Animation and Motion Design Minor

The Animation and Motion Design minor equips students with creative and technical skills to bring stories and brands to life through movement, sound, and emerging technologies. Combining animation, motion graphics, kinetic typography, 3D modeling, and AI-assisted design, the program emphasizes storytelling and multi-sensory experiences for entertainment, media, advertising, and interactive design.

The requirements below are intended for students beginning fall 2026. To declare your minor, please speak to your academic advisor for assistance.

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CT 201	Digital Content Design	3
CT 380	AI-Assisted Design	3
CT 220	3D Modeling for Animation and Game Design (*)	2
	or CT 342 Brand Identity Design	
	or CG 341 Modeling and Animation	
CG 352	Music and Sound Design (*)	2
	or C Sonic Branding	
CT 270	Introduction to Motion Design	2
	or CT 300 Kinetic Typography	
	or CT 332 Motion Graphics for Designers	

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* For students who have not submitted a portfolio for admittance into their degree program, CG 341 and CG 352 require department or minor coordinator approval

Upon the completion of the Animation and Motion Design minor, students will be able to:

1. Apply principles of animation and motion design to create compelling visual narratives across media platforms.
2. Design and model 3D assets for use in animation, games, and interactive experiences.
3. Integrate sound and music into visual projects to enhance storytelling, emotional impact, and brand expression.
4. Leverage emerging technologies, including AI-assisted tools, to expand creative possibilities in animation and motion design.
5. Synthesize typography, imagery, and motion to communicate concepts, stories, and identities with clarity and originality.
6. Critically evaluate motion-based work in terms of aesthetics, storytelling, usability, and audience engagement.
7. Produce a portfolio-ready body of work that demonstrates technical proficiency, creative vision, and professional standards in animation and motion design.