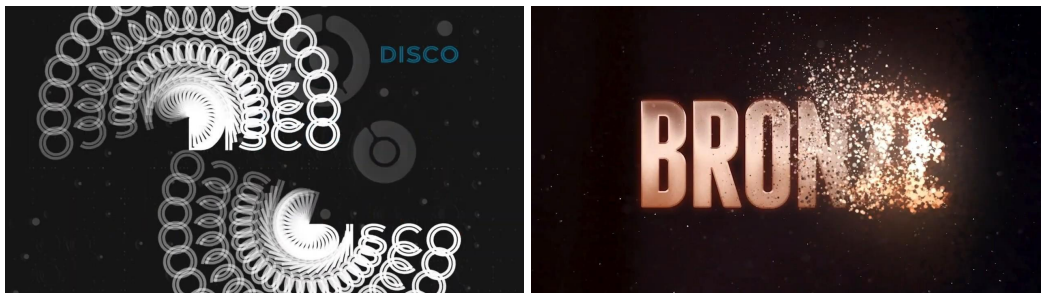


Motion Design Minor



The Motion Design minor provides 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 develop a unique and valuable skill set that can enhance their career prospects in the rapidly evolving digital media landscape.

Eligibility

Open to all BFA majors, except Animation students, who can pursue the Motion Design Area of Emphasis instead. 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.

Required Courses

- Typography elective
- MOTN320 Motion Design I
- MOTN321 Cinema 4D Mograph
- MOTN460 Motion Design II
- Motion elective*

Total

Credits

- | | |
|-----------|-------------------|
| 3 credits | (any semester) |
| 3 credits | (fall semester) |
| 3 credits | (fall semester) |
| 3 credits | (spring semester) |
| 3 credits | (any semester) |

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 Chair, 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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www.otis.edu/minors

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

Motion Design Minor

Program Learning Outcomes:

Motion Design Minor student work will demonstrate:

Grow

Disciplinary Knowledge and Skills

Proficient knowledge and skills in motion design including effective use of visual design principles, typography, color theory, and animation techniques.

Proficiency in Industry-Standard Skills, Technologies, and Processes

Proficiencies in utilizing current industry-standard tools and emerging technologies (eg. Adobe After Effects, Blender, Cinema 4D, etc.).

Cross-Disciplinary Awareness and Practice • Audience-Focused Research, Historical Context, and Field-Specific Discourse

Developed practice grounded in two or more disciplines, understanding how Motion Design contributes to art, film, television, animation, games, advertising and social media for a variety of audiences.

Dare

Innovation • Experimentation and Play • Challenge to the Status Quo • Bravery in their Work and their Interactions with Others

Capacity to combine aspects of motion design with work in one's major and/or push the boundaries between each field.

Reflect

Capacity to Communicate (Orally, Written, and/or Visually) about their Practice

Ability to clearly articulate the relationship between their work in motion design 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

Ability to Work Well, Collaborate, and Build Relationships across Differences in Identity, Perspective, Aesthetics and Disciplines

Through group projects and interdisciplinary collaborations, students will learn to work effectively with peers from diverse backgrounds and fields, valuing and incorporating different perspectives into cohesive collaborations.

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 Motion Design minor, while understanding and articulating their positionality in their chosen fields.

Shine

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.

Awareness of audience and ability to cultivate relationships with others in their chosen fields. • Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios.

Successful completion and presentation of a reel demonstrating original work in motion design that resonates with intended audiences.