

MODELING AND ANIMATION - MINOR

College of the Arts
School of Art
www.kent.edu/art

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

- **Chris Totten** | ctotten@kent.edu
- Speak with an Advisor
 - Kent Campus
 - Tuscarawas Campus

Program Delivery

- **Delivery:**
 - In person
- **Location:**
 - Kent 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

Minor Requirements

Code	Title	Credit Hours
Minor Requirements		
AGD 12000	TWO DIMENSION GRAPHICS	3
AGD 12001	MODELING AND TEXTURING I	3
AGD 22004	MODELING AND TEXTURING II	3
AGD 22010	DIGITAL SCULPTING	3
AGD 34000	CHARACTER ANIMATION	3
AGD 34001	ANIMATION PROJECT	3
TMD 11003	SOLID MODELING	3
Minimum Total Credit Hours:		21

Graduation Requirements

Minimum Minor GPA	Minimum Overall GPA
2.000	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).

Program Learning Outcomes

Graduates of this minor will be able to:

1. Demonstrate current skills in two- and three-dimension modeling, animation and game design.
2. Apply design thinking to technological problems, including demonstrating familiarity with design thinking applicable to their professional work.
3. Demonstrate an understanding of the ethics (and legal issues) closely associated with fields of modeling, animation and game design.
4. Demonstrate effective communication skills – both verbally and in written form – with technical, business and design professionals, including effective communication as individuals and as part of a project team.
5. Participate in and lead multidisciplinary project teams, demonstrating theoretical and practical understanding of team dynamics.
6. Demonstrate appreciation for diverse cultures and individual differences and reflect that appreciation in their work.
7. Engage in continuous learning, as well as research and assess new ideas and information to provide the capabilities for lifelong learning.