

CBM003 ADD/CHANGE FORM

UC 1066209F

APPROVED FEB 24 2010

Undergraduate Council  
 New Course  Course Change  
 Core Category: \_\_\_\_\_ Effective Fall 2010

or

Graduate/Professional Studies Council  
 New Course  Course Change  
 Effective Fall \_\_\_\_\_

RECEIVED OCT 16 2009 MB

1. Department: Computer Science College: NSM
2. Faculty Contact Person: Dr. Hilford Telephone: 3-3342 Email: vhilford@cs.uh.edu
3. Course Information on New/Revised course:
  - Instructional Area / Course Number / Long Course Title:  
COSC / 4348 / Introduction to Game Art & Animation
  - Instructional Area / Course Number / Short Course Title (30 characters max.)  
COSC / 4348 / INTRO GAME ART & ANIMATION
  - SCH: 3.00 Level: SR CIP Code: 1108030019 Lect Hrs: 3 Lab Hrs: 0
4. Justification for adding/changing course: To provide for new discipline areas
5. Was the proposed/revised course previously offered as a special topics course?  Yes  No  
 If Yes, please complete:
  - Instructional Area / Course Number / Long Course Title:  
COSC / 4397 / Sel Top-Computer Science #26, Gaming Art
  - Course ID: 16876 Effective Date (currently active row): 20083
6. Authorized Degree Program(s): BS, Computer Science
  - Does this course affect major/minor requirements in the College/Department?  Yes  No
  - Does this course affect major/minor requirements in other Colleges/Departments?  Yes  No
  - Can the course be repeated for credit?  Yes  No (if yes, include in course description)
7. Grade Option: Letter (A, B, C ...) Instruction Type: lecture ONLY (Note: Lect/Lab info. must match item 3, above.)
8. If this form involves a change to an existing course, please obtain the following information from the course inventory: Instructional Area / Course Number / Long Course Title  
 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_  
 • Course ID: \_\_\_\_\_ Effective Date (currently active row): \_\_\_\_\_
9. Proposed Catalog Description: (If there are no prerequisites, type in "none".)  
 Cr: 3. (3-0). Prerequisites: Consent of instructor. Description (30 words max.): Introduction to video game concept arts and computer animation. Fundamentals of modeling game assets and animation using the latest game software and hardware.

10. Dean's Signature: \_\_\_\_\_ Date: 13 Oct '09  
 Print/Type Name: Ian Evans

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