

# VIRTUAL PRODUCTION - MINOR

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Virtual Production has become common in entertainment media production for films, television, and commercials. Its use is expanding into other areas including architectural/engineering visualization, manufacturing, product design, simulation and training, and live performances for music, theater, and broadcast. The curriculum includes virtual production techniques, storyboarding, visual computing, lighting, and cinematography. On completion of the minor, students will be prepared to fulfill roles in production as Technical Artists, Lighting Specialists, Technical Designers, Digital Asset Artists in a Virtual Art Department, Virtual Imaging Technician/Grip, Pipeline Technical Directors, and Virtual Production Technical Generalists.

## Program Requirements

Code	Title	Semester Credit Hours
VIST 172	Foundations of Visual Computing <sup>1,2</sup>	3
VIST 225	Virtual Production Techniques <sup>1</sup>	3
VIST 429	On Set Virtual Production <sup>1</sup>	3
Select two of the following: <sup>1</sup>		6
VIST 272	Visual Computing <sup>2</sup>	
VIST 325	Pre-Visualization and Storyboarding for Virtual Production	
VIST 327	Virtual Cinematography and Lighting	
VIST 419	Motion Capture Animation	
VIST 425	Art Direction for Virtual Production	
Select one of the following:		3
VIST 370	Interactive Virtual Environments	
VIST 372	Creating Digital Environments	
VIST 401	World-Building in Games	
VIST 432	Applied Perception	
VIST 465	Video and Time Based Media	
VIST 470	Digital Rendering	
VIST 476/ CSCE 447	Data Visualization	
VIST 477/ CSCE 446	Virtual Reality	
VIST 480	Game Level Design	
VIST 487/ CSCE 443	Game Development	
VIST 494	Internship	
<b>Total Semester Credit Hours</b>		<b>18</b>

<sup>1</sup> Must make a grade of C or better.

<sup>2</sup> Only offered in the fall semester.