2D ANIMATION FLOWCHART

Freshman Year		Sophomore Year		Junior Year		Senior Year	
Freshman Fall	**Freshman Spring**	**Sophomore Fall**	**Sophomore Spring**	**Junior Fall**	**Junior Spring**	**Senior Fall**	**Senior Spring**
F, Sp, Su	Spring	Fall	Spring	Fall	Spring	Fall	Spring
DGM 1110 Digital Media Essentials	DAGV 1500 Concept Essentials	DAGV 2210 3D Modeling and Animation	DAGV 2330 Intro to Rigging	DAGV 3310 Technical Design and Direction	DAGV 3450 Animation and Game Production II	DAGV 4900R Senior Capstone I	DAGV 4900R Senior Capstone II
F, Sp, Su	Spring	Fall	Spring	Fall	Spring	Fall	Spring
DAGV 1200 3D Modeling Essentials	DAGV 1600 Studio Technology Essentials	DAGV 2230 Animation I	DAGV 2330L Intro to Rigging Lab	DAGV 3350 Animation and Game Production I	DAGV 3450L Animation and Game Lab II	DAGV 4350 Advanced Technical Direction I	DAGV 4450 Advance Technical Direction II
F, Sp	F, Sp, Su	Fall	Spring	Fall	Spring	F, Sp	Spring
DAGV 1300 Animation Essentials	DAGV 2340 Digital Storyboarding	DAGV 2230L Animation I Lab	DAGV 2480 Intro to Compositing	DAGV 3350L Animation and Game Lab I	DAGV 3470 Animation Story Development	DGM 3110 or DAGV 3480	DAGV 4550 Performance Animation
F, Sp	F, Sp, Su	F, Sp,	F, Sp, Su	Fall	F, Sp, Su	F, Sp, Su	F, Sp, Su
DAGV 1300L Animation Essentials Lab	DAGV Elective	DAGV 2240 Character Development	DAGV Elective	DAGV 3360 Advanced Character Rigging	DGM 3120G Intercultural Communication	DAGV Upper Division Elective	DAGV Upper Division Elective
F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	
ENGL 1010 Intro to Academic Writing	ENGL 2010 Intermediate Writing	DAGV Elective	Humanities Gen Ed (See Wolverine Track)	DAGV Elective	Fine Arts Gen Ed (See Wolverine Track)	DAGV Elective	
F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su		
MAT 1030 Quantitative Reasoning	Personal, Professional, and Civic Growth	Physical Science (See Wolverine Track)	Biology Gen Ed (See Wolverine Track)	American Institutions (See Wolverine Track)	Social/ Behavioral (See Wolverine Track)		

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*