MODELING AND ANIMATION - MINOR

About This Program
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.

Contact Information
• Program Coordinator: Lori Bears | lbears@kent.edu | 330-308-7438
  Chris Totten | ctotten@kent.edu | 330-308-7567
• Speak with an Advisor
  • Kent Campus
  • Stark Campus
  • Tuscarawas Campus

Program Delivery
• Delivery:
  • In person
• Location:
  • Kent Campus
  • Stark Campus
  • Tuscarawas Campus

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

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<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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</tbody>
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Minimum Total Credit Hours: 21

Graduation Requirements
Minimum Minor GPA: 2.000
Minimum Overall GPA: 2.000

• 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).