

2D ANIMATION FLOWCHART

Freshman Year

Sophomore Year

Junior Year

Senior Year

Freshman Fall

F, Sp, Su

DGM 1110
Digital Media
Essentials

F, Sp, Su

DAGV 1200
3D Modeling
Essentials

F, Sp

DAGV 1300
Animation
Essentials

F, Sp

DAGV 1300L
Animation
Essentials Lab

F, Sp, Su

ENGL 1010
Intro to
Academic
Writing

F, Sp, Su

MAT 1030
Quantitative
Reasoning

Freshman Spring

Spring

DAGV 1500
Concept
Essentials

Spring

DAGV 1600
Studio
Technology
Essentials

Spring

DAGV 2340
Digital
Storyboarding

F, Sp, Su

DAGV Elective

F, Sp, Su

ENGL 2010
Intermediate
Writing

F, Sp, Su

Personal,
Professional,
and Civic
Growth

Sophomore Fall

Fall

DAGV 2210
3D Modeling
and Animation

Fall

DAGV 2230
Animation I

Fall

DAGV 2230L
Animation I
Lab

Fall

DAGV 2240
Character
Development

F, Sp, Su

DAGV Elective

F, Sp, Su

Physical
Science
(See Wolverine
Track)

Sophomore Spring

Spring

DAGV 2330
Intro to
Rigging

Spring

DAGV 2330L
Intro to
Rigging Lab

Spring

DAGV 2480
Intro to
Compositing

F, Sp, Su

DAGV Elective

F, Sp, Su

Humanities
Gen Ed
(See Wolverine
Track)

F, Sp, Su

Biology
Gen Ed
(See Wolverine
Track)

Junior Fall

Fall

DAGV 3310
Technical
Design and
Direction

Fall

DAGV 3350
Animation
and Game
Production I

Fall

DAGV 3350L
Animation and
Game Lab I

Fall

DAGV 3360
Advanced
Character
Rigging

F, Sp, Su

DAGV Elective

F, Sp, Su

American
Institutions
(See Wolverine
Track)

Junior Spring

Spring

DAGV 3450
Animation
and Game
Production II

Spring

DAGV 3450L
Animation and
Game Lab II

Spring

DAGV 3470
Animation
Story
Development

F, Sp, Su

DGM 3120G
Intercultural
Communication

F, Sp, Su

Fine Arts
Gen Ed
(See Wolverine
Track)

F, Sp, Su

Social/
Behavioral
(See Wolverine
Track)

Senior Fall

Fall

DAGV 4900R
Senior
Capstone I

Fall

DAGV 4350
Advanced
Technical
Direction I

F, Sp

DGM 3110 or
DAGV 3480

F, Sp, Su

DAGV
Upper
Division
Elective

F, Sp, Su

DAGV Elective

Senior Spring

Spring

DAGV 4900R
Senior
Capstone II

Spring

DAGV 4450
Advance
Technical
Direction II

Spring

DAGV 4550
Performance
Animation

F, Sp, Su

DAGV
Upper
Division
Elective

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

REQUIRED TO APPLY TO 2D ANIMATION TRACK

Key:



General Education Courses



Electives



Introductory 2D Animation Classes (open to all students)



2D Animation classes (available to only accepted students)
Must be taken in specific order indicated in flowchart