APPLIED COMPUTER GRAPHICS MINOR

The Minor in Applied Computer Graphics is for students in other disciplines looking to grow their skillsets to use within their chosen field or to explore new career paths. The minor teaches fundamental visual design and provides a focus in either animation or CGI.

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 110	Computer-Assisted Art I	3
CAGD 112	Virtual and Physical Cameras Applications	3
CAGD 117	Concept Design and Storyboarding	3
Select three units from the following:		3
	Any Computer Animation and Game Development (CAGD) courses	
Select nine units from the following:		9
	Any upper-division (300/400/500-level) Computer Animation and Game Development (CAGD) courses. These courses must be selected in consultation with the Applied Computer Graphics advisor.	
Total Units		**21**