

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 3D Animation Program:

The required first-year courses for this major are DGM 1110, Digital media Essentials; DGM 1610, Scripting for Animation and Games; 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 3D Animation and games 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 1610, Scripting for Animation and Games; and DGM 1660, 3D Animation Essentials.

The other required class, DGM 1110, must be completed before the beginning of the sophomore year, but can be taken in either the Fall, or the Spring.

A Suggested First-Year Schedule for Prospective 3D Students

Fall: Enroll in DGM 1610, Scripting for Animation and Games; and DGM 1660, 3D Essentials.

Spring: Enroll in DGM 1110 Digital Media Essentials.

Students accepted into the 3D Animation Program will also enroll in two additional classes in the Spring Semester.

For 3D Animation and Games: Portfolio Submission for acceptance into the 2022/2023 cohort will take place in May of 2022 (right after finals are complete). Student submissions are due on May 5th, 2022.

Courses Needed for Portfolio Preparation

3D Animation and Games:

Required: DGM 1610, Scripting, and DGM 1660, 3D Essentials. (In lieu of DGM 1610 a student may complete CS 1400.)

Important - Students wanting to get into the 3D Animation and Games cohort need to take DGM 1610 in the Fall Semester. It is advisable that they also take DGM 1660 in the Fall.

DGM 1110, and DGM 1620 are electives for the 3D students. In DGM 1110, students are taught Photoshop, and After Effects. These are important skills to have, but many students come to UVU having experience in these software packages from a HS course.

In DGM 1620, students learn and apply the principles of animation. This is also a good skill to have, but the class is not required.

3D Animation and Games Submission Process

1. Complete DGM 1610, and 1660.

2. Build an ArtStation page. Upload a digitized drawing portfolio (12 to 15 scanned drawings from a sketchbook)

Add a Link to your ArtStation page to GitHub for your Scripting work from DGM 1610.

Add a Link to your ArtStation page to SketchFab, for your 3D work from DGM 1660.

If a student has taken DGM 1620 (now an elective), they should upload the final two projects – a Puddle Jump, and a Weight Lifter to their ArtStation page.

3. Between April 20, and the last day of finals: Go

to https://uvu.qualtrics.com/jfe/form/SV_bILqYJVVKtz5ev4 and place your name, UVID#, email and the web address for your ArtStation page on the application form.

Students wanting to study 3D and Games, need to demonstrate proficiency in scripting in C#.

4. A committee will review all submitted portfolios the first week in May. Notification will be sent immediately via UVU email.

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

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.