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