

**ANIMATION & GAME DEVELOPMENT REQUIREMENTS**

COURSE NO	COURSE TITLE	CR	PREREQUISITE
DGM 1110	Digital Media Essentials	4.0	
DGM 1610	Scripting for Animation & Games I	3.0	B grade or Higher
DGM 1620	Survey of Animation	3.0	B grade or Higher
DGM 1660	Intro to 3D Modeling & Surfacing	3.0	B grade or Higher
DGM 2210	3D Modeling & Animation Essentials	4.0	Accepted to Program
DGM 2211	Rigging & Animation Essentials	3.0	Accepted to Program
DGM 2221	Game Essentials	3.0	Accepted to Program
DGM 2610	Game Design I	3.0	DGM 2221, Accepted to Program
DGM 2620	Principles of Animation I	3.0	Accepted to Program
DGM 2640	Character Development	3.0	DGM 2210, DGM 2620, Accepted to Program
DGM 2660	Digital Storyboarding for Animation	3.0	Accepted to Program
DGM 2670	Scripting for Animation & Games II	3.0	DGM 1610, Accepted to Program
DGM 301R	Digital Lecture Series	1.0	UAS
DGM 3110	Corporate Issues in Digital Media	3.0	UAS & Accepted to Program
DGM 312G	Digital Media for Intercultural Communication	3.0	UAS & Accepted to Program
DGM 3220	Digital Media Project Management	3.0	UAS & Accepted to Program
DGM 3571	Animation Story Development Workshop	3.0	ENGL 2010, UAS & Accepted to Program
DGM 3620	Technical Direction & Design for Animated Applications	3.0	DGM 2620, Accepted to Program
DGM 3650	Animation and Game Project I	3.0	UAS & Accepted to Program
DGM 3660	Advanced Rigging & Character Effects	3.0	DGM 2211, UAS & Accepted to Program
DGM 3670	Scripting for Animation & Games III	3.0	DGM 2670, UAS & Accepted to Program
DGM 3680	Animation and Game Project II	3.0	DGM 3650, UAS & Accepted to Program
DGM 4310	Senior Capstone I	3.0	(Fall Semester Only) DGM 3220, UAS & Accepted to Program
DGM 4410	Senior Capstone II	3.0	(Spring Semester Only) DGM 4310, UAS & Accepted to Program
DGM 4630	Technical Direction for Animation & Game Development I	3.0	UAS & Accepted to Program
DGM 4640	Technical Direction for Animation & Game Development II	3.0	DGM 4630, UAS & Accepted to Program
<b>Complete 7 elective credits from department approved electives – See advisor for additional elective options</b>			
ART 1110	Drawing 1	3.0	See Advisor
ART 1210	Drawing for Illustration	3.0	ART 1110
ART 2250	Drawing for Animation	3.0	ART 1210
CS 1410	Object Oriented Programming	3.0	CS 1400
DGM 2600	The Animated Image	3.0	ENGL 1010
DGM 3610	Game Design II	3.0	DGM 2610, UAS & Accepted to Program
DGM 3641	Game Level Design	3.0	DGM 2610, UAS & Accepted to Program
DGM 4621	Performance Animation	3.0	UAS & Accepted to Program
THEA 1033	Acting I	3.0	

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<b>GENERAL EDUCATION REQUIREMENTS</b>			
<b>COURSE NO.</b>	<b>COURSE TITLE</b>	<b>PREREQUISITE</b>	<b>CREDITS</b>
ENGH 1005	Literacies and Composition	See Advisor for placement information	5.0
ENGL 1010	Introduction to Academic Writing		3.0
ENGL 2010	Intermediate Writing	ENGH 1005 or ENGL 1010	3.0
MATH 1030	Quantitative Reasoning	See Advisor for placement information	3.0
MATH 1040	Introduction to Statistics		3.0
MATH 1050	College Algebra		4.0
PES 1097 or HLTH 1100	Fitness for Life or Personal Health and Wellness		2.0
PHIL 2050	Ethics and Values	ENGL 1010	3.0
American Institutions (See Wolverine Track for options)			3.0
Humanities Distribution (See Wolverine Track for options)			3.0
Fine Arts Distribution (See Wolverine Track for options)			3.0
Social/Behavioral Science (See Wolverine Track for options)			3.0
Biology Distribution (See Wolverine Track for options)			3.0
Physical Science Distribution (See Wolverine Track for options)			3.0
Biology or Physical Science Distribution (See Wolverine Track for options)			3.0
<b>TOTAL CREDITS</b>			<b>120</b>

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