

DEGREE PROGRAMS

BFA IN ANIMATION: MOTION DESIGN

Our Mission

Animation students bring characters and stories to life through the magic of computer animation. Using a wide variety of techniques, from traditional 2D animation to 3D computer-generated imagery (CGI), students learn to develop narratives that evoke emotion and create the illusion of movement. Special emphasis is placed on critical thinking and problem-solving, technical and creative skills, as well as acting and business acumen.

Degree Requirements

All programs' curricula are developed in response to Program Learning Outcomes, which signify what students learn within a degree program or emphasis area. All program learning outcomes respond to overarching Institutional Learning Outcomes. View the BFA in Animation program learning outcomes [here](#) or request information.

Freshman Fall Semester

Course Title	Course Number	Credits
Form and Figure	FNMT 100	3.00
Color and Design	FNMT 101	3.00
Contemp Studio & Creative Actn	CAIL 102	3.00
Visual Culture 1	AHCS 122	3.00
Writing as Discovery	ENGL 108	3.00

Freshman Spring Semester

Course Title	Course Number	Credits
Choose 2 repeatable of the following courses: Exp Studio:Drawing Exp Studio Dimensional Studies Exp Studio Transmedia	FNMT 103 FNMT 104 FNMT 105	3.00 3.00 3.00
Major Studio Elective	FNMT 150	3.00
Visual Culture 2	AHCS 123	3.00
Thought Lab 2	LIBS 115	3.00

Sophomore Fall Semester

Course Title	Course Number	Credits
Storytelling Fundamentals	ANIM 210	3.00
Type for Illustrators	ILUS 220	3.00
Animation Basics	ANIM 230	3.00
Sophomore LAS Elective	LIBS 214	3.00
Theories and Trends	AHCS 224	3.00

Sophomore Spring Semester

Course Title	Course Number	Credits
Motion Design Fundamentals	MOTN 230	3.00
Storyboarding and Pre-viz	ANIM 215	3.00
Animation Studio Project I	ANIM 250	3.00
Art History of Animation	AHCS 228	3.00
Creative Action LAS Elective	CAIL 200	3.00

Junior Fall Semester

Course Title	Course Number	Credits
Des & Drawing for Animation II	ANIM 320	3.00

Degree Programs

Motion Design I	MOTN 330	3.00
Studio Elective	ELEC 299	3.00
Math Elective	MATH 136	3.00
Social Science Elective	SSCI 210	3.00

Junior Spring Semester

Course Title	Course Number	Credits
Advanced Animation	ANIM 332	3.00
Animation Studio Project II	ANIM 350	3.00
Creative Action Junior Studio	CAIL 301	3.00
Natural Science Elective	NSCI 307	3.00
LAS Upper Division Elective	LIBS 314	3.00

Senior Fall Semester

Course Title	Course Number	Credits
Des & Drawng for Animation III	ANIM 420	3.00
Choose 1 of the following courses: Animation Senior Project I Animation Internship	ANIM 450 ANIM 470	3.00 3.00
Studio Elective	ELEC 299	3.00
Studio Elective	ELEC 299	3.00
Capstone	LIBS 440	3.00

Senior Spring Semester

Course Title	Course Number	Credits
Motion Design Explorations	MOTN 325	3.00
Choose 1 of the following courses: Animation Senior Project II Animation Internship	ANIM 451 ANIM 470	3.00 3.00
Studio Elective	ELEC 299	3.00
Studio Elective	ELEC 299	3.00
LAS Upper Division Elective	LIBS 314	3.00

Course Descriptions

FNDT 100 - Form and Figure (3.00)

This course provides a comprehensive study in drawing from observation. Students begin by learning to draw a simple geometrical form, progressing to rendering objects within a compositional setting and drawing the entire human figure based on an investigation of its anatomical structures. Students will develop an awareness of the playful, rhythmic relationships between various components of a compositional setting and the human form, constructing drawings which reflect their unique vision. Drawing techniques such as perspective and isometric projection facilitate successful form generation. Skills of relational measurement, compositional organization, and the accurate placement of form in space, will inform all drawing activities such as drawing objects, figures, and environments, which will enhance students' perceptual abilities.

FNDT 101 - Color and Design (3.00)

Students will create innovative and impactful designs by learning and applying essential elements including, line, shape, color, texture, space, balance, contrast, and rhythm. Utilizing digital and analog tools, students will engage in diverse design challenges, enhancing their problem-solving and critical thinking skills, as well as developing their visual literacy and communication abilities. Through this course, students will learn fundamental concepts relevant to today's creative industries, laying a solid foundation for further explorations.

CAIL 102 - Contemp Studio & Creative Actn (3.00)

Students explore the built environment, analyzing its physical, spatial, and temporal elements. This course introduces students to art and design fundamentals, including scale, material, measurement, context, and function. They will explore innovative and sustainable solutions using fabrication, technology, studio labs, and joint activities with other classes. This course includes the Creative Action & Integrated Learning (CAIL) component, which encourages engagement with the city of Los Angeles. Students will participate in site visits, lectures, and relevant readings that highlight cultural, social, political, ecological, or economic aspects of responsive design. Throughout the course, students will also develop professionalism and collaboration skills.

AHCS 122 - Visual Culture 1 (3.00)

"Visual Culture 1: Gateways to Art and Culture" will address the history of visual communication and the changes that visual culture has undergone up until the 18th century across geographical boundaries, while providing students with the tools to understand the visual culture of the present. The class will address formal analysis, the study and history of materials, techniques, and genres. Students will also learn the semiotic language of visual culture and the socio-cultural contexts framing the history of art, past and present. This course will help students understand how visual objects reflect the cultural context in which they were originally produced and consumed, and how the meaning assigned to them changes over time. This will create bridges for the students to connect to the present visual culture while understanding that images are fluid signs which help create and maintain cultural, social, and political discourse.

ENGL 108 - Writing as Discovery (3.00)

How does the world influence you, and how do you influence the world? In this class, you will discover narratives and other texts that reveal the complexity of your identity. You will apply that understanding to a broader exploration of the necessity of empathy in navigating difference in today's global society. You'll be invited to turn your awareness into advocacy by posing a research question about a topic that captures your interest and fuels your curiosity. By the end of the semester, you will have completed a personal narrative, learned how to critically analyze diverse texts, and developed research techniques that will be valuable during your academic career and beyond. You will continue to hone these skills in a specialized Thought Lab II course of your choosing during your second semester.

FNDT 103 - Exp Studio:Drawing (3.00)

These drawing courses are designed to support students in preparation for their chosen majors. Students will experiment with various materials and mediums while exploring a broad spectrum of approaches to drawing as an active form of thinking, seeing, and understanding. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. NOTE: Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 104 - Exp Studio Dimensional Studies (3.00)

Dimensional Studies explores the tangible world, built environment, and object making. Courses are offered in a variety of mediums and investigate a range of topics including spatial analysis and thinking, material experimentation, form design, digital fabrication, hand skills, and building strategies while creating in 3 dimensional and 4-dimensional space. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 105 - Exp Studio Transmedia (3.00)

Transmedia explores strategies for visual communication. A range of cross-disciplinary studio courses investigate multi-model applications for conveying bold ideas through form. Courses invite innovative approaches to contemporary media, strengthening fluency in design principles and cultural literacy. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 150 - Major Studio Elective (3.00)

The Foundation Major elective is the introductory course in each major. Courses are numbered as ANIM101, GAME101, etc. The Foundation major elective will introduce students to a range of foundational principles in the major's field. Students will develop a way of thinking and approaching work in the field and will have the opportunity to develop a self-reflective, creative practice. Social, cultural and/or environmental issues facing the field will also be addressed.

AHCS 123 - Visual Culture 2 (3.00)

Planned as a continuation of Visual Culture 1, "Visual Culture 2: Unpacking Art, Power & Modernity" offers a transparent chronology to continue but deepen an investigation of art, design and world perspectives from roughly 1800 to 1960. These are years loosely associated with "modernisms." It explores Western and non-Western, dominant, and marginalized histories during this proposed 160-year time frame, broadening and reinforcing first-year students' historical awareness, while de-centering dominant canons. Visual Culture 2 uses multi-cultural artifacts, readings, seminar-like discussions and experiential collaborations to explore and critically analyze key works and key themes like colonialism, structural racism, xenophobia, industrialization, technology, capitalism and consumerism from multiple perspectives. By the end of the semester, students should have the necessary critical tools to become empathic citizen-artists who can engage an equitable, transglobal, diasporic, technically creative and environmentally demanding present and future.

LIBS 115 - Thought Lab 2 (3.00)

Where do your curiosities in the world lead you? How can you transform general interest in a subject into specific knowledge that can fuel a creative practice? Building on concepts from Thought Lab I, Thought Lab II will allow you to take a deep dive into a themed seminar of your choosing. Seminar themes may range from environmental and social justice to narrative to technology. These courses will invite you to explore a special topic through a variety of media to deepen your understanding of key events that have shaped its history. By the end of the semester, you will complete assignments which may include an exploratory essay or a research paper, and ultimately, a creative translation of course themes.

ANIM 210 - Storytelling Fundamentals (3.00)

The basic principles of story structure are applicable to any medium: film, TV, novels, comic books, theatre, video games, even works of sculpture and dance. A foundational understanding of basic storytelling structure will deepen audience engagement and help to create emotional resonance. This course will utilize multimedia presentations, group work, reading and viewing assignments, response papers, and creative writing to foster a deeper understanding of the nature of story structure, its role in various mediums, and techniques to enhance its effectiveness.

ILUS 220 - Type for Illustrators (3.00)

In this class we will apply your skills as illustrators to the practice of fine typography. We will examine the ways in which illustration and typography intersect and the ways in which they differ. You'll be introduced to typographic theory and challenged to expand your type vocabulary, especially in regards to experimentation and typographic complexity. As illustrators, you are well acquainted with form and meaning; you'll be surprised at how closely related your experience is to the practice of typography. We will look for the unique connections that illustrators have to typography – a practice all designers need to master as a part of their skill set. The sequence of projects is designed to start focused and then expand in scope, so that you have time to become acquainted with fundamental concepts and build on them over the course of the semester.

ANIM 230 - Animation Basics (3.00)

In this course, students will learn industry standard principles and techniques for creating professional animation. Students will gain an introductory level understanding of the "12 animation principles" using Digital 2D and 3D animation tools and techniques. In each class, students will concentrate on a series of exercises related to the many topics of study in Traditional Animation techniques.

LIBS 214 - Sophomore LAS Elective (3.00)

These courses introduce students to special topics in the liberal arts and sciences that can inspire them to explore new intellectual and creative pathways. See "Browse Courses", "LAS electives" for the sections offered this semester.

AHCS 224 - Theories and Trends (3.00)

This course stresses the relationships between contemporary culture and media and their connections to related creative and theoretical disciplines that have influenced art practice and human experience in the years roughly from 1955 to the present. "Theories and Trends in Contemporary Art, Media and Culture" critically examines the range of roles that popular culture, mass media and colonial institutions of privilege play in all creative practices. This class challenges facile and well-worn constructions of gender, difference, ableism, race, ethnicity, "high" and "low" art to work towards conceptions of the self, identity, and of culture that are fluid. Research and case studies focus on the inter-textual and the inter-disciplinary. Students learn and critically evaluate major theories of contemporary art and design through textual, visual, and hands-on inquiry, encouraging independent thinking via active in-class and student-directed projects. Required for Graphic Design, Illustration, Fashion, Toy, Product, Animation, and Game and Entertainment majors.

MOTN 230 - Motion Design Fundamentals (3.00)

An introduction to basic design and motion design principles and techniques. The pre-requisite for Motion Design Fundamentals (Storytelling for Digital Artists) will be waived for Motion Design minors

ANIM 215 - Storyboarding and Pre-viz (3.00)

In this class students will learn how to illustrate a story through the use of storyboarding and Previsualization (Pre-viz). Students will learn how to break down a script and translate it onto a presentable, self-explanatory, traditional and digital format. Pre-viz will be used to expand on storyboards, testing different shot angles, timing and transitions with different camera placements and movements.

ANIM 250 - Animation Studio Project I (3.00)

Students will work in teams to create a digital animation project, synergizing skills learned in all Previous courses. Students will be exposed to the dynamics of teamwork and the importance of project management using shotgrid.

AHCS 228 - Art History of Animation (3.00)

The "Art History of Animation" course provides a comprehensive survey of the history of animation from its earliest beginnings to the present day. The course explores the development of animation techniques, styles, and themes, and their relationship to cultural and social contexts. Students will gain a thorough understanding of the artistry and creative processes that underlie animated productions and develop an appreciation for the role of animation in shaping popular culture. Upon completion of this course, students will be able to: Identify the key historical milestones in the development of animation as an art form, and the social and cultural contexts in which they occurred. Analyze the visual language and stylistic techniques used in animated productions, including the use of color, line, and shape. Evaluate the role of animation in shaping cultural values and attitudes towards race, gender, and identity. Discuss the cultural and artistic significance of major animated films and series, and their impact on popular culture. Demonstrate an understanding of the creative processes involved in animation, including storyboarding, character design, and animation production. Required for Animation majors.

CAIL 200 - Creative Action LAS Elective (3.00)

An integrative course using collaborative methodology, synthesizing diverse perspectives, and using the skills of creative and critical thinking, clear communication, research, and information literacy. See CAIL section for course descriptions. May be taken in either fall or spring, must be completed in the sophomore year

ANIM 320 - Des & Drawing for Animation II (3.00)

This focuses on advance design concepts with an emphasis on creating memorable characters with interesting personalities & shapes to tell a story. The goal is to get students used to the idea of research and sketching from life or reference. Then apply the process of revisions to refine their designs in better serving the story. Students will practice draftsmanship to demonstrates the interplay of structure, anatomy, design, and expression in effective figures.

MOTN 330 - Motion Design I (3.00)

This course gives students a comprehensive overview of the motion graphic production process using industry standard applications. Emphasis will be placed on the fundamental concepts of digital media, motion design, editing techniques and art direction.

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

MATH 136 - Math Elective (3.00)

Math elective. Covers various topics related to mathematical concepts in art and design. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

SSCI 210 - Social Science Elective (3.00)

Social Science elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

ANIM 332 - Advanced Animation (3.00)

In this course, students will expand their understanding of character animation and motion graphics using Maya 3d software as well as using traditional animation media. In addition to basic animation theory, the students will draw from and incorporate 2d elements into their projects using various techniques. Traditional design studies will be translated into 3d environments. Modeling, texturing and lighting techniques will also be explored. Students will complete a complex and unique final project that will be built upon the skills learned in class each week for their portfolio.

ANIM 350 - Animation Studio Project II (3.00)

Students will work in teams to create a digital animation project, synergizing skills learned in all Previous courses. Students will be exposed to the dynamics of teamwork and the importance of project management. This is an advancement of Animation Studio project I. Student will be expected to use advance techniques.

CAIL 301 - Creative Action Junior Studio (3.00)

An upper-division interdisciplinary studio course offering unique core content that shifts from term to term. This studio affords students the opportunity to engage with professionals from various fields and expand their notion of problem solving beyond their major in public site real world challenges. This course may be taken in either the fall or spring of the junior year. A limited choice of CAIL301 courses will count for the Sustainability Minor. See CAIL section for course descriptions.. CAIL301 may be taken in either the fall or spring semester of the junior year

NSCI 307 - Natural Science Elective (3.00)

Natural Science Elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

LIBS 314 - LAS Upper Division Elective (3.00)

This course can be an upper division art history or liberal studies elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

ANIM 420 - Des & Drawng for Animation III (3.00)

Students will explore concepts through research, critical analysis, and brainstorming to create elements needed for conveying story. Design and Drawing Fundamentals III is a class that combines artistic exploration, perceptions, observations, personal narratives, and intuition to create new work. A series of stories and situations will provide both context and a point of departure for our projects.

ANIM 450 - Animation Senior Project I (3.00)

This course provides a practical introduction to skills for acquiring and keeping a job, as well as the processes for developing a final project. Class and professional critiques help students develop their work, while learning from the creative processes of their classmates. Students collect their work from drawing classes, their storyboards, and other parts of the creative process, to be used as windows into their personal working styles.

ANIM 470 - Animation Internship (3.00)

This course engages students to work with established companies that are related to their academic and career interests. The purpose of this course is to expose students to live workplace environments and expand networking resources. Students are expected to do well and represent Otis and the BFA animation program. At the end of the Internship, students will report on their experience through a sharing session. Students who wish to participate in the internship program need to submit updated resume, portfolios and websites. **Students need to apply for internship opportunities on their own or through career services

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

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LIBS 440 - Capstone (3.00)

The Liberal Arts and Sciences Capstone experience is a required senior-level course designated to facilitate students' critical reflection on a topic that intersects with their own studio practice, discipline, and/or identity. As the signature course and culminating expression of the Liberal Arts and Sciences Department, the class design allows for independent research and private mentoring through Blended classes that meet synchronously online. The Capstone research process encourages students to apply the skills they have accrued during their time at Otis College to a project that can advance their understanding of their career path and chosen industry. A minimum grade of C- or better on the Capstone paper and course is required to pass.

MOTN 325 - Motion Design Explorations (3.00)

This course guides students through the full process of creating a comprehensive identity rebrand campaign for an existing product. Through research, concept development, design production, and professional-style pitch sessions, students will learn how to translate strategic insights into a polished, portfolio-ready campaign. Learning objectives: • Conduct in-depth research and competitive analysis within the industry • Identify core brand challenges and interpret a creative brief • Develop a distinctive, concept-driven identity rebrand • Produce visual assets that demonstrate strong design craft and cohesive brand systems • Present and defend creative decisions in a professional pitch environment • Assemble a refined, portfolio-ready identity rebrand campaign

ANIM 451 - Animation Senior Project II (3.00)

Animation Senior Project II is a production class which takes students through the process of conceptualizing, proposing, planning and executing an original project. Students will learn how to deliver professional level work and deliver presentations to represent their work. Goal setting, scheduling, research, and expanding knowledge will be skills developed through the class. For the final project, each student will complete an original work or project and present it to members of the professional community. Goal: To create an original work and demo reel in a production environment.

ANIM 470 - Animation Internship (3.00)

This course engages students to work with established companies that are related to their academic and career interests. The purpose of this course is to expose students to live workplace environments and expand networking resources. Students are expected to do well and represent Otis and the BFA animation program. At the end of the Internship, students will report on their experience through a sharing session. Students who wish to participate in the internship program need to submit updated resume, portfolios and websites. **Students need to apply for internship opportunities on their own or through career services

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

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LIBS 314 - LAS Upper Division Elective (3.00)

This course can be an upper division art history or liberal studies elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

Electives

Course Title	Course Number	Credits
2D Character Animation	ANIM 310	3.00
3D Motion Graphic Cinema 4D II	MOTN 490	3.00
3D Rigging & Animation	ANIM 310	3.00
Advanced Storyboarding	ANIM 490	3.00
Character Design for Animation	ANIM 310	3.00
Digital Painting II	ANIM 490	3.00
Digital Sculpting & Z-Brush II	ANIM 490	3.00
Directing for Film and TV	ANIM 310	3.00
Pixels to Products	ANIM 310	3.00

Scriptwriting for Animation	ANIM 310	3.00
MOTN: Pro Studio Practices	MOTN 310	3.00

Elective Descriptions

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

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

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 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.

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 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 - Digital Sculpting & Z-Brush II (3.00)

This course advances students' skills in digital sculpting through the creation of a single, production focused project. Emphasis is placed on developing models intended for animation, with attention to form, topology, anatomy, and surface detail. Students will refine their workflow for character and creature sculpting, preparing assets for rigging and texturing within a professional animation pipeline.

ANIM 310 - Directing for Film and TV (3.00)

This course offers an introduction to the creative, technical, and collaborative responsibilities of a director. Through a combination of lectures, screenings, readings, and hands-on projects, students will explore the art of directing from both artistic and analytic perspectives, while developing their unique artistic voices and gaining a deeper understanding of the director's role in production. Working on class-based voice and on-camera projects, developing shot lists, visualizing scripts, and learning to make effective storytelling choices, students will develop their communication, leadership, and problem-solving skills within a production environment.

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 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

MOTN 310 - MOTN: Pro Studio Practices (3.00)

In this class students will be immersed in the environment of a professional motion design studio. Beginning with concept development including creating storyboards, the class will break down the project into production phases and develop a plan how to produce the project as a motion design team. The class will then focus on the last phase of the production pipeline of finishing, rendering and delivering the final motion design assets. Emphasis will be on learning professional studio practices including: file hierarchy,

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Pre-requisites: ANIM 250

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

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.

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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.

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This course advances students' skills in digital sculpting through the creation of a single, production focused project. Emphasis is placed on developing models intended for animation, with attention to form, topology, anatomy, and surface detail. Students will refine their workflow for character and creature sculpting, preparing assets for rigging and texturing within a professional animation pipeline.

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This course offers an introduction to the creative, technical, and collaborative responsibilities of a director. Through a combination of lectures, screenings, readings, and hands-on projects, students will explore the art of directing from both artistic and analytic perspectives, while developing their unique artistic voices and gaining a deeper understanding of the director's role in production. Working on class-based voice and on-camera projects, developing shot lists, visualizing scripts, and learning to make effective storytelling choices, students will develop their communication, leadership, and problem-solving skills within a production environment.

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 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

MOTN 310 - MOTN: Pro Studio Practices (3.00)

In this class students will be immersed in the environment of a professional motion design studio. Beginning with concept development including creating storyboards, the class will break down the project into production phases and develop a plan how to produce the project as a motion design team. The class will then focus on the last phase of the production pipeline of finishing, rendering and delivering the final motion design assets. Emphasis will be on learning professional studio practices including: file hierarchy,