

Animation Minor

The 15-Hour Minor in Animation is designed to give students a foundation in both 2D and 3D animation. Traditional and digital applications are covered. The minor is open to all undergraduate students except for those majoring in programs housed within the Department of Art & Art History.

Code	Title	Hours
Required Courses		
ARTS 1110	Drawing I	3
ARTS 1230	Introduction to Digital Art	3
ARTS 3020	2-D Animation	3
ARTS 3120	3-D Animation	3
ARTS 3130	Themes in Contemporary Animation	3
Total Hours		15

Students must earn at least a C and maintain a minimum 2.5 grade-point average in all courses that count toward the minor.