3D Computer Graphics and Modeling

Use professional software and techniques to create 3D models of buildings, vehicles, products, characters, and more. By the end of this minor, you will have a portfolio of work commensurate with the needs of 3D industries.

Skills
- 3D modeling
- Animation
- Surfacing
- Special effects

Policies
- All minors at USC need 16 units that only meet minor requirements and do not meet any other major, minor, or GE requirement.
- All courses completed for your minor or specialization must be completed for a letter grade.
- You must earn a 2.0 minimum cumulative GPA in the courses completed for your minor or specialization.

Minor requirements

Core requirement (2 units):
ITP-215L "Introduction to 3D Modeling, Animation, and Visual Effects" (2 units)

Electives (14 units):
At least 12 units from:
- ITP-305 "Intermediate 3D Modeling and Procedural Asset Pipelines" (4 units) [prerequisite: ITP-215]
- ITP-308 "Computer-Aided Design for Bio-Mechanical Systems" (3 units)
- ITP-315 "3D Character Rigging and Animation" (4 units) [prerequisite: ITP-215]
- ITP-360 "Advanced Visual Effects and Compositing" (4 units) [prerequisite: ITP-215]
- ITP-415 "3D Design and Prototyping" (4 units) [prerequisite: ITP-215]

Additional electives may come from:
- ARCH-207 "Computer Applications in Architecture" (2 units)
- CSCI-420 "Computer Graphics" (4 units) [prerequisites: CSCI-104 and MATH-225]
- DES-213 "Digital Tools in 3D Design" (2 units) [prerequisite: DES-102]
- DES-230 "3D Design: Materials and Tools" (4 units) [prerequisites: DES-102 or ACAD-176]
- ITP-190 "Tools for Digital Graphics" (2 units)
- ITP-211 "Power-Tools for Visual Communication" (2 units)
- ITP-470 "Information Technology Practicum" (*1-4 units)
- ITP-480 "Information Technology Internship" (*1-4 units)
- THTR-407a "Drawing and Rendering for the Theatre" (2 units)
- THTR-409g "Advanced Drafting: Vectorworks" (3 units) [prerequisites: THTR-130 and THTR-132ab]

Careers
- Technical artist
- Animator
- Character artist
- 3D visualization artist
- 3D modeler

Specialization requirements

Core requirement (2 units):
ITP-215L "Introduction to 3D Modeling, Animation, and Visual Effects" (2 units)

Electives (8 units):
Choose two upper-division (300-499) ITP courses from the elective options for the minor.

Updated: 02/28/19
Make sure you consult with your major advisor about how best to incorporate the requirements for your minor with your major and general education requirements. You must complete a pre-advisement course plan before scheduling an appointment with a minor advisor.