

# VIRTUAL PRODUCTION MINOR

## Introduction

Please click here (<http://catalog.ucdenver.edu/cu-denver/undergraduate/schools-colleges-departments/college-arts-media/visual-arts/>) to see general Visual Arts information.

The minor in Virtual Production examines the role of the artist in virtual production, motion pictures, television, game design, and new media both from a theoretical and practical perspective. Students will learn what contributes to the storytelling process and how to identify these contributions when engaged in an immersive experience, watching a movie, television, playing a game, or streaming internet content. Students will work on projects that give them hands on experience creating concept art for entertainment productions combining 2D and 3D craft solving practical problems using the design skills they learn in minor.

## Program Delivery

- This is an on-campus program.

## Declaring This Minor

- To declare this minor, please see College of Arts & Media Advising and Student Services in Arts Building, 177. Consult the College of Arts & Media at [CAM@ucdenver.edu](mailto:CAM@ucdenver.edu) for more information.

## General Requirements

Students must satisfy all requirements as outlined below and by the department offering the minor.

- Click here (<http://catalog.ucdenver.edu/cu-denver/undergraduate/academic-policies-procedures/>) for information about Academic Policies

## Program Requirements

1. All courses for this minor must be taken at CU Denver unless approved otherwise by the digital design faculty advisor.
2. A minimum grade of C (2.0) is required for each course applied toward a College of Arts & Media major, minor or certificate requirement. A grade of C- (1.7) or lower will not fulfill a major, minor or certificate requirement. A grade of S is acceptable only for courses in which the grading basis is S/U. No more than 6 semester hours of P+/P/F is allowed in any given semester. No more than 12 semester hours may be elected as P+/P/F toward the degree.
3. Students may use up to six semester hours to fulfill both major and minor requirements; the remaining semester hours for the minor must be taken in addition to major requirements.

Code	Title	Hours
<b>Required Courses</b>		
FINE 1810	Digital 3D Foundations	3
FINE 2822	Digital Cinematography	3
FINE 3474	Virtual Production and Experience	3
FINE 3855	Introduction to Unreal Engine	3
FINE 4421	Virtual Art Direction	3
<b>Total Hours</b>		<b>15</b>