Minneapolis College of Art and Design
Media Arts Department
Animation Minor
Description, Overview, and Required Courses

Description and Overview of the Animation Minor

The Animation Minor provides students an opportunity to explore both 2D- and 3D-animation courses to supplement their major. The Introduction to Animation course offers classical techniques and software knowledge, as well as a vocabulary for discussing animated films. Subsequent classes address specific software, pre-production, and compositing skills.

The Animation Minor would be particularly useful for a film major looking to add creative storytelling skills to their visual repertoire or for a fine arts major wishing to explore process-oriented experimentation with materials. In general, these classes are designed to foster an appreciation for the discipline's adaptability as both an applied and a fine arts form.

Animation Minor Learning Outcomes

- Students will be familiar with the classical fundamentals of traditional character animation.
- Students will demonstrate basic life-drawing skills and film-language staging.
- Students will use software tools to composite, manipulate, and create animation.
- Students will discuss work within the context of the international history of animated films.

Animation Minor Required Courses

Required:
ANIM 2000 Introduction to Animation

Choose 3 (9 cr.) of the following:
ANIM 2500 Drawing for Animators
ANIM 3010 Stop-Motion Animation
ANIM 3050 Storyboard
ANIM 3020 Character Animation 1
ANIM 3023 Character Design
ANIM 3027 2D Digital Animation
ANIM 3030 3D Animation
ANIM 3040 3D Modeling
ANIM 3043 3D Rendering
MA 3065 Sound

Advanced – chose one (3 cr.) of the following:
ANIM 3033 VFX
ANIM 3070 Intermediate 3D
ANIM 3075 Character Animation 2
ANIM 3080 Experimental Animation

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