# 3D Animation & Games Flowchart

## Freshman Year
- **Fall - 15**
  - DAGV 1200 3D Modeling Essentials
  - CS 1400 Fundamentals of Programming
  - MAT 1030 Quantitative Reasoning
  - ENGL 1010 Introduction to Academic Writing
  - Physical Science (See Wolverine Track)
  - Biology Gen Ed (See Wolverine Track)
  - PHIL 1097 or HLTH 1100

- **Spring - 15**
  - DAGV 1400 Scripting Essentials
  - DAGV Elective
  - Humanities Gen Ed (See Wolverine Track)
  - American Institutions (See Wolverine Track)
  - PES 1097 or HLTH 1100

## Sophomore Year
- **Fall - 15**
  - DAGV 2210 3D Modeling and Animation
  - DAGV 2230 Animation I
  - DAGV 2460 Game Development I
  - DAGV 2400 Scripting for Animation I
  - DAGV elective
  - American Institutions (See Wolverine Track)

- **Spring - 15**
  - DAGV 2230 Intro to Rigging
  - DAGV 223L Animation Lab
  - DAGV 2480 Intro to Compositing
  - DAGV 2240 Character Development
  - DAGV Elective
  - Fine Arts Gen Ed (See Wolverine Track)

## Junior Year
- **Fall - 15**
  - DAGV 2330 Animation and Game Production I
  - DAGV 3350 Animation and Game Lab I
  - DAGV 3360 Advanced Character Rigging
  - DAGV 335L Animation and Game Lab I
  - DAGV 3440 Scripting for Animation and Games II
  - DGM 3110 Corporate Issues

- **Spring - 15**
  - DAGV 3450 Animation and Game Production II
  - DAGV 3460 Game Development III
  - DAGV 345L Animation and Game Lab II
  - DGM 312G Intercultural Communication
  - DGM 3110 Corporate Issues

## Senior Year
- **Fall - 15**
  - DAGV 3350 Animation and Game Production I
  - DAGV 3450 Animation and Game Production II
  - DAGV 3460 Game Development III
  - DAGV 345L Animation and Game Lab II
  - DGM 312G Intercultural Communication
  - Social/Behavioral (See Wolverine Track)

- **Spring - 15**
  - DAGV 4350 Advanced Technical Direction I
  - DAGV 4450 Advanced Technical Direction II
  - DAGV 4890 Senior Capstone I
  - DAGV 4890 Senior Capstone II
  - DAGV 4550 Performance Animation
  - DGM 3110 Corporate Issues
  - Social/Behavioral (See Wolverine Track)