

## Animation and Game Development, B.S.

### Requirements

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

#### Total Program Credits: 120

General Education Requirements:		35 Credits
	<a href="#">ENGL 1010</a> Introduction to Academic Writing	3
or	<a href="#">ENGL 1010</a> Introduction to Academic Writing	3
	<a href="#">ENGL 2010</a> Intermediate Writing Academic Writing and Research	3
Complete one of the following:		3
	<a href="#">MAT 1030</a> Quantitative Reasoning (3) (recommended for Humanities or Arts majors)	
	<a href="#">MAT 1035</a> Quantitative Reasoning with Integrated Algebra (6)	
	<a href="#">STAT 1040</a> Introduction to Statistics (3) (recommended for Social Science majors)	
	<a href="#">STAT 1045</a> Introduction to Statistics with Algebra (5)	
	<a href="#">MATH 1050</a> College Algebra (4) (recommended for Business, Education, Science, and Health Professions majors)	
	<a href="#">MATH 1055</a> College Algebra with Preliminaries (5)	
	<a href="#">MATH 1090</a> College Algebra for Business (3) (recommended for Business majors)	
Complete one of the following:		3
	<a href="#">HIST 2700</a> US History to 1877 (3)	
and	<a href="#">HIST 2710</a> US History since 1877 (3)	
	<a href="#">HIST 1700</a> American Civilization (3)	
	<a href="#">HIST 1740</a> US Economic History (3)	
	<a href="#">POLS 1000</a> American Heritage (3)	
	<a href="#">POLS 1100</a> American National Government (3)	
Complete the following:		
	<a href="#">PHIL 2050</a> Ethics and Values	3
	<a href="#">HLTH 1100</a> Personal Health and Wellness	2
or	<a href="#">PES 1097</a> Fitness for Life (2)	
Distribution Courses		
	Biology	3
	Physical Science	3
	Additional Biology or Physical Science	3
	Humanities Distribution <sup>1</sup>	3
	Fine Arts Distribution <sup>2</sup>	3
	Social/Behavioral Science	3
Discipline Core Requirements:		78 Credits
	<a href="#">DGM 1110</a> Digital Media Essentials I	4
	<a href="#">DGM 1610</a> Scripting for Animation and Games I	3
	<a href="#">DGM 1620</a> Survey of Animation	3
	<a href="#">DGM 1660</a> Introduction to 3D Modeling and Surfacing	3
	<a href="#">DGM 2210</a> 3D Modeling and Animation Essentials	4

<a href="#">DGM 2211</a>	Rigging and Animation Essentials	3
<a href="#">DGM 2221</a>	Game Essentials	3
<a href="#">DGM 2610</a>	Game Design I	3
<a href="#">DGM 2620</a>	Principles of Animation I	3
<a href="#">DGM 2640</a>	Character Development	3
<a href="#">DGM 2660</a>	Digital Storyboarding for Animation	3
<a href="#">DGM 2670</a>	Scripting for Animation and Games II	3
<a href="#">DGM 301R</a>	Digital Lecture Series	1
<a href="#">DGM 3110</a>	Corporate Issues in Digital Media WE	3
<a href="#">DGM 312G</a>	Digital Media for Intercultural Communication	3
<a href="#">DGM 3220</a>	Digital Media Project Management	3
<a href="#">DGM 3571</a>	Animation Story Development Workshop	3
<a href="#">DGM 3620</a>	Technical Direction and Design for Animated Applications	3
<a href="#">DGM 3650</a>	Animation and Game Project I	3
<a href="#">DGM 3660</a>	Advanced Rigging and Character Effects	3
<a href="#">DGM 3670</a>	Scripting for Animation and Games III	3
<a href="#">DGM 3680</a>	Animation and Game Project II	3
<a href="#">DGM 4310</a>	Senior Capstone I	3
<a href="#">DGM 4410</a>	Senior Capstone II	3
<a href="#">DGM 4630</a>	Technical Direction for Animation and Game Development I	3
<a href="#">DGM 4640</a>	Technical Direction for Animation and Game Development II	3
Elective Requirements:		7 Credits
Take 7 credits from the following:		7
<a href="#">ART 1210</a>	Spatial Drawing (3)	
<a href="#">ART 2250</a>	Gestural Drawing (3)	
<a href="#">CS 1410</a>	Object-Oriented Programming (3)	
<a href="#">DGM 2600</a>	The Animated Image (3)	
<a href="#">DGM 281R</a>	Internship (1)	
<a href="#">DGM 3610</a>	Game Design II (3)	
<a href="#">DGM 3641</a>	Game Level Design (3)	
<a href="#">DGM 4621</a>	Performance Animation (3)	
<a href="#">DGM 481R</a>	Internship (1)	
<a href="#">THEA 1033</a>	Acting I (3)	
Or advisor approved electives		

#### Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
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.

#### Footnotes:

1-[ENGL 220G](#) Introduction to Literature or [ENGL 2130](#) Science Fiction recommended

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2-[THEA 1023](#) Introduction to Film 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](#). (Note: This graduation plan has not been updated, please contact the department for the most updated plan.)

Milestone courses (pre-requisites for a course in one of the subsequent semesters) are marked in red and italicized.

Semester 1	Course Title or Text	Credit Hours
<i>DGM 1620</i>	Survey of Animation	3
<i>DGM 1110</i>	Digital Media Essentials I	4
MAT1030/MAT 1035/ STAT1040/Math1050/1090	Quantitative Literacy	3
Fine Arts	See List	3
HLTH 1100 or PES 1097	Personal Health and Wellness	2
Fitness for Life		
	Semester total:	15
Semester 2*	Course Title or Text	Credit Hours
<i>DGM 1610</i>	Scripting for Animation & Games I	3
<i>DGM 1660</i>	Intro to 3D Modeling	3
American Institutions	See List	3
<i>ENGL 1010 or ENGH 1005</i>	Introduction to Academic Writing or Literacies and Composition Across Context	3
Social/Behavioral Science	See List	3
	Semester total:	15
<b>*Student applies to program by submitting portfolio toward the end of this semester.</b>		
Semester 3*	Course Title or Text	Credit Hours
<i>DGM 2210</i>	3D Modeling and Animation Essentials	4
<i>DGM 2221</i>	Game Essentials	3
<i>DGM 2620</i>	Principles of Animation I	3
<i>DGM 2670</i>	Scripting for Animation and Games II	3
Physical Science	See List	3
	Semester total:	16
<b>*Student must be accepted to program and placed into the cohort before starting this semester.</b>		
Semester 4	Course Title or Text	Credit Hours
<i>DGM 2211</i>	Rigging and Animation Essentials	3
<i>DGM 2610</i>	Game Design I	3
<i>DGM 2640</i>	Character Development	3
<i>DGM 2660</i>	Digital Storyboarding for Animation	3

ENGL 2010	Intermediate Writing Academic Writing and Research	3
	Semester total:	15
Semester 5	Course Title or Text	Credit Hours
<i>DGM 3650</i>	Animation and Game Project I	3
<i>DGM 3620</i>	Technical Direction and Design for Animated Applications	3
<i>DGM 3670</i>	Scripting for Animation and Games II	3
<i>DGM 3660</i>	Advanced Rigging & Character Effects	3
Elective	See List	3
	Semester total:	15
Semester 6	Course Title or Text	Credit Hours
<i>DGM 3571</i>	Animation Story Development Workshop	3
DGM 3220	Digital Media Project Management	3
<i>DGM 3680</i>	Animation and Game Project II	3
Biology	See List	3
Elective	See List	3
	Semester total:	15
Semester 7	Course Title or Text	Credit Hours
DGM 4310	Senior Capstone I	3
DGM 4630	Technical Direction I	3
DGM 301R	Digital Lecture Series	1
DGM 3110	Corporate Issues in Digital Media WE	3
Elective	See List	1
Biology or Physical Science	See List	3
	Semester total:	14
Semester 8	Course Title or Text	Credit Hours
DGM 4410	Senior Capstone II	3
DGM 4640	Technical Direction II	3
DGM 312G	Digital Media for Intercultural Communication	3
PHIL 2050	Ethics and Values	3
Humanities	See List	3
	Semester total:	15
	Degree total:	120