### 3D Animation & Games Flowchart

#### Freshman Year
- **Fall**: DAGV 1200 3D Modeling Essentials
- **Spring**: DAGV 1400 Scripting Essentials

#### Sophomore Year
- **Fall**: DAGV 2210 3D Modeling and Animation
- **Spring**: DAGV 2330 Intro to Rigging Lab

#### Junior Year
- **Fall**: DAGV 3350 Animation and Game Production I
- **Spring**: DAGV 3460 Game Development III

#### Senior Year
- **Fall**: DAGV 4350 Advanced Technical Direction I
- **Spring**: DAGV 4450 Advanced Technical Direction II

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- **Key**:
  - **Green**: General Education Courses
  - **Blue**: Electives
  - **Pink**: Introductory 3D Animation Classes (open to all students)
  - **Yellow**: 3D Animation courses (available to only accepted students)

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

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**REQUIRED TO APPLY TO PROGRAM**

- **Fall**: DAGV elective
- **Spring**: American Institutions (See Wolverine Track)

- **Fall**: PHI 2050 Ethics and Values
- **Spring**: DAGV Elective

- **Fall**: PES 1097 or HLTH 1100