Motion Media

MM101 Motion Media 1: Fundamentals   **Cr-3**

This course covers the theory, role, scope, and practice of fundamental multimedia technologies and introduces the ways and means to produce motion media to communicate effectively with an audience. Traditional and digitally animated content creation is explored with emphasis placed on animated media.

MM201 Motion Media 2: 4D Design   **Cr-3**

This course covers the theory, role, scope, and practice of 4D design and introduces the ways and means to create time-based artwork. Approaches to UV unwrapping, modeling, lighting, and animation are explored with emphasis on animated graphics. Prerequisite: MM101 Motion Media 1: Fundamentals

MM202 Motion Media 3: Animation Design   **Cr-3**

This course covers the theory, role, scope, and practice of animatics and introduces the ways and means to produce animated cinematics to communicate effectively with an audience. Approaches to cut scenes, rotoscoping, and environmental settings are explored with emphasis on 2D animation foundations. Prerequisite: MM101 Motion Media 1: Fundamentals

MM203 Motion Media 4: Character   **Cr-3**
Animation Seminar

This course covers the theory, role, scope, and practice of professionalism in the motion media and 2D animation industry, presentation techniques, and further techniques for computer graphics animated production. Emphasis is placed on the completion of a major capstone computer graphics production, as well as a demo reel. This course explores approaches to portfolio and demo reel development, practices for motion media production, and individual style and approach to motion media. Prerequisites: MM201 Motion Media 2: 4D Design and MM202 Motion Media 3: Animation Design