

VIRTUAL PRODUCTION - MINOR

Program Requirements

Code	Title	Semester Credit Hours
VIST 172	Foundations of Visual Computing ^{1,2}	3
VIST 225	Virtual Production Techniques ¹	3
VIST 429	On Set Virtual Production ¹	3
Select two of the following: ¹		6
VIST 272	Visual Computing ²	
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	
Total Semester Credit Hours		18

¹ Must make a grade of C or better.

² Only offered in the fall semester.