

## Undergraduate Program Requirements

### Cinema & Television Arts Program Requirements

Currently displaying program requirements for academic year:

#### Motion Graphics Minor 15

The Motion Graphics Minor requires the completion of a minimum of 18-19 credits.

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

#### Motion Graphics Core-15cr

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:

#### Elective - 3-4 cr

Courses: 1/1

Course	Title	Credits	Grade
<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>21-1310</b>	<b>Survey of Typography</b>	<b>3</b>	<b>C</b>

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The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.