Animation, Minor

The animation minor immerses students in the creation of animated artwork and assets for short animated films, game art and promotion, documentary films, visualization, motion graphics, illustration, and interactive art. An intensive studio program, this curriculum seeks to immerse students in the knowledge, experience, and techniques of animation, informed by theory, experimentation, and critique. Extensive digital imaging and interactive media editing and production facilities afford students the opportunity to become proficient in the emerging practices necessary for remarkable work.

Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified. Students who wish to register for 2000-level courses and above need to plan ahead in order to complete prerequisite course(s) ahead of time.

A student pursuing this minor must complete a minimum of four courses exclusive to this minor beyond the courses required for the student's declared major(s), minor(s), or PlusOne.

Requirements for Non–Art + Design Majors

Code	Title	Hours
Required Courses		
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	5
ARTD 3000	Topics in Media Arts	4
ARTD 3470	Animation 1	4
ARTF 1220	Elements of Visual Composition (with optional ARTF 1221)	2
ARTF 1240 and ARTF 1241	Making with Video, Sound, and Animation and Making with Video, Sound, and Animation Tools	2

Code	Title	Hours
Elective		
Complete one of the following:		4
ARTD 2100	Narrative Basics	
ARTD 3000	Topics in Media Arts	
ARTD 3471	Virtual Environment Design	
ARTD 3472	Character Design for Animation	
ARTD 3473	Animation for Games	
ARTD 4570	Animation 2	
ARTD 4575	Animation 3	
ARTE 3901	Art and Design Special Topics	
ARTE 4901	Special Topics in Art and Design Studio	
ARTH 2212	Survey of the Still and Moving Image	

Requirements for Art + Design Majors

Note: This minor is not available to students in the BFA in media arts program or any media arts combined major.

Code	Title	Hours
Required Courses		
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	5
ARTD 3000	Topics in Media Arts	4
ARTD 3470	Animation 1	4

Code	Title	Hours
Electives		
Complete two of the following (if ARTD 3000 Topics in Media Arts, or any other topics course in the options listed below, is completed more than once, the additional completions may be allowed toward the electives):		
ARTD 2100	Narrative Basics	
ARTD 3000	Topics in Media Arts	

ARTD 3471	Virtual Environment Design
ARTD 3472	Character Design for Animation
ARTD 3473	Animation for Games
ARTD 4570	Animation 2
ARTD 4575	Animation 3
ARTE 3901	Art and Design Special Topics
ARTE 4901	Special Topics in Art and Design Studio
ARTH 2212	Survey of the Still and Moving Image

GPA Requirement

2.500 GPA required in the minor