

3D ANIMATION & GAMES FLOWCHART

Freshman Year

Sophomore Year

Junior Year

Senior Year

Freshman Fall - 15	Freshman Spring - 15	Sophomore Fall - 15	Sophomore Spring - 15	Junior Fall - 15	Junior Spring - 15	Senior Fall - 15	Senior Spring - 15
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	Fall	Spring
DAGV 1200 3D Modeling Essentials	CS 1400 Fundamentals of Programming	DAGV 2460 Game Development I	DAGV 2470 Game Development II	DAGV 3460 Game Development III	DAGV 3461 Game Development IV	DAGV 4900R Senior Capstone I	DAGV 4900R Senior Capstone II
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	Fall	Spring
DAGV 1700 Scripting Essentials	DGM 1110 Digital Media Essentials	DAGV 2610 3D Modeling and Surfacing	DAGV 2640 3D Character Development	DAGV 3671 3D Animation Project III	DAGV 3672 3D Animation Project IV	DAGV 4350 Advanced Technical Direction I	DAGV 4450 Advanced Technical Direction II
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	F, Sp	F, Sp, Su
MAT 1030 Quantitative Reasoning	ENGL 2010 Intermediate Writing	DAGV 2671 3D Animation Project I	DAGV 2830 3D Rigging I	DAGV 3830 3D Rigging II	DAGV 3470 Animation Story Development	DAGV 4600R Portfolio Development	DGM 3120G Intercultural Communication
F, Sp, Su	F, Sp, Su	Fall	Spring	F, Sp, Su	Spring	F, Sp, Su	F, Sp, Su
ENGL 1010 Intro to Academic Writing	Social/ Behavioral (See Wolverine Track)	DAGV 2700 Intermediate Scripting	DAGV 2672 3D Animation Project II	DAGV elective	DAGV 3480 Writing for Technical Directors	DAGV Elective	DAGV Elective
F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp	F, Sp	F, Sp, Su	F, Sp, Su
Personal, Professional, and Civic Growth	Fine Arts Gen Ed (See Wolverine Track)	American Institutions (See Wolverine Track)	Biology Gen Ed (See Wolverine Track)	Humanities Gen Ed (See Wolverine Track)	Physical Science (See Wolverine Track)	Upper Division DAGV Elective	DAGV Elective

Note: electives can be any course outside of generals and DAGV required classes

REQUIRED TO APPLY TO
PROGRAM

Key:

-  General Education Courses
-  Electives
-  Introductory 3D Animation Classes (open to all students)
-  3D Animation classes (available to only accepted students)
Must be taken in specific order indicated in flowchart