

2D Animation Track

The 2D Animation track will focus on hand-drawn and puppet animation. Its primary focus is on the style of traditional and digital animation, both film and Television. The track will explore Traditional, Digital, and AI-driven tools and build digital and physical assets. Tools include: ToonBoom and hand-made assets.

3D Animation and Visual Effects Track

The 3D Animation and Visual Effects will focus on 3D animation in the style of studios such as Disney, Pixar, and DreamWorks. Students may also export other studio styles, such as Industrial Light and Magic. The track will explore Traditional, Digital, and AI-driven tools, and build Digital and Physical assets. Tools include: Maya, ZBrush, and Houdini.

Game and XR Development Track

The Game and XR track will focus on four major areas of Game development. Mobile games, AAA games, XR/VR/AR titles, and physical games such as board games. Styles range from 2D, uber-casual to high-end games. The track will explore Traditional, Digital, and AI-driven tools, and build Digital and Physical assets. Tools Include: Maya, Houdini, Unity, and Unreal.

Students in any track will create individual and group projects, developing skills for the animation and game industry. Build assets and portfolio pieces to gain employment or a side hustle. They will learn how to work with peers and build a network.

Students should plan to obtain a laptop (Mac or PC) that is no older than 2 years. Computers should be in the \$1400-2000 range, but if the budget doesn't permit, get the best they can afford. Students should also budget for a drawing tablet to connect to their computers, such as a Wacom or Huion model. They should also consider an iPad as a tool for creating assets.

For more details, visit: <https://catalog.uvu.edu/engineering-technology/digital-media/animation-game-development-bs/#require...>