

GD 339 : Motion Design

This intermediate course provides an introduction to motion design principles and technologies, equipping students with the skills needed to create narrative, sequential and time-based digital works. Based on student interest, project contexts can range from interactive design to installation art. Students will become familiar with software for video, animation and sound as well as professional working methods such as iteration and storyboarding.

Recommended Prerequisites: [GD 213](#)

Credits 4

Prerequisite Courses

[GD 125: Design and Digital Media Foundations](#)

Prerequisites

- Two 200-level GD or ART studio courses

Semester Offered

Offered fall of even-numbered years