



Springfield College 3-D Animation Minor ▼ 2016-2017

If you matriculated to Springfield College in 2016-2017, use this as a guide for completing the 3-D Animation minor. Requirements listed for this minor are subject to change—use your online degree audit for the most accurate information. Always confirm your plans with your minor advisor or the chairperson of the Visual and Performing Arts department.

ANIM Minor – 15 Credits Required

ARTS 108, Studio in Drawing (3 cr)

ARTS 202, Computer Animation (3 cr)

ARTS 231, 3-D Animation (3 cr)

CISC 175, Introduction to Computer Science with C++ and Java (3 cr)

*In addition, you must select **three courses** (9 credits) from the following:*

ARTS 232, Character Development for 3D Animation and Video Games (3 cr)

ARTS 233, 3-D Video Game Design (3 cr)

ARTS 330, Digital Sculpting and Surfacing (3 cr)

ARTS 340, Advanced Rigging and Animation (3 cr)