

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

**DEPARTMENT OF ART**

**CURRICULUM CHANGE**

Name of Program and Degree Award: Computer Graphics and Imaging, BS

Hegis Number: 1009.00

Program Code: 26891 - CGI-BS

Effective Term: Fall 2025

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

2. **From:** ~~Strikethrough~~ the changes

Major Requirements – Core Courses

**ART**

**Earn at least 18 credits from the following:**

- ART 100 - Basic Drawing
- ART 101 - Introduction to Two-Dimensional Design
- ART 102 - Introduction to Three-Dimensional Design
- **OR** ART 106 - Introduction to Sculpture
- ART 108 - Introduction to Photography
- ART 112 - Introduction to Digital Imaging
- ARH 167 - Tradition and Innovation in the Art of the West
- **OR** ARH 141 - Introd to the History of Modern Art of the 19th & 20th Centuries in Europe & the US

**ART/CGI**

**Earn at least 24 credits from the following:**

- ART 221 - Applied Imaging and Applications to the World Wide Web I
- ART 222 - Introduction to Animation
- ART 321 - Computer Modeling and Design I
- ART 322 - Computer Modeling and Design II
- ART 325 - Digital Multimedia
- ART 421 - Computer Animation I
- ART 422 - Computer Animation II
- ART 441 - Broadcast Design
- **OR** ART 480 - Senior Project
- **OR** ART 487 - Professional Experience in the Fine Arts (max 6 credits)

**Computer Science**

**Earn at least 14 credits from the following:**

- CMP 167 - Programming Methods I
- CMP 157 - Programming Methods I Lab

- CMP 168 - Programming Methods II
- CMP 158 - Programming Methods II Lab
- CMP 343 - Full Stack Web Development  
**OR** CMP 342 - Internet Programming

### **Mathematics**

**Earn at least 5 credits from the following:**

- MAT 155 - Calculus I Laboratory
- MAT 175 - Calculus I

3. **To:** Underline the changes

Major Requirements – Core Courses

### **ART**

**Earn at least 18 credits from the following:**

- ART 100 - Basic Drawing
- ART 101 - Introduction to Two-Dimensional Design
- ART 102 - Introduction to Three-Dimensional Design  
**OR** ART 106 - Introduction to Sculpture
- ART 108 - Introduction to Photography
- ART 112 - Introduction to Digital Imaging
- ARH 167 - Tradition and Innovation in the Art of the West  
**OR** ARH 141 - Introd to the History of Modern Art of the 19th & 20th Centuries in Europe & the US

### **ART/CGI**

**Earn at least 24 credits from the following:**

- ART 221 - Applied Imaging and Applications to the World Wide Web
- ART 222 - Introduction to Animation
- ART 321 - Computer Modeling and Design I
- ART 322 - Computer Modeling and Design II
- ART 325 - Digital Multimedia
- ART 421 - Computer Animation I
- ART 422 - Computer Animation II
- Select one course from among these 5 courses:  
ART 223 Drawing for Animation  
OR ART 336 Advanced Stop Motion Animation  
OR ART 441 - Broadcast Design  
OR ART 480 - Senior Project  
OR ART 487 - Professional Experience in the Fine Arts (max 6 credits)

### **Computer Science**

**Earn at least 14 credits from the following:**

- CMP 167 - Programming Methods I
- CMP 157 - Programming Methods I Lab
- CMP 168 - Programming Methods II
- CMP 158 - Programming Methods II Lab

- CMP 343 - Full Stack Web Development  
**OR** CMP 342 - Internet Programming

**Mathematics****Earn at least 5 credits from the following:**

- MAT 155 - Calculus I Laboratory
- MAT 175 - Calculus I

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

Majors in the Bachelor of Science in Computer Graphics and Imaging are required to have a mastery of many different types of digital image making and many different kinds of software and programs. This change – by adding two courses to the possible selection of advanced coursework - is designed to enable students to further develop their skills and mastery in a highly specialized area. This broadening of the offerings allows students to pursue their individual interests within this diverse field by recognizing the importance and centrality of animation within the field. These animation courses offer both traditional techniques and the newest software and digital production methods. Because of their connection to traditional techniques, they provide important historical and practical context to students working in purely digital 3D animation workflows. By allowing drawing for animation and stop motion animation alongside broadcast design or an independent study or internship course, students are able to better tailor their individual areas of specialization within this broad and diverse field.

**5. Date of departmental approval: January 29, 2025**

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**DEPARTMENT OF ART**

**CURRICULUM CHANGE**

1. **Type of Change:** *Description-Add Repeat for Credit*

2. **From:** ~~Strike through 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
Course Prefix & Number	ART 336
Course Title	Advanced Stop Motion Animation
Description	Advanced exploration of hands-on, traditional, and experimental stop-motion animation techniques.
Pre/ Co Requisites	Pre-req: ART 222
Credits	3
Hours	4
Liberal Arts	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	
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
Course Prefix & Number	ART 336
Course Title	Advanced Stop Motion Animation
Description	Advanced exploration of hands-on, traditional, and experimental stop-motion animation techniques. <u>NOTE: May be repeated for up to 6 credits.</u>
Pre/ Co Requisites	Pre-req: ART 222
Credits	3
Hours	4
Liberal Arts	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, WAC, etc)	
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):**

This class fulfills the major requirements for the BA in Studio Art and BFA in Studio Art for majors in Animation. By permitting students to take ART 336 more than one time, this change guarantees that animation majors who are primarily focused on 2D or 3D stop motion will be able to fully develop their production skills and creative interests as animators.

5. **Date of departmental approval:** January 29, 2025