3D ANIMATION & GAMES FLOWCHART

Freshman Year

Freshman Fall - 15	Freshman Spring - 15
F, Sp, Su **DAGV 1200 3D Modeling Essentials**	F, Sp, Su **CS 1400 Fundamentals of Programming**
F, Sp, Su **DAGV 1400 Scripting Essentials**	F, Sp, Su **DAGV Elective**
F, Sp, Su **MAT 1030 Quantitative Reasoning**	F, Sp, Su **ENGL 2010 Intermediate Writing**
F, Sp, Su **ENGL 1010 Intro to Academic Writing**	F, Sp, Su **Humanities Gen Ed (See Wolverine Track)**
F, Sp, Su **Physical Science (See Wolverine Track)**	F, Sp, Su **Biology Gen Ed (See Wolverine Track)**

Sophomore Year

Sophomore Fall - 15	Sophomore Spring - 15
Fall **DAGV 2210 3D Modeling and Animation**	Spring **DAGV 2330 Intro to Rigging**
Fall **DAGV 2230 Animation I**	Spring **DAGV 233L Intro to Rigging Lab**
Fall **DAGV 223L Animation 1 Lab**	Spring **DAGV 2470 Game Development II**
Fall **DAGV 2460 Game Development I**	Spring **DAGV 2480 Intro to Compositing**
Fall **DAGV 2440 Scripting for Animation I**	Spring **DAGV 2240 Character Development**
F, Sp, Su **DAGV elective**	F, Sp, Su **American Institutions (See Wolverine Track)**

Junior Year

Junior Fall - 15	Junior Spring - 15
Fall **DAGV 3350 Animation and Game Production I**	Spring **DAGV 3450 Animation and Game Production II**
Fall **DAGV 335L Animation and Game Lab I**	Spring **DAGV 3460 Game Development III**
Fall **DAGV 3360 Advanced Character Rigging**	Spring **DAGV 345L Animation and Game Lab II**
Fall **DAGV 3310 Technical Design and Direction I**	Spring **DAGV 3470 Animation Story Development**
Fall **DAGV 3440 Scripting for Animation and Games II**	Spring **DAGV 301R Digital Lecture Series**
F, Sp, Su **PHIL 2050 Ethics and Values**	F, Sp, Su **DAGV Elective**
F, Sp, Su **PES 1097 or HLTH 1100**	

Senior Year

Senior Fall - 15	Senior Spring - 15
Fall **DAGV 490R Senior Capstone I**	Spring **DAGV 490R Senior Capstone II**
Fall **DAGV 4350 Advanced Technical Direction I**	Spring **DAGV 4450 Advanced Technical Direction II**
F, Sp **DGM 3110 Corporate Issues**	Spring **DAGV 4550 Performance Animation**
F, Sp, Su **DGM 312G Intercultural Communication**	F, Sp, Su **Social/ Behavioral (See Wolverine Track)**
F, Sp, Su **Fine Arts Gen Ed (See Wolverine Track)**	F, Sp, Su **Third Science (See Wolverine Track)**

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

REQUIRED TO APPLY TO PROGRAM

Key:

- **General Education Courses**
- **Electives**
- **Introductory 3D Animation Classes** (open to all students)
- **3D Animation classes** (available to only accepted students)
  Must be taken in specific order indicated in flowchart