

MINORS

DIGITAL MEDIA MINOR

Our Mission:

The Digital Media minor provides students with the opportunity to explore skills related to creative designers, artists, and storytellers in animation, game design, motion design, visual effects and concept art for film, television, video games and advertising industries.

Participating Departments:

Program Learning Outcomes

Otis College Interdisciplinary Studies: Digital Media Minor Program Learning Outcomes are action words describing our approach to learning, and what we commit to our students.

Digital Media Minor Students Will:

Grow

Digital Media Minor student work will demonstrate: Disciplinary Knowledge and Skills Understanding of design principles, storytelling techniques, cinematic language and production pipelines used in digital content creation, animation, concept art, and game design. Proficiency in Industry-Standard Skills, Technologies, and Processes Proficiencies in utilizing industry-standard tools such as Adobe Suite, Maya, Toon Boom, Unreal Engine, Houdini, and/or Substance Painter to create high-quality assets, animations, environments, and/or gameplay experiences. Cross-Disciplinary Awareness and Practice Developed practice grounded in two or more disciplines.

Dare

Digital Media Minor student work will demonstrate: Innovation • Experimentation and Play • Challenge to the Status Quo • Bravery in their Work and their Interactions with Others Capacity to combine aspects of digital media with work in one's major and/or push the boundaries between each field.

Reflect

Digital Media Minor student work will demonstrate: Capacity to Communicate (Orally, Written, and/or Visually) about their Practice Ability to clearly articulate the relationship between their work in digital media and their major and how these studies will help them achieve personal and professional goals. Analysis of Both Ethical and Aesthetic Impacts of Art and Design Analysis of the ethical and aesthetic impacts their work has on their fields of study as well as society, culture, and the environment.

Connect

Digital Media Minor student work will demonstrate: Awareness of Positionality – in the World, their Field, their Communities. • Integration of Skills and Concepts: Successful integration of skills, information and concepts between their majors and Digital Media minor, while understanding and articulating their positionality in their chosen fields.

Shine

Digital Media Minor student work will demonstrate: Ability to define aspirations, future goals and their role within the creative economy. Defined aspirations, future goals and their role as an interdisciplinary creative within the creative economy. Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios. Successful completion and presentation (portfolio and/or reel) of original work in digital media that resonates with intended audiences.

Course Requirements

15 credits in Digital Media, Animation or Game and Entertainment Design courses are required to complete this minor. This can be 5 studio courses or 4 studio courses + 1 LAS course.

Students select courses based on guidance from the Director of Interdisciplinary Studies, Minor Area Heads and Academic Advisors and must follow prerequisites when applicable. For the full list of courses that will count for this minor, along with recommended courses to take first, see the Minors Course Lists on the Registration page of the Dashboard (my.otis.edu). Students are advised to take minor classes in place of studio electives (or in place of one LAS elective), or for majors without electives by taking one extra class in each of 5 semesters spread out between sophomore and senior year.

Electives

Course Title	Course Number	Credits
ST: Design Lab	INTR 330	3.00
3D Fundamentals	ANIM 211	3.00
Storyboarding and Pre-viz	ANIM 215	3.00
Animation Studio Project I	ANIM 250	3.00
3D Rigging & Animation	ANIM 310	3.00
Scriptwriting for Animation	ANIM 310	3.00
Character Design for Animation	ANIM 310	3.00
2D Character Animation	ANIM 310	3.00
Pixels to Products	ANIM 310	3.00

Advanced Animation	ANIM 332	3.00
Animation Studio Project II	ANIM 350	3.00
Digital Painting II	ANIM 490	3.00
Advanced Storyboarding	ANIM 490	3.00
Motion Design Fundamentals	MOTN 230	3.00
3D Motion Graphic Cinema 4D II	MOTN 490	3.00
Game Engine Fundamentals	GAME 210	3.00
Color and Lighting for Games	GAME 215	3.00
Game Studio Project I	GAME 250	3.00
Cinematic Visualization	GAME 310	3.00
Gesture Drawing	GAME 310	3.00
Character Design for Game	GAME 490	3.00
Animal + Creature Drawing	GAME 310	3.00
Adv Game Creative w/ USC I	GAME 315	3.00
Adv Game Creative w/ USC II	GAME 316	3.00
Adv Game Creative w/ USC III	GAME 317	3.00
Game Studio Project II	GAME 350	3.00
3D for Game & Entertainment II	GAME 360	3.00
Art History of Game Design	AHCS 229	3.00
Introduction to Blender	GAME 310	3.00
Anatomy for Entertnmnt Design	GAME 310	3.00
VFX for Games	GAME 332	3.00

Elective Descriptions

INTR 330 - ST: Design Lab (3.00)

Upper division studio courses that facilitate student work across media, genres and disciplines, while also developing skills in interdisciplinary thinking in a supportive community. Topics vary each semester. Examples include: Design Lab, Interdisciplinary Practices, Interdisciplinary Career Pathways Fulfills studio electives.

ANIM 211 - 3D Fundamentals (3.00)

Pre-requisites: ANIM 230

ANIM 215 - Storyboarding and Pre-viz (3.00)

Pre-requisites: ANIM 220

ANIM 250 - Animation Studio Project I (3.00)

ANIM 310 - 3D Rigging & Animation (3.00)

This hands-on course provides a comprehensive introduction to essential rigging techniques for 3D animation. Students will learn the technical processes required for 3D character animation, non-linear 3D animation, and procedural rigging setups. Key topics include joint systems, constraints, skinning, and FK/IK controls, enabling students to create functional rigs for a range of animation applications. The course emphasizes mechanical rigging for hard-surface models as well as organic character rigs. Through lectures, demonstrations, and hands-on projects, students will develop a strong understanding of rigging's role within production pipelines, equipping them to collaborate effectively with animators and modelers.

Pre-requisites: ANIM 250

ANIM 310 - Scriptwriting for Animation (3.00)

In "Scriptwriting for Animation" we will dive into the vibrant, detailed world of animation storytelling, crafting engaging scripts and bringing your animated characters and worlds to life. Through a mix of lectures, hands-on exercises, and collaborative projects, you'll explore the unique narrative techniques specific to animation, including character development, dialogue, and visual storytelling. There's a reason Homer J. Simpson is still on the air! Through collaborative projects and peer workshops, you'll gain hands-on experience as you learn to write for various formats. We'll analyze iconic animated works, from Disney to Seth MacFarlane, break down their scripts, and discuss the role of visual elements in enhancing stories. With a mix of playful exercises, insightful discussions, and industry insights, this course will empower you to turn your imaginative ideas into captivating animated narratives. Perfect for both seasoned writers and newcomers. Get ready to bring your stories to life in a lively, supportive environment.

Pre-requisites: ANIM 250

ANIM 310 - Character Design for Animation (3.00)

The purpose of the class is to introduce students to methodologies and styles for designing characters with appeal that are ready to animate. Assignments and critiques develop problem-solving, collaboration, creative visual interpretations that result in portfolio ready art/ illustrations of unique character designs for the purpose of animation.

Pre-requisites: ANIM 250

ANIM 310 - 2D Character Animation (3.00)

In this course, students will develop skills and techniques for creating 2D character animation. Students will learn in-depth character design, development, rigging, and animation techniques, used to create facial expressions and lip syncing.

Pre-requisites: ANIM 250

ANIM 310 - Pixels to Products (3.00)

Pixels to Products is an elective course for Animation students to transform digital designs into marketable products, including T-shirts, stickers, and more. Students will learn techniques for designing physical merchandise, building brand identity, and understanding eco-conscious production options like drop shipping, sourcing local and sustainable manufacturing. This course blends creative design with practical skills, preparing students to bring their digital art to a broader audience through merchandisable products.

Pre-requisites: ANIM 250

ANIM 332 - Advanced Animation (3.00)

Pre-requisites: ANIM 230

ANIM 350 - Animation Studio Project II (3.00)

Pre-requisites: ANIM 250

ANIM 490 - Digital Painting II (3.00)

This course will train you in the fundamentals of digital painting/design. Students will learn to use the tools and techniques of digital painting to produce artwork with applications to the fields of game design and animation such as animation backgrounds, textures for 3D animation, concept art, and illustration.

ANIM 490 - Advanced Storyboarding (3.00)

This course will cover the concepts of storyboarding for 2D television animation, visual storytelling, and basic filmmaking/ cinematography. Lecture topics will begin with reverse engineering thumbnails and move through assignments that simulate a variety of visual storytelling projects which commonly are seen in the industry. Basic professional practices for today's working storyboard artists will also be included.

MOTN 230 - Motion Design Fundamentals (3.00)**MOTN 490 - 3D Motion Graphic Cinema 4D II (3.00)**

This course builds on foundational skills in Cinema 4D and introduces students to advanced concepts in 3D motion design. Emphasis will be placed on dynamic simulations, lighting and rendering. Through a series of projects, students will strengthen their ability to conceptualize and execute motion graphics that combine technical skill with strong design principles. By the end of the course, students will have developed portfolio-ready pieces that demonstrate mastery of advanced 3D animation techniques and industry-standard production practices.

Pre-requisites: MOTN 230

GAME 210 - Game Engine Fundamentals (3.00)**GAME 215 - Color and Lighting for Games (3.00)****GAME 250 - Game Studio Project I (3.00)****GAME 310 - Cinematic Visualization (3.00)**

Learn the pipeline for pre-viz and post-viz work by an Otis alumni with years of visualization experience. Taking concepts, scripts, and storyboards to the next step by creating a comprehensive sequence that combines 3D animation in Maya, Visual Effects and Rendering in Unreal Engine 5, and compositional work in After Effects. You do not need to be a specialist as this course is customizable to focus on different elements of the pipeline to hone your skills and work together with the rest of your team. Eli graduated in 2021 and immediately started his career as a technical animator at Halon Entertainment, and worked his way into becoming a visualization artist for commercials, Triple AAA video games, and blockbuster movies. Credits include Fortnite, Planet of the Apes, A Minecraft Movie, Hunger Games, and more.

GAME 310 - Gesture Drawing (3.00)

Gesture Drawing emphasizes observational drawing from live models to develop strong posing skills for artists in animation, storyboard, illustration and fine arts tracks. In class lectures and demos will reinforce principles of animation. This course is designed to introduce and develop an understanding of live drawing that will serve as foundation for further studies in animation and entertainment arts. The class will focus on aspects of drawing that are used in the field of entertainment arts including but not limited to: Constructive Drawing based on gesture and form. Narrative or storytelling drawing and creating strong poses with emotion and impact. Observational drawing. Review of anatomical features. Thumbnail and quick sketch for quick concept sharing. Students will become familiar with successful artists relating to this field..

GAME 490 - Character Design for Game (3.00)

Conceptual designers for the game and animation industry must skillfully combine real world logic and design techniques to create unique and compelling environments, interiors, exteriors, props and vehicles for a variety of stories and historical eras. This requires a dynamic understanding of architecture, industrial design, structure and materials, as well as using illustration, design and modeling techniques to present cohesive architectural narratives, imaginative environments and accurate planning. DESIGN CONCEPTS FOR GAMES is an introduction to the conceptual process of Environment Design and World Building for visual development for feature animation, video games and film. Students will create original design solutions for real world situations utilizing scale, accurate layout, location, structural realities and available materials to create believable environments. Students will create plan and elevation drawings and dimensional studies in support of their original conceptual structures. Students will obtain a solid understanding of how to create original environments utilizing traditional methods, available technology and 3D visualization techniques to create layouts. Over the course of the semester students will design their own unique functioning community as an asset to an Environment Design Portfolio.

Pre-requisites: GAME 210

GAME 310 - Animal + Creature Drawing (3.00)

This course teaches fundamental skills and techniques for creating realistic and imaginative animal and creature drawings. You will learn anatomy, structure, proportions, perspective, texture, and detail, which are essential for creating convincing and dynamic drawings. You will also develop your creativity and design skills by inventing your own unique creatures. Throughout the course, you will practice through a series of exercises and projects and receive feedback to refine your skills. By the end of the course, you will have a solid foundation in animal.

GAME 315 - Adv Game Creative w/ USC I (3.00)

This course provides an immersive, professional-style game development experience for advanced undergraduate and graduate students. Students from Design, Computer Science-Games, and other disciplines will collaborate on large-scale team projects, mirroring the real-world development pipeline of the gaming industry. Through teamwork, technical execution, and creative vision, students will design and develop a polished, playable game demo over the course of the academic year.

GAME 316 - Adv Game Creative w/ USC II (3.00)

This course provides an immersive, professional-style game development experience for advanced undergraduate and graduate students. Students from Design, Computer Science-Games, and other disciplines will collaborate on large-scale team projects, mirroring the real-world development pipeline of the gaming industry. Through teamwork, technical execution, and creative vision, students will design and develop a polished, playable game demo over the course of the academic year.

GAME 317 - Adv Game Creative w/ USC III (3.00)

This course provides an immersive, professional-style game development experience for advanced undergraduate and graduate students. Students from Design, Computer Science-Games, and other disciplines will collaborate on large-scale team projects, mirroring the real-world development pipeline of the gaming industry. Through teamwork, technical execution, and creative vision, students will design and develop a polished, playable game demo over the course of the academic year.

GAME 350 - Game Studio Project II (3.00)

Pre-requisites: GAME 250

GAME 360 - 3D for Game & Entertainment II (3.00)

Pre-requisites: GAME 260

AHCS 229 - Art History of Game Design (3.00)**GAME 310 - Introduction to Blender (3.00)**

This course is designed for artists who wish to implement 3D software into their 2D pipeline. Prerequisites include a basic understanding of Photoshop and a familiarity with Blender or other 3D programs. Throughout this course, students will learn world-building techniques starting from 2D sketches to composition thumbnails, 3D sketching in Blender, intermediate to advanced Blender functions such as modeling, texturing, simple UV mapping, lighting techniques, cameras/composition, and render passes; finalizing with Photoshop with digitally painting and post-processing. Students will learn to incorporate these techniques into their artwork regardless of art style to create professional-grade digital paintings and learn fundamental workflows for any industry or pipeline.

GAME 310 - Anatomy for Entertainment Design (3.00)

This course is designed to guide students in mastering the art of bringing characters to life by deeply understanding the human figure from the inside out. Students will learn to visualize the structure of the body by studying gestures, skeletal frameworks, muscles, and forms, and translating them into dynamic figures. They will work with various basic shapes—such as cylinders, cubes, and blocks—to build figures with accurate proportions and motion. As they progress, students will focus on challenging aspects such as hands, feet, and the head in perspective, and learn techniques to stylize anatomy and create exaggerated poses for more dynamic storytelling in their designs. In addition to technical skill development, this course will explore how muscle movement, body types, and aging impact character design. A diverse range of body types, genders, and ages will be examined to ensure students can create authentic, relatable characters. The course will also delve into light logic, hair studies, and value rendering to give students a holistic approach to figure drawing and visual storytelling. Ultimately, students will develop their skills to creatively connect anatomical accuracy with expressive, narrative-driven character designs in the context of entertainment.

GAME 332 - VFX for Games (3.00)

Pre-requisites: GAME 220