

# 3D DIGITAL MODELING AND ENVIRONMENTS MINOR

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The Minor in 3D Digital Modeling and Environments provides a pathway for students to develop and practice skills in digital modeling through courses in digital texturing, sculpting, 3D scanning, and character modeling. Emphasis is placed on creating engaging assets and environments for various digital media, including video games and animations.

## Course Requirements for the Minor

The following courses, or their approved transfer equivalents, are required of all candidates for this minor.

Course	Title	Units
CAGD 112	Virtual and Physical Camera Applications	3
CAGD 230	Digital Modeling I	3
CAGD 320	Digital Texturing	3
CAGD 329	Digital Sculpting	3
CAGD 330	3D Digital Modeling II	3
Select two of the following:		6
CAGD 331	3D Character Modeling	
CAGD 350	3D Scanning	
CAGD 373	Game Asset Production	
CAGD 420	3D Environment Modeling	
Total Units		21