animation. There is overlap in how these degree programs ask students to think creatively, visually, and use tools and technology to create artwork and time-based media, but no program currently focuses the curriculum on building an animation skillset. The Video Arts Minor has some parallels in its interdisciplinary nature and its connection to building a portfolio in time-based mediums, but video and animation are still fundamentally different territory, and the Video Art minor does not feature animation courses in its course requirements. Notably, in our **survey results**, out of 114 respondents who were very interested in animation overall, only one indicated an interest in the Video Arts minor.

The Department of Computer Science and Engineering in The College of Engineering offers a BS in Computer Science and Engineering (CSE) as well as a BA and BS in CIS in the College of Arts and Sciences. The animation courses in the minor will be of interest to both CES and CIS students.³

³ From the Department of Computer Science and Engineering at OSU

Identify any overlaps with other programs or departments within the university. Append letters of concurrence or objection from related units.

This minor program does not duplicate an existing program. The Department of Art, the Department of Design, the Advanced Computing Center for the Arts and Design (ACCAD), The Department of Theatre, Film, and Media Arts, and the Department of Computer Science and Engineering were consulted in the development of this program and are appreciative of the opportunities it will provide all students.

The Department of Art would oversee the Animation minor and host information about the minor on the department website. Any updates to the curriculum would be made with approval from faculty representatives from each department included in the curriculum as part of a faculty advisory committee for the minor. The Art Advisor would be the Chair of the faculty advisory committee composed of one faculty appointed from the Chair of each of the participating units: Art, Design, TFMA, Computer Science and Engineering, and ACCAD. The committee would be convened at least once every other year. A letter of concurrence from related units is attached.

Indicate whether this minor or a similar minor was submitted for approval previously. Explain at what stage and why that proposal was not approved or was withdrawn.

Not applicable

Student Enrollment

Indicate the number of students you anticipate will take this minor and what programs they may come from.

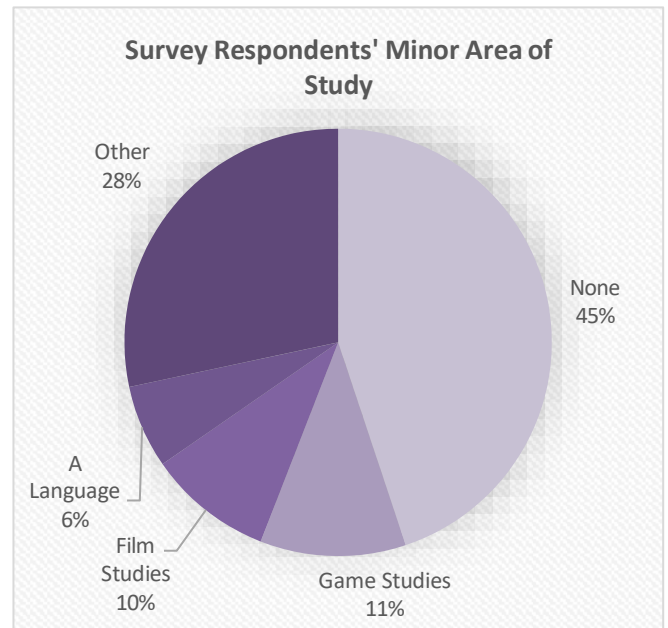
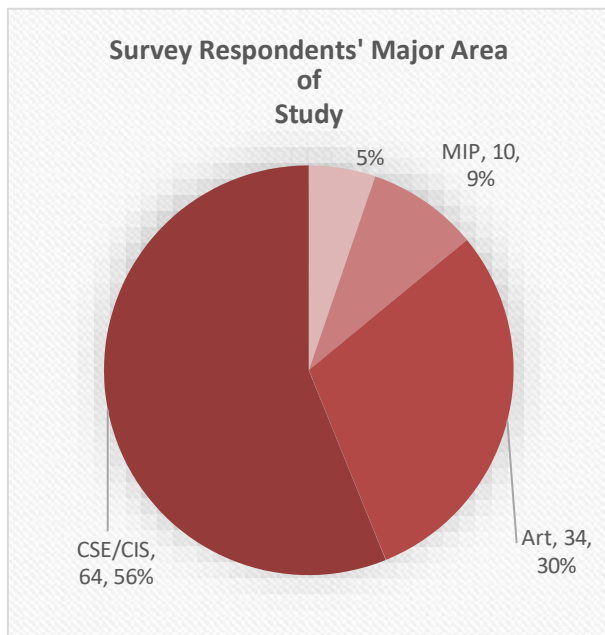
Overall we anticipate anywhere from 50 to 100 students to actively pursue the Animation Minor per year. We expect that the majority of these students will be Art majors or Computer Science Majors (a mix of CSE and CIS majors). We anticipate this number could grow as more formalized course listings and pathways are advertised to students.

As described above, we distributed a survey titled *Assessing Interest in an Animation Minor* to undergraduate Art majors, Computer Science majors, Moving Image Production majors, and students enrolled in ACCAD animation courses.⁴ We received 114 responses.

The majority of respondents were CSE/CIS majors, Art majors, and Moving Image Production majors. We also asked students about their minors. The majority of students were not pursuing a minor, but the next two biggest areas of focus were Game Studies and Film Studies. Notably only one respondent reported pursuing a minor in Video Arts.

We see a similar patterns when examining enrollment in *ACCAD 5002: 3D Computer Animation: Form, Light, Motion*, which serves as an overview of fundamental animation principles. The top 3 majors of students taking the course were Art majors (25%), Moving Image Production majors (23%), and

Engineering majors (17%).⁵ Students from these majors are regularly looking to ACCAD to find animation courses to supplement their study in their respective majors.



⁴ Survey results were gathered between January 31 and February 15, 2023, through a survey hosted by osu.qualtrics.com. Survey details are listed in the appendix of this document.

⁵ Data collected from Autumn 2017 to Spring 2023, by Prof. Kyoung Swearingen

Curricular Requirements

No new courses are required for this minor.

Students completing the animation minor would complete **a total of 15 credit hours**, with the following conditions:

- Complete **one course** (three credit hours) from a list of **Foundation** courses, all of which are introductions to time-based media.
- Complete **two or three courses** (six or nine credit hours) from the list of **Core** courses, which are courses featuring animation techniques.
- Complete **two or one courses** (six or three credit hours) from the list of **Elective** courses, a broad list that allows students to follow their particular interest in animation, or to add supplemental technical skills.

The list of **Foundation**, **Core**, and **Elective** courses included in the minor are on the following page.

We have allowed a range for choosing the number of Core and Elective courses such that students can prioritize the area of animation they want to explore. The same rationale applies to the fairly long list of Electives that span multiple departments. Animation can take many forms, from hand drawn to computer generated, and from a short experimental visual to a long narrative production. We have developed the list of Electives to capture such a variety.

No courses may be taken for credit more than once and counted toward this minor. Currently, *ACCAD 3350: History of Animation* is listed as both a Foundation course and an Elective course. Students may choose to count this course towards one category of courses only for the minor.

All courses listed are 3 credit hours courses. Some courses listed require an introductory prerequisite, which are noted alongside the course. Many of the prerequisites are also courses that would count towards the minor.

Animation Minor Course Requirements	
<i>Categories and Courses</i>	<i>Prereqs</i> <i>(bold indicates prereq course also counts for minor)</i>
Foundation (Choose 1 course: 3 credit hours)	
ACCAD 3350: History of Animation	
ART 3009: Film/Video I	
ART 3101: 3D Modeling Sculpture	
ART 2200: Real & Recorded Time	
ACCAD 5001: Animation Techniques and Practices	
Core (Choose 2 or 3 courses: 6 or 9 credit hours)	
ART 4101: Moving Image Art	ART 3000, or 3001, or 3009, or 3101
ART 4401: Computer Animation	ART 3000, 3001, or 3101
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I	
ACCAD 5003 (Fall): 3D Computer Animation: Form, Light, Motion II	ACCAD 5002
ACCAD 5194.01 (Spring): Group Studies in Digital Animation and Interactive Media	
Electives (Choose 2 or 1: 6 or 3 credit hours)	
ART 3001: Internet Art	
ART 3004: Life Studio Drawing I	ART 2100
ART 3107: Life Sculpture	
ART 5001: Aspects of Art and Technology I – <i>with appropriate animation theme</i>	<i>Instructor permission</i>
ACCAD 3350: History of Animation	
ACCAD 5100: Concept Development for Time-Based Media	
ACCAD 5140: Interactive Arts Media: Web	
ACCAD 5102: Programming Concepts and Applications for Artists and Designers	
ACCAD 5200: Motion Capture Production and Experimentation	
THEATRE 2811: The Craft of Acting	
THEATRE 4381: Narrative Filmmaking Fundamentals	MVNGIMG 2202 or THEATRE 5321, or enrollment in MIP BA
THEATRE 5331: Screenwriting	<i>Instructor permission</i>
THEATRE 5341: Studies in the Documentary	THEATRE 5321 or MVNGIMG 2202, or enrollment in Mvnglmg-BA, or permission of instructor
DESIGN 4104: Intermediate Game Design I	DESIGN 3104
DESIGN 4154: Intermediate Game Design II	DESIGN 4104
CSE 3541: Computer Game and Animation Techniques	CSE 3901, 3902, or 3903; and enrollment in CSE, CIS, Music (BS), or ECE major
CSE 3902 Project: Design, Development, and Documentation of Interactive Systems	CSE 2231; and 2321; and 2421 or 3430, or 2451 and ECE 2560; and enrollment in CSE, CIS, ECE, Music (BS), or Data Analytics major
CSE 5542 Real-Time Rendering	CSE 3901 or 3902 or 3903, and Math 2568 () or 571
CSE 5546 Virtual Reality	CSE 3541, 5541, 5542, or 5544, or permission of instructor

[Course Listings and Descriptions by Area](#)

Animation Minor

Coordinating Advisor Contact: Marissa Stewart, Department of Art, stewart.1860@osu.edu or art@osu.edu

The Animation minor is primarily a studio-based curriculum of courses designed to build a portfolio of animation work, developing both creative and technical skills. The minor seeks to hone the varied skillset needed for this complex, time-based art form, mixing drawing, 3D modeling, motion, and storytelling.

Students can build breadth and depth into their experience by taking a range of classes in both animation fundamentals and specialized techniques, across the Department of Art, the Advanced Computing Center for the Arts and Design (ACCAD), the Department of Theatre, Film, and Media Arts, the Department of Design, and the Department of Computer Science and Engineering.

The Animation minor requires the completion of 15 credit hours of course work. Students must select one course (3 hours) from a list of **Foundation Courses**, two or three courses (6 or 9 hours) from a list of **Core Courses**, and one or two courses (3 or 6 hours) from a list of **Elective Courses**. Categories of courses are listed below. No courses may be taken for credit more than once and counted toward this minor and all courses that meet the requirements for each category must be distinct. Prerequisites are required for some courses. Courses with a * have a prerequisite or require instructor permission.

Foundation Courses: Complete 3 credit hours from the following list

ACCAD 3350: History of Animation
ART 3009: Film/Video I
ART 3101: 3D Modeling Sculpture
ART 2200: Real & Recorded Time
ACCAD 5001: Animation Techniques and Practices

Core Courses: Complete 6 to 9 credit hours from the following list

ART 4101: Moving Image Art*
ART 4401: Computer Animation*
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I
ACCAD 5003: 3D Computer Animation: Form, Light, Motion II*
ACCAD 5194.01: Group Studies in Digital Animation and Interactive Media

Elective Courses: Complete 3 to 6 credit hours from the following list

ART 3001: Internet Art
ART 3004: Life Studio Drawing I*
ART 3107: Life Sculpture
ART 5001: Aspects of Art and Technology I – *with appropriate animation theme* *
ACCAD 3350: History of Animation
ACCAD 5100: Concept Development for Time-Based Media
ACCAD 5140: Interactive Arts Media: Web
ACCAD 5102: Programming Concepts and Applications for Artists and Designers
ACCAD 5200: Motion Capture Production and Experimentation

THEATRE 2811: The Craft of Acting
THEATRE 4381: Narrative Filmmaking Fundamentals*
THEATRE 5331: Screenwriting*
THEATRE 5341: Studies in the Documentary*
CSE 3541: Computer Game and Animation Techniques*
CSE 3902 Project: Design, Development, and Documentation of Interactive Systems*
CSE 5542 Real-Time Rendering*
CSE 5546 Virtual Reality*
DESIGN 4104: Intermediate Game Design I*
DESIGN 4154: Intermediate Game Design II*

Animation Minor program guidelines

Required for graduation No

Credit hours required A minimum of 15. 1000 level courses shall not be counted toward the 15-credit minimum. At least 6 credit hours must be at the 3000 level or above.

Transfer and EM credit hours allowed A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE Permitted, no more than 6 credit hours.

Overlap with the major and additional minor(s)

- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades Required

- Minimum C- for a course to be listed on the minor.
- Minimum 2.00 cumulative GPA for all minor course work.
- Course work graded Pass/Non-Pass cannot count in the minor.
- No more than 3 credit hours of course graded Satisfactory/Unsatisfactory may count toward the minor.

Approval required The minor course work must be approved by Marissa Stewart, Department of Art, stewart.1860@osu.edu

Filing the minor program form The minor program form must be filed at least by the time the graduation application is submitted to a college/school advisor.

Changing the minor Once the minor program is filed in the college office, any changes must be approved by faculty representatives from each area represented in the minor.

Appendix

Course Listings and Descriptions by Area

Suggested Pathways

Survey Questions and Results

Course Listings and Descriptions by Area

ART	
ART 2200: Real and Recorded Time	Students will engage in informed observations, explorations and communication through time-based media methods and tools as a practical and theoretical foundation for creating original artworks in video, sound, installation, performance and screen.
ART 3001: Internet Art (3 credits)	Students learn introductory programming skills to integrate image, video, animation, and audio for the creation of internet art. Techniques, concepts, and aesthetics of network culture are practiced, such as tactical media, virality, remixing, and identity construction. Repeatable to a maximum of 6 cr hrs.
ART 3004: Life Studio Drawing I (3 credits)	Students use a wide range of materials and processes to make drawings based on all aspects of life: the human figure, plants, animals, landscapes, interior spaces, etc. Students practice, appreciate and interpret drawing in relation to various traditions and as a basis for individual development. Prereq: 2100. Not open to students with credit for 2504. Repeatable to a maximum of 6 cr hrs.
ART 3009: Film/Video I (3 credits)	Students engage fundamental concepts and techniques in video including duration, framing, exposure, and sequence with an introduction to filming and editing. Students develop their videos through explorations of contemporary moving-image artwork. Prereq: Not open to students with credit for 5501.
ART 3101: 3D Modeling Sculpture (3 credits)	Students learn, practice, and utilize 3D modeling software for generation of form, character, and environment. Includes conceptualization, development, and creation of digital assets for output to formats such as digital prints, game art assets, 3D rapid prototyping, laser cutters and/or CNC mills. Repeatable to a maximum of 6 cr hrs.
ART 3107: Life Sculpture (3 credits)	Students will gain abilities in modeling the human figure clothed and unclothed in clay with and without an armature. Students practice, research, and interpret sculpture in relation to various traditions and contemporary perspectives as a basis for individual creative development.
ART 4101: Moving Image Art (3 credits)	The creation of 2D animations through the generation, manipulation, and montage of multiple media elements such as drawings, video, and audio. Students gain hands-on experience with software sequencing tools and knowledge of the context of time-based computer imaging within a studio art practice. Prereq: 3000, 3001, 3009, or 3101. Repeatable to a maximum of 6 cr hrs.
ART 4401: Computer Animation (3 credits)	Students learn and practice the concepts, aesthetics and processes of 3D computer animation. Conceptualizing, producing and integrating 3D renders and sound, with awareness of cinematography and narrative, will culminate in the completion of computer animations. Prereq: 3000, 3001, or 3101, or permission of instructor. Repeatable to a maximum of 6 cr hrs.
ART 5001: Aspects of Art and Technology I	Students explore and practice the technical, aesthetic, and theoretical topics in the field of Art and Technology. Includes interactive installation, biological, surveillance/telepresence, narrative, algorithmic, and performative art. Prereq: Permission of instructor.

ACCAD	
ACCAD 3350: History of Animation (3 credits)	An overview of the history and theory of animation including origin of animation forms, Hollywood Studio animation, a sample of World Animation and contemporary animation. Prereq: Not open to students with credit for ArtsCol 350.
ACCAD 5001: Animation Techniques and Practices (3 credits)	The course introduces the principles of animation as fundamental knowledge in animation filmmaking. Students will learn how to apply these concepts in the creation of their own short animations. The course will provide a practical understanding of various animation techniques while exploring a variety of tools ranging from the traditional to contemporary.
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I (3 credits)	Overview of 3D computer animation components and stages of production. Prereq: 5001 for students enrolled in the MIP (Moving Image Production) program.
ACCAD 5003: 3D Computer Animation: Form, Light, Motion II (3 credits)	Further exploration of 3D computer animation and stages of production. Prereq: 5002, or permission of instructor.
ACCAD 5194.01: Group Studies in Digital Animation and Interactive Media (3 credits)	Similar content to ACCAD 5003
ACCAD 5100: Concept Development for Time-Based Media (3 credits)	Methods for developing concepts for time-based media through the cultivation of ideas and problem-solving strategies. Storyboarding, composition, editing and sound principles will be explored. Prereq: Not open to students with credit for ArtsCol 730.
ACCAD 5102: Programming Concepts and Applications for Artists and Designers (3 credits)	Fundamental programming concepts useful to artists and designers for creating algorithmic - based graphics and graphics tools. <i>Prereq: Instructor permission for Undergraduate section.</i>
ACCAD 5140: Interactive Arts Media: Web (3 credits)	Introduction to the theory and practice of the design of interactive media for the web. Prereq: Not open to students with credit for ArtsCol 740.
ACCAD 5200: Motion Capture Production and Experimentation (3 credits)	A hands-on experience with motion capture technologies, addressing contexts and applications. Students learn to operate within an optical motion capture pipeline for recording, real-time retargeting and post-processing of full body human motion and props, as well as developing their own approaches and processes for experimenting with capturing and remapping motion. Repeatable to a maximum of 6 cr hrs.
CSE	
CSE 3541: Computer Game and Animation Techniques (3 credits)	Fundamental algorithms and mathematics in production of computer animation and video games, emphasizing control and rendering of animated characters. Prereq: 3901, 3902, or

3903; and enrollment in CSE, CIS, Music (BS), or ECE major. Not open to students with credit for 5541.
CSE 3902 Project: Design, Development, and Documentation of Interactive Systems (3 credits)
Intensive group project involving design, development, and documentation of an interactive software system, a 2D interactive game; communication skills emphasized; builds programming maturity. Prereq: 2231; and 2321; and 2421 or 3430, or 2451 and ECE 2560; and enrollment in CSE, CIS, ECE, Music (BS), or Data Analytics major.
CSE 5542 Real-Time Rendering (3 credits)
Comprehensive list of topics in real-time rendering using OpenGL and GLSL, including coordinate systems, transformations, viewing, illumination, texture mapping, and shader-based algorithms. Prereq: 3901 (560) or 3902 or 3903, and Math 2568 (568) or 571. Not open to students with credit for 781.
CSE 5546 Virtual Reality (3 credits)
Principles and methods for the design, development, and evaluation of three-dimensional interfaces in virtual environments and their applications in data science, medicine, and engineering. Prereq: 3541, 5541, 5542, or 5544, or permission of instructor.
DESIGN
DESIGN 4104: Intermediate Game Design I (3 credits)
Intermediate Game Design 1 introduces students to concepts for designing and prototyping digital games for entertainment, learning and social good. Students create, test, and play screen-based games developed in the course. Prereq: 3104.
DESIGN 4154: Intermediate Game Design II (3 credits)
Intermediate Game Design 2 introduces students to concepts for designing and producing fun and serious games and apps that include networked multi-player formats and mobile devices. Students create, test, and play mobile games developed in the course. Prereq: 4104.
TFMA
THEATRE 2811: The Craft of Acting (3 credits)
An introductory acting class exploring the basic techniques of imagination, concentration, character development, and script analysis through work on monologues, scenes, and plays. Prereq: Not open to students with credit for 280. GE VPA course. GE foundation lit, vis and performing arts course.
THEATRE 4381: Narrative Filmmaking Fundamentals (3 credits)
This course provides a foundation in the conceptual and technical building blocks of cinematic narrative, emphasizing collaborative projects. Students will investigate the nature of event, character, and place, developing their production and post-production skills in composition, camera movement, lighting, editing, and sound design to support and enhance storytelling. Prereq: Mvnglmg 2202 or Theatre 5321, or enrollment in Mvnglmg-BA.
THEATRE 5331: Screenwriting (3 credits)
Exploration of creative script-writing for video/cinema; development of short or feature length scripts. Prereq: Permission of instructor. Not open to students with credit for 636.
THEATRE 5341: Studies in the Documentary (3 credits)
Exploration of the conceptual, aesthetic, critical, social, ethical, and practical issues in the practice of documentary and reality production of cinema and video works. Prereq: 5321 or Mvnglmg 2202, or enrollment in Mvnglmg-BA, or permission of instructor.

Suggested Pathways

To help students gauge what combination of courses might be useful for different career goals, we have listed out possible pathways for the minor, below.

F = Foundations, C = Core, E = Elective

Possible Student Pathways by Interest	
2D Animation	
ACCAD 5001: Animation Techniques and Practices	F
ART 4101: Moving Image Art	C
ART 4401: Computer Animation	C
ACCAD 5100: Concept Development for Time-Based Media	E
ART 3004: Life Studio Drawing I	E
ACCAD 3350: History of Animation	E
General 3D	
ART 3101: 3D Modeling Sculpture	F
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I	C
ACCAD 5003: 3D Computer Animation: Form, Light, Motion II (Fall)	C
ART 4401: Computer Animation	C
ART 3107: Life Sculpture	E
Interactive Animation	
ART 2200: Real and Recorded Time	F
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I	C
ART 4401: Computer Animation	C
ART 3001: Internet Art	E
Animation for Games	
ART 3101: 3D Modeling Sculpture	F
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I	C
ART 4401: Computer Animation	C
DESIGN 4104: Intermediate Game Design I	E
DESIGN 4154: Intermediate Game Design II	E
ART 5001: Aspects of Art and Technology I – <i>when the topic is Animation and/or Game themed</i>	E

Animation for Games (CSE / CIS Focus)	
ART 3101: 3D Modeling Sculpture	F
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I	C
ART 4401: Computer Animation	C
CSE 3541: Computer Game and Animation Techniques	E
CSE 3902 Project: Design, Development, and Documentation of Interactive Systems	E
VR Animation	
ART 3101: 3D Modeling Sculpture	F
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I	C
ACCAD 5194.01 (Spring): Group Studies in Digital Animation and Interactive Media	C
CSE 5546 Virtual Reality	E
ART 5001: Aspects of Art and Technology I – <i>with appropriate animation theme</i>	E
3D Sculpting	
ART 3101: 3D Modeling Sculpture	F
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I	C
ACCAD 5003: 3D Computer Animation: Form, Light, Motion II (Fall)	C
ART 3107: Life Sculpture	E
ACCAD 6651: Digital and Physical Lighting (4 credits)	E
3D Animator	
ART 3101: 3D Modeling Sculpture	F
ACCAD 5001: Animation Techniques and Practices	C
ART 4401: Computer Animation	C
THEATRE 2811: The Craft of Acting (3 credits)	E
ACCAD 5200: Motion Capture Production and Experimentation	E

Commercial Animation Filmmaker	
ART 3009: Film/Video I	F
ACCAD 5001: Animation Techniques and Practices	C
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I	C
ACCAD 5100: Concept Development for Time-Based Media	E
THEATRE 5331: Screenwriting	E
Independent Animation Filmmaker	
ART 2200: Real and Recorded Time	F
ACCAD 5001: Animation Techniques and Practices	C
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I	C
ACCAD 5100: Concept Development for Time-Based Media	E
ART 5001: Aspects of Art and Technology I – <i>with appropriate animation theme</i>	E

Survey Questions and Results

A survey, titled *Assessing Interest in an Animation Minor*, was conducted through osu.qualtrics.com. The questions were developed by Diana Abells and Amy Youngs from the Department of Art. An email message was sent to art majors (department of art), CSE/CIS majors (department of computer science and Engineering), and MIP majors (department of TFMA), as well as students enrolled in ACCAD animation courses, inviting students to complete the survey, and responses were received between January 31, 2023 and February 15, 2023. The full data set has been archived as an Excel spreadsheet. Please contact the Department of Art to request a copy.

Survey Questions:

1. What is your intended major area of study? Specify degree type (ex. BFA, BA, BS etc.) and emphasis area (ex. Painting, MIP, CIS etc.) if applicable. (*Open response*)
2. Are you pursuing a minor, or multiple minors? If so, list them here: (*Open response*)
3. Please check any animation courses you have completed or are currently enrolled in at OSU:
 - ACCAD 3350: History of Animation
 - ACCAD 5001: Animation Techniques and Practices
 - ACCAD 5002: 3D Computer Animation I
 - ACCAD 5003: 3D Computer Animation II
 - ACCAD 5200: Motion Capture Animation
 - ACCAD Other: Other Animation Courses
 - ART 3101: 3D Modeling
 - ART 4101: Moving Image Art
 - ART 4401: Computer Animation
 - ART 5001: Art & Tech Topics - A course offering related to animation
 - CSE 3541/5541: Computer Game and Animation Techniques
 - CSE 3902 Project: Design, Development, and Documentation of Interactive Systems
 - Other animation courses
 - No Courses
4. Are there additional animation courses you hope to take in future semesters? Please check all that apply:
 - Same List as Question 3.
5. How likely are you to pursue a minor in animation if it were available?
 - Very Likely
 - Likely
 - Unsure
 - Unlikely
6. Please include any other notes related to your interest in or study of animation at OSU. (*Open response*)

Summary of Survey Results:

There were 114 respondents. 64 respondents identified themselves as Computer Science majors (either CSE or CIS), 34 respondents identified themselves as Art majors (either BFA or BA), 10 respondents identified themselves as Moving Image Production majors (MIP), and 6 respondents were a mix of other majors. We also asked students about their minors. The majority of students were not pursuing a minor, but the next two biggest areas of focus were Game Studies and Film Studies. Notably only one respondent reported pursuing a minor in Video Arts.

Interest in the animation minor was strong, with 81 respondents (71%) indicating they were either “likely” or “very likely” to complete the animation minor if it were available. Presumably most people responding to the survey in the first place were interested in animation, but this is still a sizable number of students interested in the minor.

See Figures in the [Proposal Above](#)

Highlighted Comments:

“its been hard to know what to take. i would have done more accad but i didn’t know enough about animation classes early on to know what to take and when. Thanks for making a minor.” – BFA Art major with a focus in the Art & Technology area

“I’ve had a life long passion for animation. I am in CIS and don’t choose to get a BFA since there were so many other art classes required. As my “related field” I am doing digital animation, however, I think a minor would be really helpful for those who are getting an BS in CIS or aren’t an Art & Technology major.”
–BA CIS major; minor in Game Studies

“From the perspective of an outsider and CSE student who has been able to visit the ACCAD building, ACCAD (along with OSU's history in graphics) is an exciting place that I think deserves more attention from computer science students (not limited to). I wasn't aware myself of how prevalent graphics has been at OSU until recently. Animation and games are an exciting platform for students (and anyone) to bring together their creativity, problem-solving, and knowledge of techniques and algorithms. For these reasons, I think an animation minor would be an excellent opportunity to present to students who are even just a little interested in the field.”
–BS CSE major

All Comments:

Survey Participant Comments from Question 6	
Major	Comments
BFA Art & Technology	I'm a sophomore hoping to go into the animation and/or game design industry, so I would LOVE an animation minor!
BFA	I think this would be amazing!

BFA A&T	I am graduating next year, meaning adding a minor is unlikely for me. I wish there was already one in place, as I feel I wasted precious class time on projects unrelated to my intended course of study (animation!!). This minor needs to happen! -please stop making A&T majors take robotics. It is totally useless
Studio Art; BFA; Art&Tech	its been hard to know what to take. i would have done more accad but i didn't know enough about animation classes early on to know what to take and when. Thanks for making a minor.
BA CIS but switching to BFA	Sounds really interesting, might change to this minor if it was available
BS in CSE	I love having another minor for Art!!! we should have more art minors
CIS BS	Computer Graphics and Animation is beneficial for cs student
BS CSE	OSU Animation Club
BS CIS	I strongly support adding this minor.
BA CIS	I've had a life long passion for animation. I am in CIS and don't choose to get a BFA since there were so many other art classes required. As my "related field" I am doing digital animation, however, I think a minor would be really helpful for those who are getting an BS in CIS or aren't an Art & Technology major.
CSE	Would love to learn the many different softwares available for animation
BS CSE	Animation classes in CSE would be cool. Specifically learning about animation AI, like what Nvidia is doing with rendering, etc. Classes on AI in specific industries would be cool.
Art BA	I wanted animation to be my degree when I came into OSU in 2019 however was sadly informed there was no official animation course which means I'd either be forced to do art and tech or an ART BA picking up additional animation classes out of pocket. I chose the latter which has hindered me as due to the nature of the BA I do not fully have the ability to explore animation as I maybe could've if these courses has been available to me before grad status which I hope the animation minor successful accomplishes. There are many people here I've met who came in hoping to animation. This will bring joy to so many other kids even if I did not get to experience that joy myself seeing as I am now in my 4th year and second to last semester before graduation.
BA CIS	While I am interested an animation, it is not something that I would personally pursue as a minor. I am more interested an animation as it relates to the development of video games, specifically. I also enjoy animated shows and Japanese anime, and I am curious about the basics of animation from a purely hobbyist perspective. Regardless, I think OSU would benefit from having an animation minor. In a world fueled by STEM pursuits, I feel like creative fields are often overlooked as viable careers. I appreciate the presence of a game studies minor at OSU, and I wish the developers of the animation minor the best of luck.
Computer Science and Engineering	Personally, I'm not into animation, but this sounds like a fantastic idea, hence, my completion of the survey.
BS CIS	Considering choosing a minor degree to complete before I graduate and this minor seems very interesting.
BA CIS	Plan on taking art, animation and game development classes as part of the related field component of the BA of CIS. Was interested in the proposed Esports and Gaming major but it was never launched.
CSE	It would be a nice option for there to be an animation minor.
BS CIS	I am unsure if I would pursue the minor given how packed my schedule for my undergraduate years is, but it sounds very interesting! If I have room in my schedule I would definitely consider it

BS Computer Science and Engineering	I am a graduating senior, so I cannot pursue a minor in animation, but I think it's still a great idea and something I would've liked to pursue given the chance.
BS CSE	I would truly consider minoring in animation if it became available
Studio Art, BFA, Art & Technology	Animation is my passion and what I wish to pursue. If there is an animation minor available, I would wholeheartedly pursue it.
CSE	While studying animation sounds very intriguing, my one concern is being able to graduate on time
BS CIS	Although I would not be personally interested in this minor, I think it is a great idea to add it to the offerings at OSU for those students interested in this topic area!
Computer Science and Engineering with specialization in Game Development and Graphics	I am a senior on my last semester at OSU, so sadly, I wouldn't be able to get this minor, however if it was offered before, I might have gotten a double minor in Game Studies and Animation as my interest in game design/development has a great overlap with animation as well.
BS CSE	I'm graduating soon but I think an animation minor would be a welcome addition
BS CSE	From the perspective of an outsider and CSE student who has been able to visit the ACCAD building, ACCAD (along with OSU's history in graphics) is an exciting place that I think deserves more attention from computer science students (not limited to). I wasn't aware myself of how prevalent graphics has been at OSU until recently. Animation and games are an exciting platform for students (and anyone) to bring together their creativity, problem-solving, and knowledge of techniques and algorithms. For these reasons, I think an animation minor would be an excellent opportunity to present to students who are even just a little interested in the field.
BS CSE	I love making games and want to improve in this area. This is for fun.
Art and technology	Learn how to draw the human figure in a moving animation
CSE	I think animation development would be so cool to learn with a focus on game development specialization. If it does open a minor for animation I would take it (graduating soon so probably won't be completing it realistically).
BFA MIP	I studied Games and Animation at Ohio University before transferring here and plan on focusing on Animation in MIP.
BA in MIP	I'm in MIP almost solely for the animation aspect, I would have loved a more defined animation path when I started my freshman year.
Moving-Image Production (BA)	While I'm not personally interested in pursuing the minor, I think it'd be beneficial to offer it nonetheless
BFA - MIP	more opportunities with 2d/ hand drawn would be nice
BA - MIP	While I'm a Junior right now and unable to partake in this program, I completely support this idea and look forward to seeing where this goes! For students in MIP, there is a common feeling that us animation students get forgotten, so I love the idea of letting us have the opportunity to formalize our education. I have fallen in love with ACCAD here at OSU, so I am so excited to hear about more students getting involved in courses!
BA in Film studies (production)	Sounds fun!
BA MIP	I think there would be a lot of interest from students in a variety of majors for this minor.
MIP	Currently have a focus in animation through MIP



August 14, 2023

Dear Chairs and Directors,

The Department of Art is seeking your concurrence for a new Minor in Animation. The minor has been conceived and built as an interdisciplinary minor. This curriculum spans the Department of Art, the Department of Design, the Department of Theatre, Film, and Media Arts, The Advanced Computing Center for the Arts and Design, and the Department of Computer Science and Engineering, mixing creative and technical frameworks to study animation. The minor does not duplicate any existing program and is a much-needed unique addition to the University. We have seen popular demand for animation courses across our departments and know students will benefit from a formalized pathway that links these existing courses into a directed program of study. Animation courses here at OSU span multiple departments, and we believe that the minor is strengthened by its interdisciplinary curriculum.

Animation is a creative field of study that has its own rich history, language, and technology. Creating this minor will give students a clear acknowledgement of their field of study and provide a framework for them to build a portfolio of animated work. As a research university we have always been able to look beyond standard industry practices and technical training to push the medium in terms of what's possible. Collaboration across disciplines helps grow this innovation. Approaching the minor from the different disciplines listed here expands the field of animation from experimental visual forms to fundamental computer algorithms. This collaboration also draws on the tradition of innovative research seen in the legacy of Professor Charles Csuri, an industry changer in the field of computer graphics and animation, as well as the continued excellence in research and artmaking we see today from our current faculty.

We fully expect this minor to become very popular with students across the University and look forward to working together to oversee the program's success and evolution.

I have attached the program proposal for the new minor for your review. Please email your responses/concurrences to me by August 28, 2023. Concurrence will be assumed if no response is received within two weeks.

Thank you for your response and collaboration in bringing this exciting minor together.

Laura Lisbon
Professor and Chair, Department of Art
Lisbon.1@osu.edu

Friday, September 1, 2023 at 16:38:37 Eastern Daylight Time

Subject: Re: Animation Minor concurrence request
Date: Thursday, August 17, 2023 at 6:14:11 PM Eastern Daylight Time
From: Munch, Fabienne
To: Lisbon, Laura
Attachments: image001.png

Dear Laura,

The department of design offers concurrence to the department of art for its animation minor. We want to highlight that design faculty resources are currently involved in two core courses, ACCAD 5002 and ACCAD 5003 and two elective courses, DESIGN 4104 and 4154. Should the current capacity become insufficient with the addition of the animation minor, additional resources to expand the offering will need to come from outside of the department of design.

Best,
Fabienne



Fabienne Münch, PhD

Professor and Department Chair

The Ohio State University

College of Arts and Sciences

Department of Design

100 Hayes Hall

108 North Oval Mall, Columbus, OH 43210

614.247.8943 Office

munch.31@osu.edu

Pronouns: she/her/hers

From: Lisbon, Laura <lisbon.1@osu.edu>
Date: Monday, August 14, 2023 at 7:17 AM
To: Hashamova, Yana <hashamova.1@osu.edu>, Munch, Fabienne <munch.31@osu.edu>, Westlake, E.J. <westlake.35@osu.edu>, Arora, Anish <anish@cse.ohio-state.edu>
Subject: Animation Minor concurrence request

Dear Chairs and Directors,
I hope you all had a good summer – even if brief!

I worked with Bernadette Vankeerbergen over the summer to review the Animation Minor proposal before submission. She was overall very impressed with it, and had a few changes

that are necessary for the minor to go forward. I have incorporated the changes into the attached document.

Key changes include:

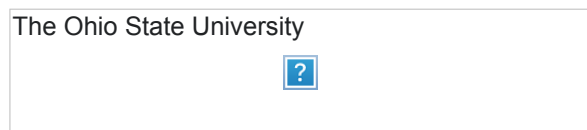
- Even if minor is interdisciplinary, it can only belong to one unit. The Department of Art is named since it will be providing the advisor.
- More robust language has been added about the interdisciplinary Faculty Advisory committee that will be formed and convened to review the minor on a yearly or every two year basis.
- Graduate level courses cannot be included in an undergraduate minor.

Please review the updated version of the minor. (attached)

I have also attached a request for your concurrence, also attached as a letter. Please email your responses/concurrence to me within two weeks, after which time I will send the proposal forward.

Thank you to everyone in our units who have worked so hard to bring this minor to this stage.

Best wishes,
Laura



Laura Lisbon

Professor and Chair

The Ohio State University

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