

Animation Minor

Program Description

The Animation Minor is designed to introduce students to the fundamental concepts and processes of animation. Students will explore a wide range of media and processes of animation; learn the animation workflow from storyboarding to animating and editing; and develop technical proficiency, critical thinking skills, and sensibility as multimedia composers, moving image artists, and storytellers. Through a wide selection of elective classes in Studio Art, Game Design, Music, Film Studies, and Creative Writing, students will broaden their knowledge and career possibilities.

Eligibility

A minimum 2.75 GPA is required for admittance to the minor.

Contact

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Program Requirements

(18 semester hours)

Code	Title	Credit Hours
Required Courses		
Foundation - complete all of the following:		
ART 121	Observational Drawing	3
ART 350		3
ART 351		3
Advanced - repeat one of the following for three additional hours:		
ART 350		3
or ART 351		
Electives		
Select six hours from the following:		6
ARC 405V	Film & Mixed+MultiMedia	
ART 122	Drawing Projects	
ART/IMS 215	3D Digital Sculpting	
ART/IMS 218	3D Shading and Texturing	
ART 221	Intermediate Drawing 1	
ART 231	Painting I	
ART 241	Printmaking I	
ART 257	Photography	
ART 261	Ceramics I	
ART 264	Jewelry Design and Metals I	
ART 271	Sculpture I	
ART/IMS 305	3D Character Design	
ART 320	Thematic Studio	
ART 359	Art and Digital Tools II: Video Post Production	
ART 407	Moving Image Art	
ENG 124	Introduction to Fiction	

ENG 226	Introduction to Creative Writing: Short Fiction and Poetry	
FST 301	Film Theory	
IMS 319	Foundations in Digital 3-D Modeling and Animation	
IMS 430	Motion Design Toolkit	
MUS 206	Cinematic Listening: Film Music	
MUS/IMS 221	Music Technologies	
Total Credit Hours		18