# Animation and Game Development, B.S.

The BS in Animation and Game Development focuses on contemporary, industry-standard, and technology oriented processes and procedures.

## Matriculation Requirements

Portfolio Review Acceptance

After completing first-year courses students may submit a portfolio to one of three Animation and Game Development Tracks. Students are accepted for matriculation into their chosen track based on the quality of work found in their portfolio. A student may only apply twice for program matriculation.

Acceptance criteria varies for the three academic tracks available. Please meet with an academic advisor to learn more.

## Program Requirements

| Code | Title | Credit Hours |
|---|---|---|
| **Total Credit Hours** | | **120** |
| **General Education Requirements** | | **35 Credits** |
| ENGL 1010 | Introduction to Academic Writing CC | 3 |
| or ENGH 1005 | Literacies and Composition Across Contexts CC | |
| ENGL 2010 | Intermediate Academic Writing CC | 3 |
| Complete one of the following: | | 3 |
| MAT 1030 | Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors) | |
| MAT 1035 | Quantitative Reasoning with Integrated Algebra QL (undefined) | |
| STAT 1040 | Introduction to Statistics QL (3) (recommended for Social Science majors) | |
| STAT 1045 | Introduction to Statistics with Algebra QL (5) | |
| MATH 1050 | College Algebra QL (4) (recommended for Business, Education, Science, and Health Professions majors) | |
| MATH 1055 | College Algebra with Preliminaries QL (5) | |
| MATH 1090 | College Algebra for Business QL (3) (recommended for Business majors) | |
| Complete one of the following: | | 3 |
| HIST 2700 & HIST 2710 | US History to 1877 AS and US History since 1877 AS (6) | |
| HIST 1700 | American Civilization AS (3) | |
| HIST 1740 | US Economic History AS (3) | |
| POLS 1000 | American Heritage AS (3) | |
| POLS 1100 | American National Government AS (3) | |
| Complete the following: | | |
| PHIL 2050 | Ethics and Values IH | 3 |
| or PHIL 205G | Ethics and Values IH GI | |
| HLTH 1100 | Personal Health and Wellness TE | 2 |
| or EXSC 1097 | Fitness for Life TE | |
| Distribution Courses: | | |
| Biology | | 3 |
| Physical Science | | 3 |
| Additional Biology or Physical Science | | 3 |
| Humanities Distribution [1] | | 3 |
| Fine Arts Distribution [2] | | 3 |
| Social/Behavioral Science | | 3 |
| **Discipline Core Reqirements** | | **40 Credits** |
| DAGV 1200 | 3D Modeling Essentials | 3 |
| DAGV 2210 | 3D Modeling and Animation | 3 |
| DAGV 2230 | Animation I | 2 |
| DAGV 223L | Animation I Lab | 1 |

| DAGV 2240 | Character Development | 3 |
|---|---|---|
| DAGV 2330 | Introduction to Rigging | 2 |
| DAGV 233L | Introduction To Rigging Lab | 1 |
| DAGV 3350 | Animation and Game Production I | 2 |
| DAGV 335L | Animation and Game Lab I | 1 |
| DAGV 3360 | Advanced Character Rigging | 3 |
| DAGV 3450 | Animation and Game Production II | 2 |
| DAGV 345L | Animation and Game Lab II | 1 |
| DAGV 3470 | Animation Story Development WE | 3 |
| DAGV 490R | Senior Capstone | 6 |
| DGM 3110 | Corporate Issues in Digital Media WE | 3 |
| DGM 312G | Digital Media for Intercultural Communication GI | 3 |
| DWDD 301R | Digital Lecture Series | 1 |
| or DAGV 301R | Digital Lecture Series | |
| **Animation and Game Development Tracks** | | **45 Credits** |
| Students must complete one of the following tracks | | 45 |
| --2D TRACK REQUIREMENTS | | |
| Take the following courses: | | |
| DGM 1110 | Digital Media Essentials I (4) | |
| DAGV 1300 | Animation Essentials (2) | |
| DAGV 130L | Animation Essentials Lab (1) | |
| DAGV 1500 | Concept Essentials (3) | |
| DAGV 1600 | Studio Technology Essentials (3) | |
| DAGV 2340 | Digital Storyboarding (3) | |
| DAGV 2480 | Introduction to Compositing (3) | |
| DAGV 3310 | Technical Design and Direction (3) | |
| DAGV 4350 | Advanced Technical Direction I (3) | |
| DAGV 4450 | Advanced Technical Direction II (3) | |
| DAGV 4550 | Performance Animation (3) | |
| Complete 14 additional approved credits (3 credits must be upper-division) | | |
| --3D TRACK REQUIREMENTS | | |
| Take the following courses: | | |
| DAGV 1400 | Scripting Essentials (3) | |
| CS 1400 | Fundamentals of Programming (3) | |
| DAGV 2440 | Intermediate Scripting (3) | |
| DAGV 2460 | Game Development I (3) | |
| DAGV 2470 | Game Development II (3) | |
| DAGV 2480 | Introduction to Compositing (3) | |
| DAGV 3310 | Technical Design and Direction (3) | |
| DAGV 3440 | Game Development IV (3) | |
| DAGV 3460 | Game Development III (3) | |
| DAGV 4350 | Advanced Technical Direction I (3) | |
| DAGV 4450 | Advanced Technical Direction II (3) | |
| DAGV 4550 | Performance Animation (3) | |
| Complete 9 additional approved credits. | | |
| --EXTENDED REALITY and SIMULATIONS TRACK REQUIREMENTS | | |
| Take the following courses: | | |
| DWDD 1400 | Digital Design Essentials (3) | |
| DWDD 1420 | Communicating Digital Design WE (3) | |
| DWDD 2420 | Media Formats and Outputs (3) | |
| DGM 1645 | Mixed Reality Essentials (2) | |

| | | |
|---|---|---|
| DAGV 2460 | Game Development I (3) | |
| DAGV 2470 | Game Development II (3) | |
| DGM 2245 | Mixed Reality Experiences I (3) | |
| DGM 260R | Special Topics in Animation and Game Development (3) (Visual Scripting) | |
| DGM 270R | Special Topics in Web Design and Development (3) (Materials, Textures, and Lighting) | |
| DGM 3261 | Mixed Reality Experiences (3) | |
| DGM 4261 | Mixed Reality Studio (3) | |
| Complete 13 additional approved credits (9 credits must be upper-division) | | |

**1**

ENGL 220G Introduction to World Literature HH GI or ENGL 2130 Science Fiction HH recommended

**2**

THEA 1023 Introduction to Film FF recommended

Graduation Requirements

1. Completion of a minimum of 120 semester credits, with a minimum of 40 credit hours of upper division coursework.
2. A minimum of 2.5 GPA in all discipline core courses with no grade lower than a C- required for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.
3. Residency hours -- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements, which includes a portfolio review and acceptance into the degree.
5. Successful completion of at least one Global/Intercultural course.
6. Successful completion of at least two Writing Enriched (WE) courses.

# 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 | | |
|---|---|---|
| **Semester 1** | | **Credit Hours** |
| ENGL 1010 <br> or ENGH 1005 | Introduction to Academic Writing CC <br> or Literacies and Composition Across Contexts CC | 3 |
| Quantitative Literacy | | 3 |
| Physical Science Distribution | | 3 |
| DAGV 1200 | 3D Modeling Essentials | 3 |
| Animation and Game Dev Track course | | 3 |
| | **Credit Hours** | **15** |
| **Semester 2** | | |
| ENGL 2010 | Intermediate Academic Writing CC | 3 |
| Social/Behavioral Science | | 3 |
| DAGV 2210 | 3D Modeling and Animation | 3 |
| Animation and Game Dev Track course | | 3 |
| Animation and Game Dev Track course | | 3 |
| | **Credit Hours** | **15** |
| **Second Year** | | |
| **Semester 3** | | |
| American Institutions | | 3 |
| Biology Distribution | | 3 |
| DAGV 2230 | Animation I | 2 |
| DAGV 223L | Animation I Lab | 1 |
| DAGV 2240 | Character Development | 3 |
| Animation and Game Dev Track course | | 3 |
| | **Credit Hours** | **15** |
| **Semester 4** | | |
| PHIL 2050 <br> or PHIL 205G | Ethics and Values IH <br> or Ethics and Values IH GI | 3 |
| DAGV 2330 | Introduction to Rigging | 2 |
| DAGV 233L | Introduction To Rigging Lab | 1 |
| Animation and Game Dev Track course | | 3 |

| | | |
|---|---|---|
| Animation and Game Dev Track course | | 3 |
| Animation and Game Dev Track course | | 3 |
| **Credit Hours** | | **15** |
| **Third Year** | | |
| **Semester 5** | | |
| HLTH 1100 | Personal Health and Wellness TE | 2 |
| or EXSC 1097 | or Fitness for Life TE | |
| DAGV 3350 | Animation and Game Production I | 2 |
| DAGV 335L | Animation and Game Lab I | 1 |
| DAGV 3360 | Advanced Character Rigging | 3 |
| DAGV 301R | Digital Lecture Series | 1 |
| or DWDD 301R | or Digital Lecture Series | |
| Animation and Game Dev Track course | | 3 |
| Animation and Game Dev Track course | | 3 |
| **Credit Hours** | | **15** |
| **Semester 6** | | |
| Humanities Distribution | | 3 |
| DAGV 3450 | Animation and Game Production II | 2 |
| DAGV 345L | Animation and Game Lab II | 1 |
| DAGV 3470 | Animation Story Development WE | 3 |
| Animation and Game Dev Track course | | 3 |
| Animation and Game Dev Track course | | 3 |
| **Credit Hours** | | **15** |
| **Fourth Year** | | |
| **Semester 7** | | |
| Fine Arts Distribution | | 3 |
| DAGV 490R | Senior Capstone | 3 |
| DGM 3110 | Corporate Issues in Digital Media WE | 3 |
| Animation and Game Dev Track course | | 3 |
| Animation and Game Dev Track course | | 3 |
| **Credit Hours** | | **15** |
| **Semester 8** | | |
| Additional Biology or Physical Science | | 3 |
| DAGV 490R | Senior Capstone | 3 |
| DGM 312G | Digital Media for Intercultural Communication GI | 3 |
| Animation and Game Dev Track course | | 3 |
| Animation and Game Dev Track course | | 3 |
| **Credit Hours** | | **15** |
| **Total Credit Hours** | | **120** |

## Program Learning Outcomes

1. Demonstrate competent application of the Principles of Animation.
2. Rig bipedal and quadrupedal characters for animation and/or interactive titles.
3. Create hybrid (2D and 3D) assets (layouts, backgrounds, characters, props, lights, cameras, scripting, and effects) for film, games, and/or simulations.
4. Composite and render constructed assets into unified scenes.
5. Contribute in a team setting, i.e. plan, schedule, follow through, and communicate, to produce and submit a capstone title demonstrating competent understanding of the animation discipline.