

# MODELING AND ANIMATION - MINOR

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

## 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

- **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

### Minor Requirements

Code	Title	Credit Hours
<b>Minor Requirements</b>		
AGD 11003	SOLID MODELING	3
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
<b>Minimum Total Credit Hours:</b>		<b>21</b>

## 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).