

# Entertainment Design, A.A.S.

A successful career in Entertainment Design requires a limitless imagination, the ability to invent and conceptualize new realities, and an understanding of the traditional and technological tools used to do so. This interdisciplinary degree encompasses concept, character, story, place, and time relevant to the entertainment industry. Students can expect to learn the skills and creative ability required of concept artists in the disciplines of character and story development such as character design, storyboarding, motion sequencing, and art direction. As an Entertainment Designer, you will create realities and experiences that excite minds by combining art and technology to bring extraordinary experiences to life in toys, games, comics, movies, environments, and more.

## Matriculation Requirements

Portfolio Review

## Program Requirements

Code	Title	Credit Hours
<b>Total Credit Hours</b>		<b>65</b>
<b>General Education Requirements</b>		<b>23 Credits</b>
ENGL 1010 or ENGL 1005	Introduction to Academic Writing CC Literacies and Composition Across Contexts CC	3
ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)		3
MAT 1030	Quantitative Reasoning QL (3)	
MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete the following:		
PHIL 205G	Ethics and Values IH GI	3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE Fitness for Life TE	2
Distribution Courses:		
Biology		3
Social/Behavioral Science		3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
<b>Entertainment Design (Core)</b>		<b>33 Credits</b>
ART 1120	2D Design	3
ART 1210	Observational Drawing	3
ART 1220	Perspective Drawing	3
ART 1400	Graphic Computer Applications	3
ART 2220	Imagination and Visual Literacy	3
ART 2240	Illustrative Media and Techniques II	3
ART 2250	Gestural Drawing	3
ART 2260	Digital Painting I	3
ART 2270	Figure Drawing I	3
ART 2280	3D Modeling	3
ART 2440	Motion Graphics I	3
<b>Elective Requirements</b>		<b>9 Credits</b>
Complete courses at any level 1000+		9

## Graduation Requirements

1. Completion of a minimum of 65 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 20 credit hours through course attendance at UVU.

4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.

## Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (<http://www.uvu.edu/wolverinetrack/>).

First Year		Credit Hours
<b>Semester 1</b>		
ART 1120	2D Design	3
ART 1210	Observational Drawing	3
ART 1220	Perspective Drawing	3
ART 1400	Graphic Computer Applications	3
ENGL 1010	Introduction to Academic Writing CC	3
<b>Credit Hours</b>		<b>15</b>
<b>Semester 2</b>		
ART 2220	Imagination and Visual Literacy	3
ART 2240	Illustrative Media and Techniques II	3
ART 2250	Gestural Drawing	3
ART 2270	Figure Drawing I	3
ENGL 2010	Intermediate Academic Writing CC	3
<b>Credit Hours</b>		<b>15</b>
<b>Second Year</b>		
<b>Semester 3</b>		
ART 2260	Digital Painting I	3
ART 2280	3D Modeling	3
ART 2440	Motion Graphics I	3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
MAT 1030	Quantitative Reasoning QL	3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE or Fitness for Life TE	2
<b>Credit Hours</b>		<b>17</b>
<b>Semester 4</b>		
Free Elective (1000+)		3
Free Elective (1000+)		3
Free Elective (1000+)		3
PHIL 205G	Ethics and Values IH GI	3
Social/Behavioral Science Distribution		3
Biology Distribution		3
<b>Credit Hours</b>		<b>18</b>
<b>Total Credit Hours</b>		<b>65</b>

## Program Learning Outcomes

1. Employ efficient and accurate drawing and painting abilities that convey an understanding of perspective, light, material and color.
2. Apply the use of anatomy, gesture, form, and staging in figure drawing and character design.
3. Apply principles of composition, color theory, and form to concept designs and illustrations as a way to emphasize and dramatize story.