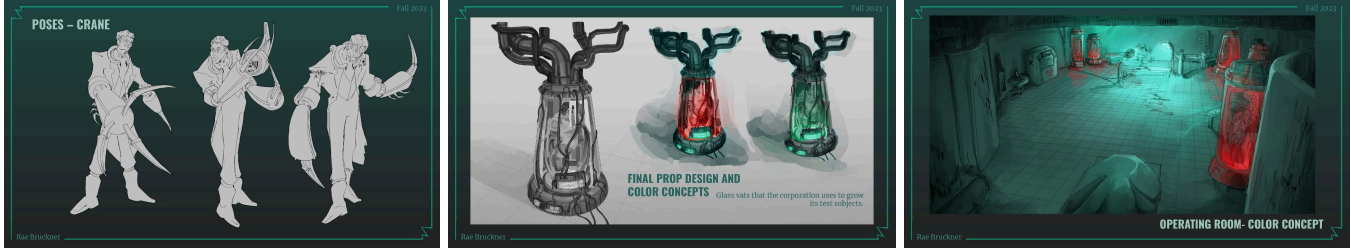


Concept Art Minor



In the Concept Art minor students explore the intersections of Illustration, Animation, Game Design and Entertainment Design while developing technical skills in hand drawing and painting from observation, digital drawing and painting, and a range of AI techniques to design characters, props and environments.

Eligibility

The Concept Art minor is open to all undergraduate majors. Students must be on track in their major and in good academic standing, with fewer than 6 credits behind and a cumulative GPA of 2.0.

Requirements

- Choose one course* (that is not a requirement of your major) - 3 credits
ANIM220 Design and Drawing for Animation I - or -
GAME220 Design and Drawing for Games I - or -
ILUS212 Drawing and Painting I
 - GDIL333 Making with AI Generators - 3 credits
 - Concept Art Elective ** - 3 credits
 - Concept Art Elective ** - 3 credits
 - Concept Art Elective ** - 3 credits
- Total - 15 credits

See Animation, Game and Entertainment Design, Graphic Design, Illustration, and Liberal Arts and Sciences for course descriptions.

Each student will receive an individual academic plan that outlines how this minor fits into their major.

For more information about the Concept Art minor contact:

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