

Entertainment Design, A.A.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

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.

Total Program Credits: 65

Matriculation Requirements:		
Portfolio Review		
General Education Requirements:		23 Credits
	ENGL 1010 Introduction to Academic Writing CC	3
or	ENGL 1005 Literacies and Composition Across Contexts CC (5)	
	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	2
	HLTH 1100 Personal Health and Wellness TE	2
or	EXSC 1097 Fitness for Life TE	
Distributions Courses:		
Biology		3
Social/Behavioral Science		3
	ARTH 2710 Prehistory Through Gothic Art History FF	3
Entertainment Design (Core)		33 Credits
	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

Elective Requirements:	9 Credits
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.

Entertainment Design, A.A.S.

Entertainment Design, A.A.S.

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](#).

Semester 1	Course Title	Credit Hours
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
	Semester total:	15
Semester 2	Course Title	Credit Hours
ART 2220	Imagination and Visual Literacy	1
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
	Semester total:	15
Semester 3	Course Title	Credit Hours
ART 2260	Digital Painting I	3
AR 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
	Semester total:	17
Semester 4	Course Title	Credit Hours
	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
	Semester total:	18
	Degree total:	65