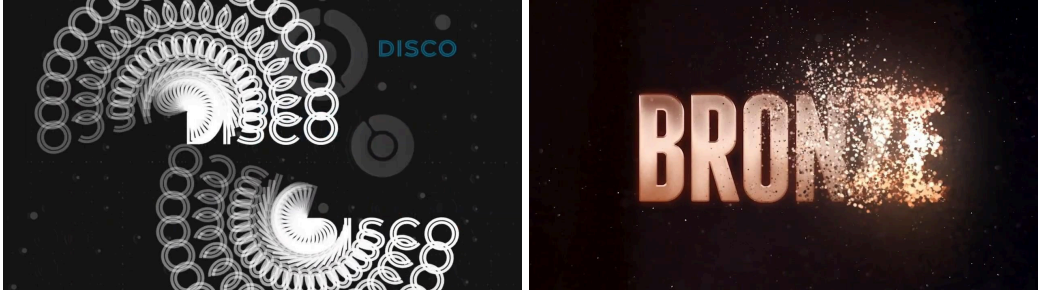


Motion Design Minor



The Motion Design minor will provide students the opportunity to combine graphic design principles with animation techniques to create visually compelling and dynamic graphics for a wide range of applications, such as television, film, advertising, and social media. Students in this minor will develop a unique and valuable skill set that can enhance their career prospects in the rapidly evolving digital media landscape.

Eligibility

The Motion Design minor is open to all undergraduate majors. Students must be on track in their major and in good academic standing, with fewer than 6 credits behind and a cumulative GPA of 2.0.

Requirements

- ILUS220 Type for Illustrators - 3 credits
- MOTN230 Motion Design Fundamentals - 3 credits
- MOTN330 Motion Design I - 3 credits
- MOTN331 Motion Design Explorations - 3 credits
- Motion Elective* - 3 credits

Total 15 credits

*A limited choice of LAS and Studio courses will count as Motion Design Minor Electives, as determined each semester by the Interdisciplinary Studies Director, Animation Chair, Game and Entertainment Design Chair and Graphic Design / Illustration Chair. Examples include: AHCS222 History of Graphic Design and Illustration, various courses in typography, social media, motion design, and video editing.

See Animation, Game and Entertainment Design, Graphic Design, Illustration, and Liberal Arts and Sciences for course descriptions.

Each student will receive an individual academic plan that outlines how this minor fits into their major.

For more information about the Motion Design minor contact:

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<https://www.otis.edu/programs/undergraduate/minors/motion-design.html>