

We know there have been many questions concerning the changes in the Animation and Game Development Program.

From this term going forward, we will have two separate discipline tracks. Those will be a 2D Animation Track and a 3D Animation and Games track. The Digital Media Department is working on new prefixes for all programs, those are moving through committee right now. Until that happens, we will continue to use the current course names, numbers and, of course, the current DGM prefix.

Because we are an open-enrollment institution, we cannot (as we understand it) have high school seniors submit portfolios for selection into the animation cohorts. The one exception is at the Advanced Learning Center in the Nebo school district, because they offer our first-year core classes as concurrent enrollment classes.

For incoming students that are interested in enrolling in UVU's 2D Animation Program:

The required first-year courses for this major are DGM 1110, Digital media Essentials; DGM 1620, Survey of Animation; and DGM 1660, 3D Essentials.

To move beyond first year core classes, students must submit a portfolio, to be reviewed by a committee of professionals, and faculty. The 2D Animation cohort is chosen from those portfolio submissions. The review process is competitive. This portfolio review will take place in December of each calendar year. Details concerning the portfolio submission will be published and distributed to all students enrolled in core classes.

For the FALL Semester, incoming students must enroll and complete DGM 1620, Survey of Animation.

The other two required classes must be completed before the beginning of the sophomore year. They may be taken in either the Fall, or the Spring. However, it is probably best to enroll in DGM 1620 and one of the other required classes in the Fall.

A Suggested First-Year Schedule

Fall: Enroll in DGM 1620, Survey of Animation; and DGM 1110 Digital Media Essentials.

Spring: Enroll in DGM 1660, 3D Essentials.

Students accepted into the 2D Animation Program will also enroll in two additional classes in the Spring Semester: Animation Studio Introduction, and Animated Character Foundation.

The Portfolio Timeline

For 2D Animation: Portfolio review happens in December of each academic year. The department held a preliminary review at midterm in the Fall, for anyone that wanted a progress report, and the full portfolio review was in December. The cohort was chosen, and all those students are taking classes right now.

The next 2D Animation portfolio review will take place in December of 2022.

Courses Needed for Portfolio Preparation

2D Animation:

Required: DGM 1110, Digital Media Essentials, DGM 1620, Animation Survey, and DGM 1660, 3D Essentials. **Of these, DGM 1620 MUST BE TAKEN IN THE FALL SEMESTER. For the portfolio review in December, students will submit their projects from this class and a digitized sketchbook.**

Information on the submission portal for the December submission will be given to all students enrolled in all sections of DGM 1620. For students that completed DGM 1620 in previous years, information about the submission portal will be distributed by department advisors, and faculty. DGM 1110 and DGM 1660 can be taken in the Fall or the Spring (or in the Summer). They must be completed before the start of the sophomore year.

Important Note – DGM 1610, Scripting in C#, which in previous years was required, is now an elective. Learning how to script using C# is a good skill to have, but this course is not required in the 2D Animation program.

Note – there is a path for transfer students to study animation at UVU. They must show proficiency in key areas. For 2D, that's drawing and a demonstrated understanding of motion principles. For 3D, that's scripting in C#, and 3D modelling. Transfer students are evaluated on a case-by-case basis.