

Rochester INSTITUTE OF TECHNOLOGY

Minor Program proposal form

college of Art and Design

**School of Design**

**Name of Minor:** 3D Digital Design

**Brief description of the minor to be used in university publications**

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| This set of courses provides a foundation in designing the visual elements using three-dimensional digital software. Students design visual elements, then use various programs to develop these designs for various applications. The minor is available on a space-available basis. A portfolio review is required before acceptance into the minor. The minor consists of 3 required courses and 2 electives. |

**1.0 Minor Program Approvals**

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|  | Approval request date: | Approval granted date: |
| Academic Unit Curriculum Committee | 1/19/18; Reviewed again 9/17/18 | 1/24/18; Revision approved 9/17/18 |
| College Curriculum Committee | 1/24/18 Reviewed again 9/18/18 | 1/26/18; Revision approved 9/18/18 |
| Inter-College Curriculum Committee | 4/18/18 Revision submitted 9/19/18 | 9/19/18 |

**2.0 Rationale:**

How is this set of academic courses related?

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| The set of courses in this minor provides a foundation in designing visual elements using three-dimensional digital software. The minor is designed for students who would like more experience using three-dimensional software to supplement skills in their own major. |

**3.0 Multidisciplinary involvement:**

If this is a multidisciplinary minor spanning two or more academic units, list the units and their role in offering and managing this minor.

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| This is not a multidisciplinary minor. |

**4.0 Students ineligible to pursue this minor:**

Please list below any home programs whose students will not be allowed to pursue this minor, provide the reasoning, and indicate if this exclusion has been discussed with the affected programs:

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| This minor is not available to 3D Digital Design students because most of the courses are required in the major. |

**5.0 Minor Program Structure, Sequence and Course Offering Schedule:**

Narrative of Minor Program Structure:

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| Students in this minor take introductory and intermediate courses that include modeling, motion, lighting, materials, and rendering. Additional course work in the minor consists of advanced courses in real time design including topics related specifically to topology, textures, level of detail, and other techniques important to real time applications. |

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| Course Number & Title | SCH | Required | Optional | Fall | Spring | Annual/Biennial | Prerequisites |
| DDDD 101 Intro to Modeling and Motion | 3 | x |  | x | x | annual |  |
| DDDD 102 Intro to Visual Design | 3 | x |  |  | x | annual | C or better in DDDD 101 Intro to Modeling and Motion |
| DDDD 201 Modeling and Motion Strategies | 3 | x |  | x | x | annual | C or better in DDDD 101 Intro to Modeling and Motion |
| DDDD 527 Real Time Design | 3 |  | x | x |  | annual | DDDD 201 Modeling and Motion Strategies |
| DDDD 517 Experimental Workshop | 3 |  | x | x | x | annual | DDDD 201 Modeling and Motion Strategies |
| DDDD 523 Hard Surface Design | 3 |  | x | x |  | annual | DDDD-201 Modeling and Motion Strategies |
| DDDD 526 Physical Interface Design | 3 |  | x |  | x | annual | none |
| DDDD 528 Simulating Natural Phenomena | 3 |  | x |  | x | annual | DDDD-201 Modeling and Motion Strategies |

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| Total credit hours: | 15 |