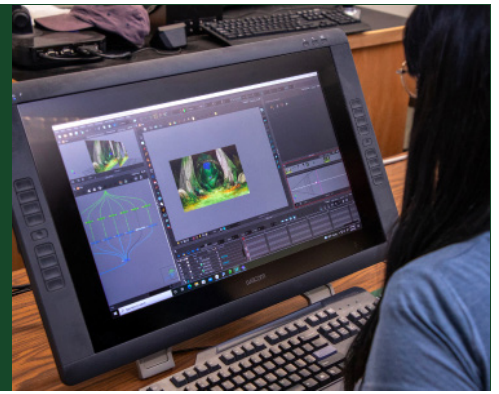


# 3D Animation and Game Track Portfolio Review Requirements



Official Portfolio Review is held at the end of spring semesters and sometimes summer (if space is available)

Summer 2025 deadline August 5th

Spring 2026 deadline in April (date TBD)

URL to apply for Summer 2025 portfolio review : [https://qualtrics.uvu.edu/student/SV\\_ahottxvL9WyFK62](https://qualtrics.uvu.edu/student/SV_ahottxvL9WyFK62) or [click here](#)

## Overview

The UVU Animation and Game Development Bachelor of Science degree has two tracks where students can specialize in a specific area of the animation and game industry. 3D Animation and Game Development track is a hybrid in-person/online program taught at the UVU Lehi Thanksgiving Point campus. This track focuses on creating individual and group projects in 3D modeling, scripting and rigging. Students accepted into the program will take a class focused on scripting every semester until graduation. Students will also be using the Unity game engine, which requires C# programming. A significant mastery of aesthetics and technology will provide graduating students with the best opportunity of a career in the production of quality animation and games.

## Timeline & Class Schedule

Students can apply to the 3D Animation and Game Development track at the end of spring semester. Students must have either completed or be currently enrolled in DAGV 1200 3D Modeling Essentials and DAGV 1700 Scripting Essentials. Students will submit their portfolio for review using a Qualtrics Survey Link (see top of page). A UVU 3D Animation and Game committee will review portfolios and typically send out acceptance letters within two weeks after the due date. It's important to know that accepted students always begin taking 3D track classes the following fall semester (August) at the Lehi campus. A list of classes to take in fall will be included in that acceptance letter.

It is also recommended to get CS 1400 Fundamentals of Programming and DGM 1110 Digital Media Essentials completed within the first year of the program, but they are not required to have completed when submitting portfolio for review.

## Portfolio Requirements

All students applying to the 3D Animation and Game Development track must create a digital portfolio using Artstation.com. The following is required to be included in the portfolio:

- SketchFab projects from the DAGV 1700 3D Modeling Essentials course
- GitHub projects from the DAGV 1400 Scripting Essentials course

Students can also include (if they wish) projects from other related courses, capstone project ideas, introductory paragraph, sketches, and/or resume.

It is also a requirement that students receive at least a B or higher in their introductory Animation & Game courses before the portfolio review. It is also recommended to strive for an overall GPA of 3.0 to be a competitive applicant.

## Frequently Asked Questions

**Q: I took 3D introductory courses in the past, but they are different numbers than what's now available. Can I still qualify to apply?**

A: Many of the courses in the Animation and Game Dev degree switched from “DGM” prefix to “DAGV” as of fall 2023. Here is how the courses changed:

Old Course Number	New Course Equivalent
DGM 1220 Introduction to 3D Modeling & Surfacing	DAGV 1200 3D Modeling Essentials
DGM 1610 Scripting for Animation and Games I, then DAGV 1400 Scripting Essentials	DAGV 1700 Scripting Essentials (starting fall 2025)
DGM 1620 Survey of Animation ( <i>not required for 3D students, only 2D track</i> )	DAGV 1300 Animation Essentials DAGV 130L Animation Essentials Lab

**Q: How many times can I apply?**

A: You can apply to 3D track as many times as needed and 2D track up to two times.

**Q: I am a transfer student that took animation and game classes at another university. How do I apply?**

A: Transfer credits often do not come in as perfect equivalents for UVU DAGV courses. However, the 3D track faculty know that some students are still ready to apply to the program. So, students should reach out to Clayton Lantz and Anthony Romrell to coordinate a personal portfolio review and discuss where they fit into the 3D track courses. It is recommended that students reach out to them via Microsoft Teams chat. If you're unsure on how to set that up, please go to your MyUVU page under “technology services & support” to install Teams. If you haven't been admitted to UVU yet, you can also try reaching them by email at Clayton.Lantz@uvu.edu and Anthony.Romrell@uvu.edu or contacting an Animation and Game advisor (see below).

**Q: My drawing skills aren't where I would like them to be. Will there be a class to teach me how to draw?**

A: Being able to sketch and draw characters is a helpful skill for the 3D track. However, students are not required to submit sketches in their portfolio. There will not be a course in the 3D track to go over fundamentals of drawing. If students would like to brush up on their drawing abilities, the committee recommends taking a drawing course in the Art & Design department at UVU.

**Q: How do I get to the Lehi campus? Is parking free?**

A: All UVU students get a free UTA pass with their student ID card while they are an active student. The Lehi campus for 3D track classes (2912 Executive Pkwy, Lehi, UT 84043) is located right next to the UTA Frontrunner train stop. Also, if students prefer to drive, parking is free at the Lehi campus.

**Q: My Wolverine Track doesn't show the 3D track listed on there. What do I do?**

A: Reach out to your Academic Advisor and ask them to update your catalog year..

**Q: It's been a while since I took the intro courses and I want to retake them to brush up on the skills. Am I able to do that?**

A: Yes. UVU has a new policy where the best grade between the retake attempts will be the one going towards the GPA.

**Q: I want to be a part time student after I'm accepted. Is that possible? Alternatively, is it possible to graduate faster than 4 years?**

A: No. When students are accepted after portfolio review they are placed into a cohort. A cohort is a group of students who all take the exact same classes together until graduating. Accepted students are required to take 9-12 credits every semester after portfolio until graduation. This means students can not graduate faster or slower than the rest of their cohort. The 3D track is a four year program. Please see the 3D track flowchart for a detailed outline of what classes to predict:

<https://www.uvu.edu/digitalmedia/game-animation-dev/>

**Q: Registration is about to open for the next semester but I haven't done the portfolio review yet. What classes do I register for?**

A: If students are applying for 3D track at the end of spring semester but registration is already open (April), then students can register for backup classes in case they are not accepted into the track. If accepted, they can then drop the backup courses and register for the required 3D track classes. The department accepts the number of students that can fit into the classrooms of the given classes, so students shouldn't worry about their 3D classes filling up.

**Q: Can I change my mind and switch to 3D track after I am accepted into the 2D track?**

A: While not impossible, it is quite difficult to switch to another track after passing portfolio. The longer a student is in a track before switching over, the more difficult it gets. It is encouraged for students to be confident going into portfolio review that this is their correct track, since there are a

limited number of seats available in the new cohort. If a student leaves the cohort after getting accepted, that was one spot that could've been given to someone else. Students should be doing research and asking questions before applying so that they feel confident going into portfolio review.

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## **Still have questions? Reach out to our Digital Media Academic Advisors**

### **Megan Stanley (Last names A-J)**

Email: Megan.Stanley@uvu.edu

Schedule an appointment: <https://appointments.uvu.edu/meganstanley>

### **Joyce Porter (Last names K-Z)**

Email: Joyce.Porter@uvu.edu

Schedule an appointment: <https://appointments.uvu.edu/joyceporter>

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