

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.

units required for minor:	units required for specialization:	minor code:	department:
16	10	3DCG	ITP

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)

Electives (8 units):

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

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) [prerequisite: 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-409 "Advanced Drafting: Vectorworks" (3 units)

[prerequisites: THTR-130 and THTR-132ab]

✉ itpadvising@usc.edu

🌐 itp.usc.edu

📅 [Schedule appointment](#)

Updated: 02/28/19

