This is the department's portfolio submission process for **Animation & Game Development.**
Briefly:
1. Complete DGM 1610, 1620, and 1660.
2. Build an ArtStation page.
   a. Upload a digitized drawing portfolio (12 to 15 scanned drawings from a sketchbook), and the following animation projects from DGM 1620: Two Walk Cycles, and the projects completed during the second block. These would be *The Puddle Jump*, and *The Weight Lifter*.
   b. Add a Link to your ArtStation page to GitHub for your Scripting work from DGM 1610.
   c. Add a Link to SketchFab, for your 3D work from DGM 1660.
3. **Between April 15**, and the last day of finals: Go to https://forms.gle/ZQCmxfZEefjaxE3p7, and place your name, UVID#, and the address for your ArtStation page on the application form.

Specifically, by course: Work from DGM 1610 Scripting Essentials, DGM 1620 Animation Survey, and DGM 1660 3D Essentials must be completed.
The *ArtStation* site has become an industry standard for portfolio review by studios everywhere. It is always a good practice to introduce standard professional processes in an academic setting. Therefore, you should build an ArtStation Page, and add the following:
1610 Submission: Add the URL to your GitHub.com account to your *ArtStation* profile. You are expected to demonstrate proficiency in scripting in C#.

1620 Submission: Scan and upload 12 to 15 of your best sketchbook pages. Upload the following motion assignments: Walk Across the Page, a Walk Cycle with personality, *The Puddle Jump*, and *The Weight Lifter*.

1660 Submission: Include your 3D modeling assignments in SketchFab.com on your *ArtStation* profile.
        Once your *ArtStation* site is complete, Go to https://forms.gle/ZQCmxfZEefjaxE3p7, and place your name, UVID#, and the address for your ArtStation page on the application form.

This may seem like a lot to do, but the process ensures that no student is overlooked, and that the work each student wants the committee to review has been submitted.
It also allows those who wish to improve their work after completing the formal core classes to upload improved work.
        If you are a transfer student, from a different institution and wish to apply to the program, you are still required to show proficiency in Animation Principles, Drawing, Scripting using C#, and 3D Modeling. Your assignments may not be identical to those taken here at UVU, but the core skill set will remain the same.

        If you have any problems submitting your information through the survey link email Joyce Porter at Joyce.Porter@uvu.edu.