Animation and Game Development, B.S.

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Requirements

The BS in Animation and Game Development focuses on contemporary, industry-standard, and technology oriented processes and procedures.

Total Program Credits: 120

Matriculation Requirements:	

1. Portfolio review acceptance:
  a. After completing first-year courses students may submit a portfolio to one of three Animation and Game Development Tracks. Students are accepted for matriculation into their chosen track based on the quality of work found in their portfolio. A student may only apply twice for program matriculation.
  b. Acceptance criteria varies for the three academic tracks available. Please meet with an academic advisor to learn more.	

General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGH 1005	Literacies and Composition Across Context CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
	STAT 1040	Introduction to Statistics QL (3) (recommended for Social Science majors)	
	STAT 1045	Introduction to Statistics with Algebra QL (5)	
	MATH 1050	College Algebra QL (4) (recommended for Business, Education, Science, and Health Professions majors)	
	MATH 1055	College Algebra with Preliminaries QL (5)	
	MATH 1090	College Algebra for Business QL (3) (recommended for Business majors)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
or	PHIL 205G	Ethics and Values IH GI	
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses			
		Biology	3
		Physical Science	3
		Additional Biology or Physical Science	3
		Humanities Distribution[1]	3
		Fine Arts Distribution[2]	3
		Social/Behavioral Science	3

Discipline Core Requirements:		40 Credits
DAGV 1200	3D Modeling Essentials	3
DAGV 2210	3D Modeling and Animation	3
DAGV 2230	Animation I	2
DAGV 223L	Animation Lab	1
DAGV 2240	Character Development	3
DAGV 2330	Introduction to Rigging	2
DAGV 233L	Introduction to Rigging Lab	1
DAGV 3350	Animation and Game Production I	2
DAGV 335L	Animation and Game Lab I	1
DAGV 3360	Advanced Character Rigging	3
DAGV 3450	Animation and Game Production II	2
DAGV 345L	Animation and Game Lab II	1
DAGV 3470	Animation Story Development WE	3
DAGV 490R	Senior Capstone	6
DGM 3110	Corporate Issues in Digital Media WE	3
DGM 312G	Digital Media for Intercultural Communication GI	3
DWDD 301R	Digital Lecture Series	1
or DAGV 301R	Digital Lecture Series	

Animation and Game Development Tracks:		45 Credits
Students must complete one of the following tracks		45
2D Track Requirements:		
Take the following courses:		
DGM 1110	Digital Media Essentials I	4
DAGV 1300	Animation Essentials	2
DAGV 130L	Animation Essentials Lab	1
DAGV 1500	Concept Essentials	3
DAGV 1600	Studio Technology Essentials	3
DAGV 2340	Digital Storyboarding	3
DAGV 2480	Introduction to Compositing	3
DAGV 3310	Technical Design and Direction	3
DAGV 4350	Advanced Technical Direction I	3
DAGV 4450	Advanced Technical Direction II	3
DAGV 4550	Performance Animation	3
Complete 14 additional approved crdits (3 credits must be upper-division).		14

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3D Track Requirements		
Take the following courses:		
DAGV 1400	Scripting Essentials	3
CS 1400	Fundamentals of Programming	3
DAGV 2440	Scripting for Animation and Games I	3
DAGV 2460	Game Development I	3
DAGV 2470	Game Development II	3
DAGV 2480	Introduction to Compositing	3
DAGV 3310	Technical Design and Direction	3
DAGV 3440	Scripting for Animation and Games II	3
DAGV 3460	Game Development III	3
DAGV 4350	Advanced Technical Direction I	3
DAGV 4450	Advanced Technical Direction II	3
DAGV 4550	Performance Animation	3
	Complete 9 additional approved credits.	9
Extended Reality and Simulations Track Requirements:		
Take the following courses:		
DWDD 1400	Digital Design Essentials	3
DWDD 1420	Communicating Digital Design WE	3
DWDD 2420	Media Formats and Outputs	3
DGM 1645	Mixed Reality Essentials	2
DAGV 2460	Game Development I	3
DAGV 2470	Game Development II	3
DGM 2245	Mixed Reality Experiences I	3
DGM 260R	Special Topics in Animation and Game Development (Visual Scripting)	3
DGM 270R	Special Topics in Web Design and Development (Materials, Textures. and Lighting)	3
DGM 3261	Mixed Reality Experiences II	3
DGM 4261	Mixed Reality Studio	3
	Complete 13 additional approved credits (9 credits must be upper-division)	13

2-THEA 1023 Introduction to Film FF recommended

Graduation Requirements:

1. Completion of a minimum of 120 semester credits, with a minimum of 40 credit hours of upper division coursework.
2. A minimum of 2.5 GPA in all discipline core courses with no grade lower than a C- required for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.
3. Residency hours -- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements, which includes a portfolio review and acceptance into the degree.
5. Successful completion of at least one Global/Intercultural course.
6. Successful completion of at least two Writing Enriched (WE) courses.

Footnotes:
1-ENGL 220G Introduction to Literature HH GI or ENGL 2130 Science Fiction HH recommended

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Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track.

Semester 1	Course Title or Text	Credit Hours
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC or Literacies and Composition Across Contexts CC	3
Quantitative Literacy		3
Physical Science Distribution		3
DAGV 1200	3D Modeling Essentials	3
Animation and Game Dev Track course		3
	Semester total:	15
Semester 2		Credit Hours
ENGL 2010	Intermediate Academic Writing CC	3
Social/Behavioral Science		3
DAGV 2210	3D Modeling and Animation	3
Animation and Game Dev Track course		3
Animation and Game Dev Track course		3
	Semester total:	15
Semester 3		Credit Hours
American Institutions		3
Biology Distribution		3
DAGV 2230	Animation I	2
DAGV 223L	Animation I Lab	1
DAGV 2240	Character Development	3
Animation and Game Dev Track course		3
	Semester total:	15
Semester 4		Credit Hours
PHIL 2050 or PHIL 205G	Ethics and Values IH GI	3
DAGV 2330	Introduction to Rigging	2
DAGV 233L	Introduction to Rigging Lab	1
Animation and Game Dev Track course		3
Animation and Game Dev Track course		3
Animation and Game Dev Track course		3
	Semester total:	15
Semester 5		Credit Hours
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE or Fitness for Life TE	2

DAGV 3350	Animation and Game Production I	2
DAGV 335L	Animation and Game Lab I	1
DAGV 3360	Advanced Character Rigging	3
DAGV 301R or DWDD 301R	Digital Lecture Series	1
Animation and Game Dev Track course		3
Animation and Game Dev Track course		3
	Semester total:	15
Semester 6		Credit Hours
Humanities Distribution		3
DAGV 3450	Animation and Game Production II	2
DAGV 345L	Animation and Game Lab II	1
DAGV 3470	Animation Story Development WE	3
Animation and Game Dev Track course		3
Animation and Game Dev Track course		3
	Semester total:	15
Semester 7	Course Title or Text	Credit Hours
Fine Arts Distribution		3
DAGV 490R	Senior Capstone	3
DGM 3110	Corporate Issues in Digital Media WE	3
Animation and Game Dev Track course		3
Animation and Game Dev Track course		3
	Semester total:	15
Semester 8	Course Title or Text	Credit Hours
Additonal Biology or Physical Science		3
DAGV 490R	Senior Capstone	3
DGM 312G	Digital Media for Intercultural Communication GI	3
Animation and Game Dev Track course		3
Animation and Game Dev Track course		3
	Semester total:	15
	Degree total:	120