

DGM 1110	Digital Media Essentials	4.0	
DAGV 1200	3D Modeling Essentials	3.0	B grade or higher
DGM 3120G	Digital Media for Intercultural Communication	3.0	UAS & Acceptance to Program
DAGV 3470	Animation Story Development	3.0	UAS & Acceptance to Program
DAGV 4350	Advanced Technical Direction 1	3.0	UAS & Acceptance to Program
DAGV 4450	Advanced Technical Direction 2	3.0	UAS & Acceptance to Program
DAGV 4900R	Senior Capstone	3.0	UAS & Acceptance to Program
DAGV 4900R	Senior Capstone	3.0	UAS & Acceptance to Program
2D ANIMATION REQUIREMENTS			
DAGV 1300	Animation Essentials	2.0	DAGV 1300L B grade or higher required to apply to program
DAGV 1300L	Animation Essentials Lab	1.0	DAGV 1300 B grade or higher required to apply to program
DAGV 1500	Concept Essentials	3.0	Acceptance to Program
DAGV 1600	Studio Technology Essentials	3.0	Acceptance to Program
DAGV 2210	3D Modeling & Animation	3.0	Acceptance to Program
DAGV 2230	Animation 1	2.0	Co-req DAGV 2230L, Acceptance to Program
DAGV 2230L	Animation 1 Lab	1.0	Co-req DAGV 2230, Acceptance to Program
DAGV 2240	Character Development	3.0	Accepted to Program
DAGV 2330	Intro to Rigging	2.0	Co-req DAGV 2330L, Acceptance to Program
DAGV 2330L	Intro to Rigging Lab	1.0	Co-req DAGV 2330, Acceptance to Program
DAGV 2340	Digital Storyboarding	3.0	Acceptance to Program
DAGV 2480	Intro to Compositing	3.0	Acceptance to Program
DAGV 3310	Technical Design and Direction	3.0	UAS & Acceptance to Program
DAGV 3350	Animation and Game Production 1	2.0	Co-req DAGV 3350L, UAS & Acceptance to Program
DAGV 3350L	Animation and Game Production 1 Lab	1.0	Co-req DAGV 3350, UAS & Acceptance to Program
DAGV 3360	Advanced Character Rigging	3.0	UAS & Acceptance to Program
DAGV 3450	Animation and Game Production 2	2.0	Co-req DAGV 3450L, UAS & Acceptance to Program
DAGV 3450L	Animation and Game Production 2 Lab	1.0	Co-req DAGV 3450, UAS & Acceptance to Program
DGM 3110	Corporate Issues in Digital Media	3.0	UAS & Acceptance to Program
DAGV 4550	Performance Animation	3.0	UAS & Acceptance to Program
<p><i>Complete 20 elective credits of your choice –</i> <i>4 credits must be an upper division course (see advisor for options)</i></p>			

GENERAL EDUCATION REQUIREMENTS			
COURSE NO.	COURSE TITLE	PREREQUISITE	CREDITS
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 1030/1035	Quantitative Reasoning	See Advisor for placement information	3.0
MATH 1040/1045	Introduction to Statistics		3.0
MATH 1050/1055	College Algebra		4.0
Personal, Professional and Civic Growth (See Wolverine Track for options)			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
TOTAL CREDITS			120

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