

DIGITAL ANIMATION MINOR

Code	Title	Credit Hours
Minor Requirements		
ART 110	Beginning Drawing I	3
ART 120	Two-Dimensional Design	3
ART 160	Beginning Drawing II	3
ART 210	Animation Fundamentals	3
ART 229	Design Software Applications	3
ART 250	Motion Graphics	3
ART 321	Digital 3D Modeling	3
ART 325	Digital 3D Lighting	3
Total Credit Hours		24

University Graduation Requirements

1. Have a valid and declared major on file (minors cannot be awarded in the same areas as the major, emphasis or concentration).
2. Earn a minimum of 3 credit hours beyond the major, emphasis, concentration and/or general studies requirements.
3. Earn a minor GPA of at least 2.0.