

**ANIMATION & GAME DEVELOPMENT REQUIREMENTS**

| COURSE NO        | COURSE TITLE                                  | CR         | PREREQUISITE or CO-REQUISITE                                    |
|------------------|---|------------|---|
| DGM 1110         | Digital Media Essentials                      | 4.0        |   |
| <b>DAGV 1300</b> | <b>Animation Essentials</b>                   | <b>2.0</b> | <b>DAGV 130L B grade or higher required to apply to program</b> |
| <b>DAGV 130L</b> | <b>Animation Essentials Lab</b>               | <b>1.0</b> | <b>DAGV 1300 B grade or higher required to apply to program</b> |
| DAGV 1200        | 3D Modeling Essentials                        | 3.0        | B grade or higher   |
| 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 223L, Acceptance to Program                         |
| DAGV 223L        | 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 233L, Acceptance to Program                         |
| DAGV 233L        | 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 335L, UAS & Acceptance to Program                   |
| DAGV 335L        | 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 345L, UAS & Acceptance to Program                   |
| DAGV 345L        | Animation and Game Production 2 Lab           | 1.0        | Co-req DAGV 3450, UAS & Acceptance to Program                   |
| DAGV 3470        | Animation Story Development                   | 3.0        | UAS & Acceptance to Program                                     |
| DAGV 301R        | Digital Lecture Series                        | 1.0        | UAS   |
| DGM 312G         | Digital Media for Intercultural Communication | 3.0        | UAS & Acceptance to Program                                     |
| DGM 3110         | Corporate Issues in Digital Media             | 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 4550        | Performance Animation                         | 3.0        | UAS & Acceptance to Program                                     |
| DAGV 490R        | Senior Capstone                               | 3.0        | UAS & Acceptance to Program                                     |
| DAGV 490R        | Senior Capstone                               | 3.0        | UAS & Acceptance to Program                                     |

***Complete 14 elective credits of your choice –  
3 credits must be an upper division course (see advisor for options)***

| <b>GENERAL EDUCATION REQUIREMENTS</b>                           |   |                                       |                |
|---|---|---------------------------------------|----------------|
| <b>COURSE NO.</b>   | <b>COURSE TITLE</b>                                 | <b>PREREQUISITE</b>                   | <b>CREDITS</b> |
| 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            |
| EXSC 1097 or<br>HLTH 1100                                       | Fitness for Life or<br>Personal Health and Wellness |                                       | 2.0            |
| PHIL 2050   | Ethics and Values                                   | ENGL 1010                             | 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            |
| Third Science Distribution (See Wolverine Track for options)    |   |                                       | 3.0            |
| <b>TOTAL CREDITS</b>  |   |                                       | <b>120</b>     |

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