

# Technical Game Art

Use professional software and techniques to learn the core principles of 3D production, including character modeling, rigging, and animation. This minor prepares students for a professional career in the field of 3D games and cinematics.

<b>units required for minor:</b>  <b>16</b>	<b>units required for specialization:</b>  <b>8</b>	<b>minor code:</b>  <b>TGA</b>	<b>department:</b>  <b>ITP</b>
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## 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.

## 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)

### Choose from the following (8 units):

**ITP-115** "Programming in Python" (2 units) **ITP-116** "Accelerated Programming in Python" (2 units)

**CTAN-452** "Introduction to 3-D Computer Animation" (2 units)

**CTAN-462** "Visual Effects" (2 units)

## Minor requirements

### Core requirement (14 units):

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

**ITP-351** "3D Character Modeling for Games" (4 units) [prerequisite: ITP-215]

**ITP-361** "Character Rigging for Games" (4 units) [prerequisite: ITP-215]

**ITP-371** "Technical Character Animation for Games" (4 units) [prerequisite: ITP-215]

### Electives (2 units):

**ITP-115** "Programming in Python" (2 units)

**ITP-116** "Accelerated Programming in Python" (2 units)

**CTAN-452** "Introduction to 3-D Computer Animation" (2 units)

**CTAN-462** "Visual Effects" (2 units)

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 [itp.usc.edu](http://itp.usc.edu)

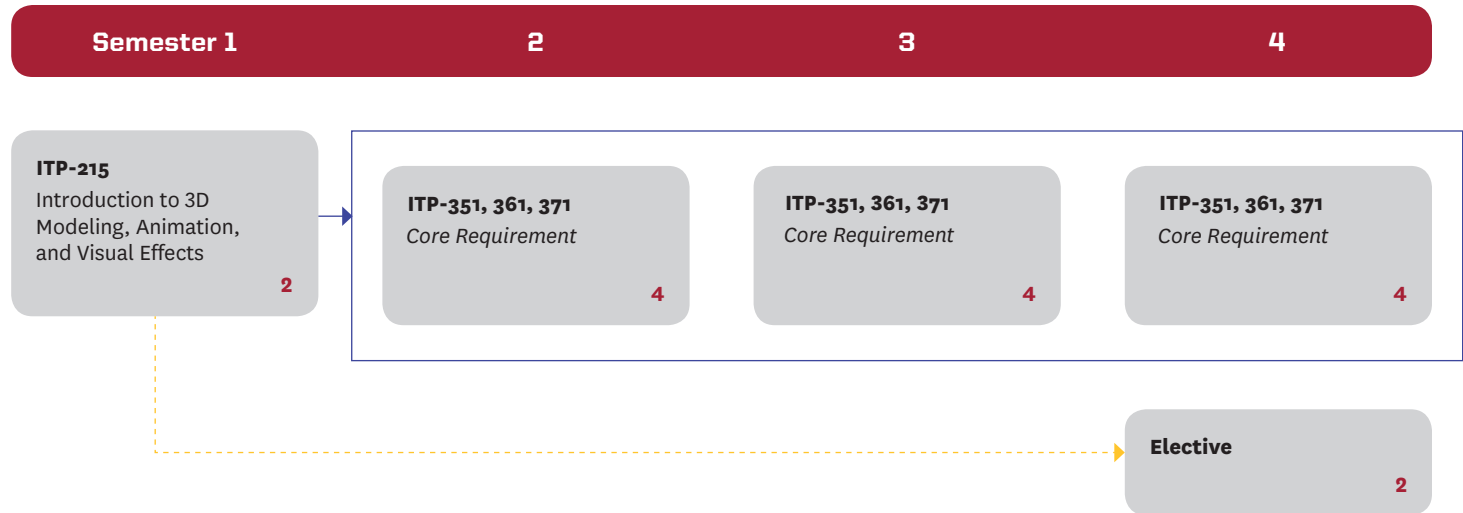
 [Schedule appointment](#)


Updated: 10/17/19

# TECHNICAL GAME ART SEQUENCING & COURSE PLAN

**LEGEND**

- Prerequisite
- Prerequisite depends on course selection
- 1-4** Units or special notes



 **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.**

**PRE-ADVISEMENT COURSE PLAN**

	SEMESTER	YEAR	SEMESTER	YEAR	SEMESTER	YEAR	SEMESTER	YEAR
	COURSE		UNITS		COURSE		UNITS	