COMPUTER ANIMATION MINOR

The Minor in Computer Animation provides a foundation and development in animation techniques. Students communicate visually through practice of computer-assisted art, digital concept art, storyboarding, visual story development, and the principles of animation. Skills are developed and reinforced through creative and technical processes utilizing critical thinking, problem-solving, and idea generation both individually and collaboratively.

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 117	Concept Design and Storyboarding	3
CAGD 240	Digital Animation I	3
CAGD 325	Motion Capture	3
CAGD 340	Digital Animation II	3
CAGD 441	3D Character Animation	3
CAGD 445	2D Digital Animation	3
CAGD 545	Game Animation	3
Total Units		**24**