MOTION GRAPHIC DESIGN - ASSOCIATE IN SCIENCE

The Associate in Science in Motion Graphic Design Program pairs Graphic Design techniques with visual storytelling and animation to provide students with comprehensive workforce related skills in the Media Art industry. Motion Graphic Design provides high demand skills in corporate branding, social media, user experience, marketing, television, broadcasting and the internet.

Students enrolled in this program will learn computer-based motion graphics for video production, creating multimedia projects utilizing design principles, typography, animation principles, storytelling and composition guidelines, for advertising, tech and entertainment industries. At the completion of this program, students will have a well-rounded professional Motion Graphic Design portfolio and have the necessary skill sets for workforce requirements.

- Apply the elements and principles of design in finished multimedia projects for a Motion Graphic Design portfolio.
- Analyze video production for motion graphics and create multimedia projects utilizing principles of motion design commonly used in commercials, movie, game, broadcasting and websites.
- Produce video composites combining graphic design, visual storytelling and animation, and applying effects, cinematic techniques and audio for branding, advertisement and entertainment purpose.
- Evaluate and critique digital media projects utilizing relevant terminology and concepts.

| Course | Title | Credits |
|-------------------------------------|---|---------|
| Required Core | | 27 |
| DMA 001 | Introduction to Digital Media Arts | 3 |
| DMA 002 | Introduction to Graphic Design | 3 |
| DMA 003 | Introduction to Typography and Business | 3 |
| DMA 005 | Motion Graphics I | 3 |
| DMA 006 | Motion Graphics II | 3 |
| DMA 007 | Digital Video Production | 3 |
| DMA 021 | Visual Development | 3 |
| DMA 022 | 2D Animation | 3 |
| DMA 023 | 3D Modeling | 3 |
| Major Electives: Complete 3 courses | | 9 |
| ART 012 | Two-Dimensional Design | 3 |
| ART 013 | Three Dimensional Design | 3 |
| ART 014 | Color Theory | 3 |
| ART 024 | Beginning Drawing | 3 |
| DMA 025 | 3D Animation I | 3 |
| General Education | | 24 |
| Physical Activity | | 1 |
| Total Units | | 61 |