

DGM 1110	Digital Media Essentials	4.0	
DAGV 1200	3D Modeling Essentials	3.0	B grade or higher required to apply to program
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
3D ANIMATION REQUIREMENTS			
DAGV 1700	Scripting Essentials	3.0	B grade or higher required to apply to program
CS 1400	Fundamentals of Programming	3.0	High School Equivalent Math
DAGV 2460	Game Development 1	3.0	Acceptance to Program
DAGV 2470	Game Development 2	3.0	Acceptance to Program
DAGV 2610	3D Modeling and Surfacing	3.0	Acceptance to Program
DAGV 2640	3D Character Development	3.0	Acceptance to Program
DAGV 2671	3D Animation Project 1	3.0	Acceptance to Program
DAGV 2672	3D Animation Project 2	3.0	Acceptance to Program
DAGV 2700	Intermediate Scripting	3.0	Acceptance to Program
DAGV 2830	3D Rigging 1	3.0	Acceptance to Program
DAGV 3460	Game Development 3	3.0	UAS & Acceptance to Program
DAGV 3480	Writing for Technical Directors	3.0	UAS & Acceptance to Program
DAGV 3671	3D Animation Project 3	3.0	UAS & Acceptance to Program
DAGV 3672	3D Animation Project 4	3.0	UAS & Acceptance to Program
DAGV 3830	3D Rigging 2	3.0	UAS & Acceptance to Program
DAGV 4600R	Portfolio Development	2.0	UAS & Acceptance to Program
<p><i>Complete 15 elective credits of your choice –</i> <i>5 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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