



3D Animation and Game Development Track Application:

Thank you for considering 3D animation or Game and XR Development as tracks. Expectations are as follows:

1. We expect that you've completed DAGV 1400 Scripting Essentials (or DAGV 1700 Scripting Essentials) and the DAGV 1200 3D Modeling Essentials class.
2. We expect that you've reached at least a B- in those classes, and that you can demonstrate skills gained from the courses.
3. You can expect to have a portfolio of work on ArtStation or another website, as well as a working Git repository.
4. We expect that you are committed to maintaining a minimum GPA of 3.0 or working to improve it.
5. Upon review, you may expect to have an interview with the faculty.

The program is very demanding — if accepted, you are expected to work hard, be a team player, and participate in curricular and extracurricular events. Follow UVU policy on attendance and Homework. The program expects to help you gain meaningful employment in the industry and to

work with faculty and peers to achieve those goals. You should be willing to work hard and have fun. Animation and games are just plain fun.

You will also need a Mac or PC Laptop with at least 32 GB of RAM and no older than 2 years. A drawing tablet, such as a Wacom, Huion, or other brand, and, if possible, an iPad. Consider obtaining a low-end Bambu printer for prototyping—also a testing device, such as an older phone, tablet, or VR device.

Applications are now open and will close the weekend after finals.

3D Animation and Visual Effects Track

The 3D Animation and Visual Effects will focus on 3D animation in the style of studios such as Disney, Pixar, and DreamWorks. Students may also export other studio styles, such as Industrial Light and Magic. The track will explore Traditional, Digital, and AI-driven tools, and build Digital and Physical assets. Tools include: Maya, ZBrush, and Houdini.

Game and XR Development Track

The Game and XR track will focus on four major areas of Game development. Mobile games, AAA games, XR/VR/AR titles, and physical games such as board games. Styles range from 2D, uber-casual to high-end games. The track will explore Traditional, Digital, and AI-driven tools, and build Digital and Physical assets. Tools Include: Maya, Houdini, Unity, and Unreal.

Expectations If Accepted

Students in any track will create individual and group projects, developing skills for the animation and game industry. Build assets and portfolio pieces to gain employment or a side hustle. They will learn how to work with peers and build a network.

Students should plan to obtain a laptop (Mac or PC) that is no older than 2 years. Computers should be in the \$1400-2000 range, but if the budget doesn't permit, get the best they can afford. Students should also budget for a drawing tablet to connect to their computers, such as a Wacom or Huion model. They should also consider an iPad as a tool for creating assets.