

# 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.

<b>units required for minor:</b>  <b>16</b>	<b>units required for specialization:</b>  <b>10</b>	<b>minor code:</b>  <b>3DCG</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)

### 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](mailto:itpadvising@usc.edu)

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

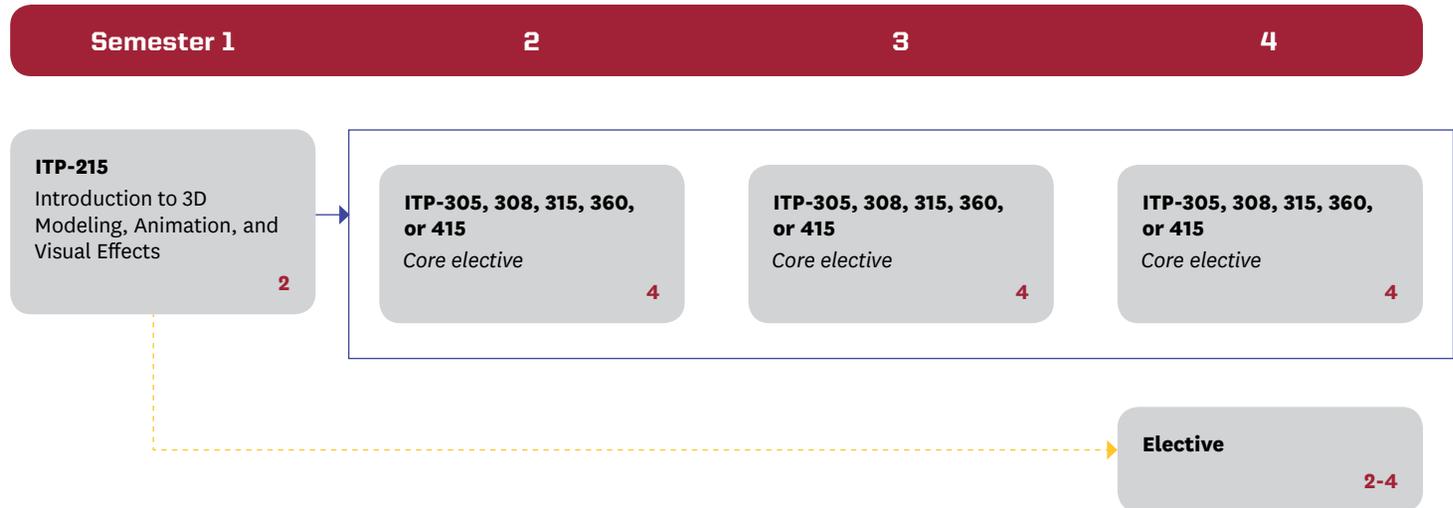
 [Schedule appointment](#)

Updated: 02/28/19

# 3D COMPUTER GRAPHICS AND MODELING 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	COURSE	UNITS