MODELING AND ANIMATION - MINOR

College of Applied and Technical Studies
www.kent.edu/cats

Contact Information
• Program Coordinator:
  Lori Bears
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• Speak with an Advisor
  • Kent Campus (Jamie Priddy)
  • Stark Campus
  • Tuscarawas Campus
• Chat with an Admissions Counselor

Fully Offered
• Kent Campus
• Stark Campus
• Tuscarawas Campus

Description
The Modeling and Animation minor provides students with an understanding of and skills to create: parametric models, 2D graphics, UV texturing, character and environment modeling, lighting and rendering, as well as animation.

Admission Requirements
Admission to a minor is open to students declared in a bachelor’s degree, the A.A.B. or A.A.S. degree or the A.T.S. degree (not Individualized Program major). Students declared only in the A.A. or A.S. degree or the A.T.S. degree in Individualized Program may not declare a minor. Students may not pursue a minor and a major in the same discipline.

Program Requirements

Graduation Requirement

<table>
<thead>
<tr>
<th>Minimum Minor GPA</th>
<th>Minimum Overall GPA</th>
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<tbody>
<tr>
<td>2.000</td>
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- Minimum 6 credit hours in the minor must be upper-division coursework (30000 and 40000 level).
- Minimum 6 credit hours in the minor must be outside of the course requirements for any major or other minor the student is pursuing.
- Minimum 50 percent of the total credit hours for the minor must be taken at Kent State (in residence).

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>AGD 11003</td>
<td>SOLID MODELING</td>
<td>3</td>
</tr>
<tr>
<td>AGD 12000</td>
<td>TWO DIMENSION GRAPHICS</td>
<td>3</td>
</tr>
<tr>
<td>AGD 12001</td>
<td>MODELING AND TEXTURING I</td>
<td>3</td>
</tr>
<tr>
<td>AGD 22004</td>
<td>MODELING AND TEXTURING II</td>
<td>3</td>
</tr>
<tr>
<td>AGD 22010</td>
<td>DIGITAL SCULPTING</td>
<td>3</td>
</tr>
<tr>
<td>AGD 34000</td>
<td>CHARACTER ANIMATION</td>
<td>3</td>
</tr>
<tr>
<td>AGD 34001</td>
<td>ANIMATION PROJECT</td>
<td>3</td>
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Minimum Total Credit Hours: 21