

DIGITAL ANIMATION MINOR

Requirements

Code	Title	Credit Hours
Minor Requirements		
ART 129	Design Software Applications	3
ART 190	Digital 3D Fundamentals	3
ART 210	Animation Fundamentals	3
ART 221	Digital 3D Modeling	3
ART 250	Motion Graphics	3
ART 325	Digital 3D Lighting	3
ART 326	Introduction to Game Design	3
or ART 353	Digital Animation	
Total Credit Hours		21

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.