UVU Department of DIGITAL MEDIA
UTAH VALLEY UNIVERSITY

COURSE NO	COURSE TITLE	CR	PREREQUISITE
ANIMATION & GAME DEVELOPMENT REQUIREMENTS			
DAGV 1200	**3D Modeling Essentials**	**3.0**	**B or higher required to apply to the program**
DAGV 1400	**Scripting Essentials**	**3.0**	**B or higher required to apply to the program**
CS 1400	Fundamentals of Programming	3.0	See advisor for approval
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 2440	Scripting for Animation and Games 1	3.0	Acceptance to Program
DAGV 2460	Game Development 1	3.0	Acceptance 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 2240	Character Development		Acceptance to Program
DAGV 2470	Game Development 2	3.0	Acceptance to Program
DAGV 2480	Intro to Compositing	3.0	Acceptance to Program
DAGV 2340	Digital Storyboarding	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 3440	Scripting for Animation and Games 2	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 3460	Game Development 3	3.0	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 9 elective credits of your choice it can be any course of your choosing

GENERAL EDUCATION REQUIREMENTS			
COURSE NO.	COURSE TITLE	PREREQUISITE	CREDITS

Megan Stanley (Last Names A-J)
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Joyce Porter (Last Names K-Z)
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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	Fitness for Life or		2.0
HLTH 1100	Personal Health and Wellness		
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
TOTAL CREDITS			**120**

Megan Stanley (Last Names A-J)   **Joyce Porter (Last Names K-Z)**
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