

Animation, Minor

HIANIMMIN

Are you looking to gain hands-on experience in 2D and 3D digital animation production and experimental moving images? Acquire advanced learning and critical thinking with high-level research and production through the outstanding art opportunities provided in this program.

Description

The animation minor program is an opportunity for students across ASU to pursue their interest in art and expand any career path with critical thinking and creative problem-solving skills. Across six courses, students learn animation techniques and concepts. Students can pursue multiple courses in 2D, 3D or stop-motion animation, or they can concentrate within just one of those areas. Distinguished faculty members with expertise across an array of distinct areas teach within the field, including independent animation filmmaking, computer-generated imagery, machine learning, VR and XR.

In addition to learning in the classroom, faculty members provide students with professional mentorship opportunities such as assistantships, scholarships, residencies and exhibitions. The program is further augmented by [visiting artist and scholar lectures](#) and [public exhibitions](#) supported by the [School of Art Galleries](#), the [ASU Art Museum](#), the [Ceramics Research Center and Archive](#), and [Pyracantha Press](#). These events and activities offer students the opportunity to develop working knowledge of the art world, experience contemporary art and culture, and build a professional network of future colleagues. The program is also enriched by close proximity to cultural institutions in the Phoenix metropolitan area and nearby regions such as the Phoenix Art Museum, Scottsdale Museum of Contemporary Art, the Heard Museum and the Los Angeles County Museum of Art.

Students can visit the animation [areas of study](#) webpage to learn more about the program and the faculty. They can [subscribe](#) to the School of Art newsletters and follow the school on social media to engage with the creative community.

At a glance

- **College/school:** [Herberger Institute for Design and the Arts](#)
- **Location:** [Tempe](#) or [Online](#)

Curriculum

[View curriculum archives](#)

2025-2026 Catalog Year

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[Expand all course lists](#)

Requirement	Minimum Grade	Credit Hours
ART 116: Introduction to Digital Media	C	3
ARS 445: History of Animation	C	3
Animation Elective	C	6
Upper Division Animation Elective	C	6

Notes

Prerequisite courses may be needed in order to complete the requirements of this minor.

Enrollment requirements

GPA Requirement: None

Incompatible Majors: All BFA in art majors

Other Enrollment Requirements: None

Current ASU undergraduate students may pursue a minor and have it recognized on their ASU transcript at graduation. Minor requirements appear on the degree audit once the minor is added. Certain major and minor combinations may be deemed inappropriate by the college or department of either the major program or the minor. Courses taken for the minor may not count toward both the major and minor.

Attend online

ASU Online

ASU offers this program in an online format with multiple enrollment sessions throughout the year. Applicants may [view the program's ASU Online page](#) for program descriptions and to request more information.

Career opportunities

The animation minor enables graduates to develop additional competencies that complement the marketable knowledge and skills they acquire in their majors. When combining this minor with their major program of study, graduates can find employment in:

- animation
- communications and marketing

- graphic design
- content creation
- data analytics
- medical animation
- policy advocacy
- public relations
- sales
- urban planning

Contact information

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