

# 2D AND TRADITIONAL ANIMATION MINOR

FINE 3456	Advanced 2D and Traditional Animation	3
<b>Total Hours</b>		<b>15</b>

## Introduction

Please click here (<http://catalog.ucdenver.edu/cu-denver/undergraduate/schools-colleges-departments/college-arts-media/visual-arts/>) to see general Visual Arts information.

The 2D and Traditional Animation Minor teaches fundamentals through advanced 2D and traditional animation principles. This minor is devoted to learning and understanding 2D and traditional animation techniques and tools, including timing, spacing, and character movement. The minor will also cover the history and evolution of animation and the tools and techniques used in advanced animation, including character acting, lipsyncing, and special effects. The minor will also cover animation for different mediums, including television, film, and video games.

## Program Delivery

- This is an on-campus program.

## Declaring This Minor

- To declare this minor, please see College of Arts & Media Advising and Student Services in Arts Building, 177. Consult the College of Arts & Media at [CAM@ucdenver.edu](mailto:CAM@ucdenver.edu) for more information.

## General Requirements

Students must satisfy all requirements as outlined below and by the department offering the minor.

- Click here (<http://catalog.ucdenver.edu/cu-denver/undergraduate/academic-policies-procedures/>) for information about Academic Policies

## Program Requirements

1. All courses for this minor must be taken at CU Denver unless approved otherwise by the digital design faculty advisor.
2. A minimum grade of C (2.0) is required for each course applied toward a College of Arts & Media major, minor or certificate requirement. A grade of C- (1.7) or lower will not fulfill a major, minor or certificate requirement. A grade of S is acceptable only for courses in which the grading basis is S/U. No more than 6 semester hours of P+/P/F is allowed in any given semester. No more than 12 semester hours may be elected as P+/P/F toward the degree.
3. Students may use up to six semester hours to fulfill both major and minor requirements; the remaining semester hours for the minor must be taken in addition to major requirements.

Code	Title	Hours
<b>Required courses</b>		
FINE 2405	Introduction to Digital Design	3
or FINE 2406	Introduction to Digital Art & Imaging	
FINE 3414	Motion Design I	3
FINE 1820	Animation Foundations	3
or FINE 3434	3D Motion Design	
FINE 3455	Intro to 2D and Traditional Animation	3