Course Change Request  

Indiana University  

IUPUI Campus  

Check Appropriate Boxes:  
Undergraduate credit [✓]  Graduate credit [ ]  Professional credit [ ]  

1. School/Division: Informatics  
2. Academic Subject Code: NEWM-N  
3. Current Course Number: 335  
4. Current Credit Hours: 3.0  
5. Current Title: Computer-Based Character Simulation/Animation II  
6. Effective Semester/Year for changes listed below: Fall 2010  
7. Instructor: Staff  

Type of Change Requested (Check appropriate boxes and indicate changes)  

[ ] 8. Change course number to: ________________ (must be cleared with University Enrollment Services)  
[✓] 9. Current course title: Computer-Based Character Simulation/Animation II  
   Change to: Character Modeling and Animation  
   Recommended abbreviation (optional) ___________________________  
   (Limited to 32 Characters including spaces)  

[ ] 10. Current credit hours fixed at: ___________ or variable from: ___________ to  
   Change to credit hours fixed at: ___________ or variable from: ___________ to  

[ ] 11. Current lecture contact hours fixed at: ___________ or variable from: ___________ to  
   Change to lecture contact hours fixed at: ___________ or variable from: ___________ to  

[ ] 12. Current non-lecture contact hours fixed at: ___________ or variable from: ___________ to  
   Change to non-lecture contact hours fixed at: ___________ or variable from: ___________ to  

[ ] 13. Is this course currently graded with S-F (only) grades? Yes _____ No _____  
   Change to S-F (only) grading? Yes _____ No _____  

[ ] 14. Does this course presently have variable title approval? Yes _____ No _____  
   Is variable title approval being requested? Yes _____ No _____  

[✓] 15. Is this course being discontinued? For all campuses _____ or for this campus only ______  

   Current course description: P: N235. A class that will take the basics of computer animation to the next level by including character animation. Students will learn the craft of biped motion using traditional and advanced methods. This class will discuss physics-based topics of gravity, balance, drag, and overshoot in developing character movements. Students will also learn skills in modeling the character and in the creation of synched facial animation. Project-based and two character animations will be completed from storyboard to digital movie format. Change course description to (not to exceed 50 words) P: N230. Intermediate course in designing characters for a variety of applications. Topics include character modeling, locomotion, facial animation, and lip movement.  

[ ] 17. Justification for change: ___________________________________________________________  
   (Use additional paper if necessary)  

18. Are the necessary reading materials currently available in the appropriate library? Yes _____  

19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of this course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.  

Submitted by:  
M. Pauline Bode  
Department Chairman/Division Director  
Date 6/30/2009  

Approved by:  
Dean  
Date 7/1/2009  

Dean of Graduate School (when required)  
Date  

Chancellor/Vice-President  
Date  

University Enrollment Services  

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.  

UPS 725  
University Enrollment Services Final—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White