

ART + DESIGN MINOR

ANIMATION

18 credits

Core animation classes provide students with necessary skills/knowledge for working in the industry, while one elective class chosen from a list of recommended classes allows each student to choose a course aligned with their personal animation interests.

The minor in animation offers students the opportunity to:

- understand the roles of a professional animator in the field
- work with digital tools such as Photoshop and Maya
- develop skills which will enable production of animations for TV and film
- produce a portfolio of 2D and 3D animation

Prepare for careers such as:

- animator
- rigger
- 3D modeler
- texture artist

To declare an Animation Minor, students must be a degree candidate who has earned at least 24 credits, with a minimum cumulative grade point average of 2.000 and a minimum 2.500 grade point average in their major.

Note: Minors in this concentration may be required to have a laptop.



ANIMATION MINOR COURSE CURRICULUM

Animation Core Courses (15 Credits)

AXD 245 Story Structures

AXD 246 Principles of Animation

AXD 345 3D Modeling

AXD 346 3D Animation

AXD 446 Adv. Topics in Animation + Game Arts

And 1 course from the following (3 credits)

AXD 311 Illustration: Character Design
and Environments

AXD 347 Visual Design for Games

AXD 384 Digital Video Production

AXD 446 Adv. Topics in Animation + Game Arts
(*may be taken more than once with different topics*)

This curricular guide represents the requirements for students entering the college for the academic year 2020-2021 and is intended as an example of progression towards the degree minor.

Accreditation: National Association of Schools of Art and Design