DIGITAL PRODUCTION ARTS

Since 2012, the undergraduate minor in Digital Production Arts is designed to expose students to training across the artistic and technical disciplines that underlie computer animation, visual effects, and computer games. Students will gain entry-level artistic and technical expertise necessary for effective production of 3D computer graphics and animation, and is well-suited for students who wish to pursue graduate studies in Digital Production Arts. The minor in Digital Production Arts is open to students in all majors.

Group I (for Architecture or Visual Arts majors): DPA 3070, DPA 4000, 4010 and six credits selected from CPSC 4040, 4050, 4160, DPA 4810, 4820, 4830, ENGL 3570, PKSC 2200, 3200, THEA 2880, 4870, 4970.

Group II (for Computer Science, Computer Engineering, and Computer Information Systems majors): DPA 3070, DPA 4020, 4030, and six credits selected from ART 2050, 2130, 4210, DPA 4810, 4820, 4830, ENGL 3570, GC 3400, PKSC 2200, 3200, THEA 2880, 4870, 4970.
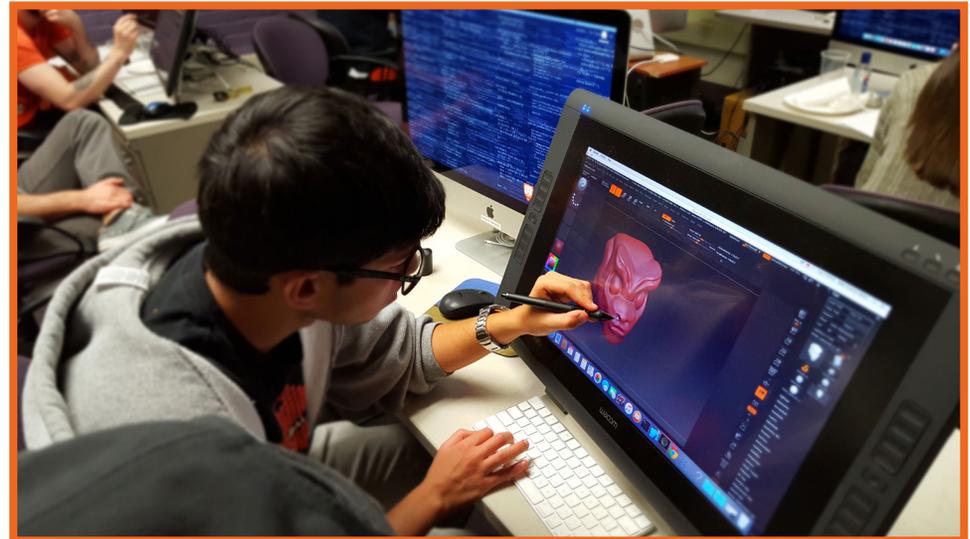
Group III (for all other majors): DPA 3070, DPA 4000, 4010, 4020, and three credits selected from CPSC 4040, 4050, 4160, DPA 4810, 4820, 4830, ENGL 3570, PKSC 2200.

Prerequisite Chain for DPA-Prefixed Courses

⟶ DPA 3070

⟶ DPA 4000 ⟶ DPA 4010

⟶ DPA 4020 ⟶ DPA 4030

Prerequisite Chain for Popular DPA Minor Electives

DPA 4010 ⟶ CPSC 4040 —and/or⟶ CPSC 4050

Sophomore Standing ⟶ ENGL 3570

GC 1020 ⟶ GC 1040 ⟶ GC 3400

PKSC 1020 ⟶ PKSC 2200 ⟶ PKSC 3200

THEA 2880

THEA 4870

THEA 4970*

* May not be offered on a regular basis.

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School of COMPUTING