

Minor in Animation and Illustration

Students will learn the various ways that imagery can be used for illustrative or editorial ends, and/or be made to be kinetic, either in two dimensions or three. A range of analog, digital and experimental techniques will be offered.

Choose 3 courses from the following: (9) 9

ART 1160	Introduction to Drawing and Life Drawing
ART 1130	3D Foundation: Form, Space & Time
ART 1140	Creative Technology for Artists
ART 2240	Beginning Imaging and Illustration
DES 1100	Digital Applications Basics
DES 2600	Digital 3D and Time-Based Media

Choose 5 courses from the following list: (15) 15

ART 3160	Intermediate Drawing and Life Drawing
ART 3240	Intermediate Imaging and Illustration
ART 3780	Special Topics in Art (when the topic is Experimental Animation)
DES 3300	Digital Illustration
DES 3600	Digital Motion Graphics
DES 3800	Advanced Modeling
DES 3835	Character Design
ART 4160	Advanced Drawing and Life Drawing
ART 4240	Advanced Imaging and Illustration
DES 4625	Storyboarding
DES 4825	3D Animation

Total Units 24