



REQUEST TO ADD A MINOR IN VIRTUAL PRODUCTION (VPRO)

Name: _____

Date: _____

UIN: _____

Current Major Code: (i.e COMM) _____

Email: _____

Expected Graduation: (Month & Year) _____

APPLICATIONS DUE MARCH 6TH, 2026 FOR FALL 2026 ADMISSION

Email application to Michael White at mwhite@arch.tamu.edu

*Applicants will be emailed on or before **March 20th, 2026** with admission decision.*

Application review does not guarantee admission. Spots are limited.

OFFICE USE ONLY

Reviewed and approved by the College of Performance, Visualization & Fine Arts

Yes

No

Applicant GPR above 3.0:

Yes

No

Applicant has less than 70 credit hours:

Approved by: _____

Program Director and/or PVFA Academic Advisor

Date

The **18-credit-hour** minor in 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, theatre 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 such 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.

See next page for the required courses and elective options students may use to complete the Virtual Production minor.

Email Academic Advisor Michael White, mwhite@arch.tamu.edu, with additional questions about the minor.

REQUIRED COURSES

VIRTUAL PRODUCTION MINOR

VIST 172: Foundations of Visual Computing – 3 hr(s)

VIST 200: Foundations of Digital Filmmaking – 3 hr(s)

VIST 429: On Set Virtual Production – 3 hr(s)

SELECT TWO (2) OF THE FOLLOWING:

VIST 272: Visual Computing – 3 hr(s)

VIST 325: Digital Storytelling - Narrative Design Across Media – 3 hr(s)

VIST 326: Cinema Editing and Post-Production – 3 hr(s)

VIST 419: Motion Capture Animation – 3 hr(s)

VIST 426: Virtual Cinematography and Lighting – 3 hr(s)

SELECT ONE (1) OF THE FOLLOWING:

VIST 370: Interactive Virtual Environments – 3 hr(s)

VIST 372: Creating Digital Environments – 3 hr(s)

VIST 401: World-Building in Games – 3 hr(s)

VIST 432: Applied Perception – 3 hr(s)

VIST 465: Video and Time Based Media – 3 hr(s)

VIST 470: Digital Rendering – 3 hr(s)

VIST 476/CSCE 447: Data Visualization – 3 hr(s)

VIST 477/CSCE 446: Virtual Reality – 3 hr(s)

VIST 480: Game Level Design – 3 hr(s)

VIST 487/CSCE 443: Game Development – 3 hr(s)

VIST 494: Internship – 3 hr(s)

NOTES

Application: Students must receive signed approval from the College of Performance, Visualization & Fine Arts Undergraduate Program Director and/or Academic Advisor. After approval, application is completed through the student's home college/school/department.

Eligibility: Students applying for a minor in Virtual Production must have a minimum 3.2 GPR overall with less than 70 completed hours. Note that some colleges/schools/departments do not permit their students to minor. Eligibility for the minor can be determined through the student's major advisor.

Satisfactory Completion of Courses: To be awarded the minor in Virtual Production and receive transcript recognition, students must maintain a "C" average or better in all courses completed as part of the minor.

Transfer Courses: The student's home college/school/department may grant, with agreement from the College of Performance, Visualization & Fine Arts, transfer credit for no more than six credit hours. Transfer credit will not be accepted for any 300- or 400-level course.

Advising: Michael White serves as the minor advisor for PVFA. Reach out to him with questions or concerns about your degree plan and the minor in Virtual Production. His email is mwhite@arch.tamu.edu.

Degree Audit: The degree audit in Compass will certify during the semester of their graduation that students have met the requirements of the minor. The minor will be recognized after graduation on the student's transcript.