

Effective: Spring 2018
Updated: 4/18/18



Buchtel College of Arts and Sciences
MYERS SCHOOL OF ART
Computer Imaging
MINOR – C10107M

The following information has official approval of the **Buchtel College of Arts and Sciences**, but is intended only as a guide. Official degree requirements are established at the time of admission to the degree-granting college. Completion of this minor within the identified time frame below is contingent upon many factors, including but not limited to: class availability, total number of required credits, work schedule, finances, family, course drops/withdrawals, successfully passing courses, prerequisites, among others.

The following courses constitute a “Minor in Computer Imaging” and must be completed with a minimum grade point average of 2.0 overall for the minor to be noted on the student’s record.

	Course	Credit Hours	Prerequisites
Select one:			
7100:185	Introduction to Computer Graphics	3	7100:131 and 7100:144
7100:289	Production I	3	7100:132
Required:			
7100:280	Digital Imaging	3	7100:276 or 7100:289
7100:383	Multimedia Production	3	7100:280
9 credits form the following:			
7100:281	Design for the Web & Devices I	3	7100:280
7100:381	Digital Imaging II	3	7100:280
7100:385	Computer 3-D Model/Animation	3	7100:145 and 7100:185
7100:486	Interactive Multimedia Development	3	7100:383
7100:489	ST: Studio Art	3	
Total Credits for Minor		18	

NOTE(S): • Foundations curriculum need not be completed. Prerequisites must be honored.

- 7100:489 ST:Studio Art topic options are Computer Imaging and Game Design. One or both may be included in the 9 credit requirement.

Must have a minimum cumulative GPA of a 2.0 to graduate with this minor

PROGRAM CONTACT

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