

## Undergraduate Program Requirements

### Television Program Requirements

Currently displaying program requirements for academic year: UNDG 2014-2015 ▼

#### Motion Graphics Minor 14

The Motion Graphics Minor requires the completion of a minimum of 18 credits.

Students are required to complete four courses listed below to complete the Motion Graphics Core Requirements:

<b>Motion Graphics Core</b>		Courses:	4/4
Course	Title	Credits	Grade
<b>36-1300</b>	<b>Digital Image Design</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
	<b>22-1320 Design Lab</b>	<b>3</b>	<b>C</b>
<b>40-3411</b>	<b>Motion Graphics I</b>	<b>4</b>	<b>C</b>
OR 1 of the following:			
	<b>24-4420 Motion Graphics I</b>	<b>4</b>	<b>C</b>
<b>40-3422</b>	<b>Motion Graphics II</b>	<b>4</b>	<b>C</b>
OR 1 of the following:			
	<b>24-4421 Motion Graphics II</b>	<b>4</b>	<b>C</b>
<b>40-3423</b>	<b>Motion Graphics III</b>	<b>4</b>	<b>C</b>
OR 1 of the following:			
	<b>24-4422 Motion Graphics III</b>	<b>4</b>	<b>C</b>

To complete the Motion Graphics Minor, students take one additional course from the Motion Graphics elective courses listed below:

<b>Motion Graphics Elective</b>		Courses:	1/1
Course	Title	Credits	Grade
<b>40-3428</b>	<b>Motion Graphics: Flash &amp; AfterEffects for TV/Video</b>	<b>4</b>	<b>C</b>
<b>40-3425</b>	<b>Introduction to 3D for Motion Graphics</b>	<b>4</b>	<b>C</b>
<b>24-3209</b>	<b>CVFX: Compositing II</b>	<b>3</b>	<b>C</b>
<b>36-2440</b>	<b>Time Based Composing I</b>	<b>3</b>	<b>C</b>
<b>36-2609</b>	<b>Sound and Motion Production</b>	<b>3</b>	<b>C</b>
<b>22-1310</b>	<b>Beginning Typography</b>	<b>3</b>	<b>C</b>

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