

## 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

*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 2024-2025 and is intended as an example of progression towards the degree minor.

Accreditation: National Association of Schools of Art and Design

V.10 2024/25