

# CROSS DISCIPLINARY STUDIES MINOR IN COMPUTING FOR INTERACTIVE ARTS

## Required Courses

ART 182	Foundation in Digital Art I	4
ART 183	Foundation in Digital Art II	4
ART 384	Digital 3D Modeling and Design	4
Select from the following:		12
CSC/CPE 101	Fundamentals of Computer Science	
CSC 121	Computing for All I	
CSC 122	Computing for All II	
CSC/CPE 123	Introduction to Computing	
CSC/CPE 202	Data Structures	
CSC/ART 350	Computing for Interactive Arts Capstone I	2
CSC/ART 450	Computing for Interactive Arts Capstone II	2

## Approved Electives

Select from the following (no more than 8 units with a CSC or CPE prefix): <sup>1</sup>		12
ART 302	Figure Drawing	
ART 334	Illustration I: Techniques and Tools	
ART 376	The Art of Mixed Reality	
ART 383	Digital Video I	
ART 388	Interaction Design II	
ART 434	Illustration II	
ART 439	Type in Motion	
ART 474	Collaborative Studio: Storyboarding, Modeling, Animation and Rendering	
CSC 313	Teaching Computing	
CSC 371	Game Design	
CSC 377	Introduction to Mixed Reality	
CSC 378	Interactive Entertainment Engineering	
CSC/CPE 471	Introduction to Computer Graphics	
CSC 473	Advanced Rendering Techniques	
CSC 474	Computer Animation	
CSC/CPE 476	Real-Time 3D Computer Graphics Software	
CSC 480	Artificial Intelligence	
CSC 484	User-Centered Interface Design and Development	

**Total units** **40**

<sup>1</sup> Art and Design students in the Studio Art concentration that take CSC 121 and CSC 122 to also satisfy General Education requirements must take an additional Approved Elective to maintain the required 12-unit minimum within the minor because ART 302 is required by the concentration.