

**The Ohio State University
College of Arts and Sciences
Department of Art
Animation Minor (ANIMATN-MN)**

Coordinating Academic Advisor: TBA

Interim Minor Administrator: Jenifer Owens-Morrison (owens-morrison.1@osu.edu)

The Animation minor is primarily a studio-based curriculum of courses designed to build a portfolio of animation work, developing both creative and technical skills. The minor seeks to hone the varied skillset needed for this complex, time-based art form, mixing drawing, 3D modeling, motion, and storytelling.

Students can build breadth and depth into their experience by taking a range of classes in both animation fundamentals and specialized techniques, across the Department of Art, the Advanced Computing Center for the Arts and Design (ACCAD), the Department of Theatre, Film, and Media Arts, the Department of Design, and the Department of Computer Science and Engineering.

The Animation minor requires the completion of 15 credit hours of course work as outlined below.

Please Note: All **Core Courses** have prerequisites; please consider these prerequisites prior to enrolling in a **Foundation Course**.

No course may be taken for credit more than once and counted toward this minor.

Foundation Course (1 course; 3 CH)

Choose one of the following courses:

ACCAD 3350: The History of Animation (3)

ACCAD 5001: Animation Techniques and Practices (3)

ART 3009: Film/Video I (3)

ART 3101: 3D Modeling Sculpture (3)

ART 2200: Real and Recorded Time (3)

Core Courses (2 courses; 6 CH)

Choose two of the following courses:

ACCAD/DESIGN 5002: 3D Computer Animation: Form, Light, Motion I (3)

ACCAD 5003: 3D Computer Animation: Form, Light, Motion II (3)

ACCAD/DESIGN 5104: Interactive Animation (3)

ART 4101: Moving Image Art (3)

ART 4401: Computer Animation (3)

Elective Courses (2 courses; 6 CH)

Choose two courses from the list below. One of the courses *may* be an unused course from the Core Courses section above. Some courses below must have prerequisites; please consult the course catalog prior to enrolling.

ACCAD 3350: The History of Animation (3)

ACCAD 5100: Concept Development for Time-Based Media (3)

ACCAD 5140: Interactive Arts Media: Web (3)

ACCAD 5102: Programming Concepts and Applications for Artists and Designers (3)

ACCAD 5200: Motion Capture Production and Experimentation (3)

ART 3001: Internet Art (3)

ART 3004: Life Studio Drawing I (3)

ART 3107: Life Sculpture (3)

ART 5001: Aspects of Art and Technology I – *with appropriate animation theme* (3)

CSE 3541: Computer Game and Animation Techniques (3)

CSE 3902: Project: Design, Development, and Documentation of Interactive Systems (3)

CSE 5542: Real-Time Rendering (3)

CSE 5546: Virtual Reality (3)

DESIGN 4104: Intermediate Game Design I (3)

DESIGN 4154: Intermediate Game Design II (3)

THEATRE 2811: The Craft of Acting (3)

THEATRE 3111: Stage Directing (3)

THEATRE 3820: Introduction to Voice Acting (3)

THEATRE 5331: Screenwriting (3)

Animation Minor Program Guidelines

Credit hours required A minimum of 15. 1000 level courses shall not be counted toward the 15-credit minimum. At least 6 credit hrs must be upper-level courses as defined by the College of Arts and Sciences (3000 or above).

Transfer and EM credit hours allowed A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE A student is permitted to overlap up to two courses between the GE and the minor as long as the minor consists of at least 4 courses.

Overlap with the major and additional minor(s)

- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades Required

- Minimum C- for a course to be listed on the minor.
- Minimum 2.00 cumulative GPA for all minor course work.
- Course work graded Pass/Non-Pass cannot count in the minor.
- No more than 3 credit hours of course graded Satisfactory/Unsatisfactory may count toward the minor.

X193 credits—No more than 3 credit hours.

Declaring the minor:

In order to declare the minor, students must meet with a representative in the Department of Art prior to the filing of the graduation application. Please email owens-morrison.1@osu.edu to make an appointment.

Approval of Coursework

Initial approval of the minor coursework:

Students who complete the minor following the guidelines on this sheet need only verify with their academic advisor that the minor appears complete on the degree auditing system. No approval from the Department of Art is required.

Approval of courses not listed on this form to apply to the minor program:

Students must obtain the approval of the Department of Art to apply courses not listed on this form toward the Animation minor. Please email owens-morrison.1@osu.edu to request approval.

College of Arts and Sciences Curriculum and Assessment Services
306 Dulles Hall, 230 Annie & John Glenn Ave
<http://artsandsciences.osu.edu>

Approved CAA 12-06-2023 RLS

Update 05-28-2026 RLS

Update 09-30-2026 MCR