ANIMATION TECHNICAL DIRECTOR (MINOR)

This minor is only available to students in the Game Programming BS and the Computer Science BS who complete GAM 325 and GAM 370 as part of their degree requirements.

Required Courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Quarter Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANI 230</td>
<td>3D DESIGN &amp; MODELING</td>
<td>4</td>
</tr>
<tr>
<td>ANI 231</td>
<td>3D ANIMATION</td>
<td>4</td>
</tr>
<tr>
<td>GAM 325</td>
<td>APPLIED 3D GEOMETRY</td>
<td>4</td>
</tr>
<tr>
<td>GAM 370</td>
<td>RENDERING AND GRAPHICS PROGRAMMING</td>
<td>4</td>
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</tbody>
</table>

Select two (2) of the following - REQUIRED: 8

- ANI 332 3D RIGGING
- ANI 339 3D TEXTURING AND LIGHTING
- ANI 342 3D ANIMATION PRODUCTION
- ANI 378 3D DYNAMICS

Select two (2) of the following - REMAINING OPTIONS: 8

- ANI 310 MOTION CAPTURE
- ANI 333 ADVANCED 3D RIGGING
- ANI 336 3D MODELING STUDIO
- ANI 337 ENVIRONMENT MODELING
- ANI 338 3D ORGANIC MODELING
- ANI 351 ADVANCED MOTION CAPTURE STUDIO
- ANI 379 3D COMPOSITING