2D Animation Track Portfolio Review Requirements

Portfolios due in December each year

November 20th: applications open

December 4th: deadline to submit

Overview

The UVU Animation and Game Development Bachelor of Science degree has two tracks allowing students to specialize. 2D Animation track is an in-person program taught here on main UVU Orem campus. This track focuses on contemporary 2D processes: animation, character rigging, and scene compositing. Students will use Toon Boom's Harmony, and Storyboard Pro, both considered industry-standard software tools. Additional software used in this program includes Autodesk Maya, Blender 3D, Adobe Photoshop, Premiere, and After Effects. The 2D Animation curriculum is a mix of aesthetics and technology and provides graduating students with a skillset based on current industry best-practices. The program has also been recognized by industry. Toon Boom awarded UVU's 2D Animation program Center of Excellence (COE) status in 2022.

Timeline & Class Schedule

The best timeline for applying to the 2D Animation track is to take DAGV 1300 Animation Essentials and DAGV 130L Animation Essentials Lab in Fall Semester. Students submit a portfolio of their work from the Animation Essentials classes in December, during the last week of the term. An assignment portal, within the DAGV 1300 Canvas course allows for efficient submission of student portfolios. A UVU Animation committee will review portfolios and typically send out acceptance letters within a few days of the submission date. Students accepted to the 2D cohort will then enroll in two introductory courses, taught in the Spring Semester: DAGV 1500 Concept Essentials and DAGV 1600 Studio Technology Essentials.

It is also important that DGM 1110, Digital Media Essentials, and DAGV 1200, 3D Modeling Essentials, be completed in the first year of the program. These classes are not required before submitting the portfolio, but are pre-requisites for second-year courses, so it's important that students complete them during their first year at UVU.

Portfolio Requirements

Any students enrolled in DAGV 1300 and DAGV 130L may apply to the 2D Animation track by submission of a digital portfolio in Canvas.

For students who took DAGV 1300 in the past, they can still submit their portfolio. However, they will submit their portfolio directly to the faculty via a Microsoft Teams message. Students can either post their work online to a website/blog they have constructed (like Artstation) and message the URL to the faculty or send the individual files in the message. Messages should be sent to at least one of our 2D faculty, Chad Green and/or Rodayne Esmay. If you are unsure on how to set Teams up, please go to your MyUVU page under "technology services & support" to install Teams or reach out to the UVU Service Desk (801) 863-8888. If you cannot message through Teams, please reach out to your advisor for email contact information.

The portfolio consists of:

1. 12 to 15 pages from the sketchbook maintained for the class. (hand drawn are scanned and typically submitted as a PDF document)
2. Motion Projects from DAGV 1300/130L Animation Essentials courses. These are two walk cycles, the Puddle Jump, and the Weightlifter scenes.

Students may also include (if they wish) animation projects completed on their own, or from other related courses, like a drawing course completed in the Art Department.

The portfolio submission deadline will be December 4th, 2024.

Once accepted, students on the 2D Animation track must maintain a B average.

Frequently Asked Questions

Q: I took 2D introductory courses in the past, but they are different numbers than what's now available. Can I still qualify to apply?

A: Almost all required courses for the Animation and Game Development degree have changed their prefix and course number. Program classes formerly with a "DGM" prefix have changed to "DAGV" as of fall 2023. Here is the list of first-year course changes:

Old Course Number	New Course Equivalent
DGM 1620 Survey of Animation	DAGV 1300 Animation Essentials DAGV 130L Animation Essentials Lab
DGM 1220 Introduction to 3D Modeling & Surfacing	DAGV 1200 3D Modeling Essentials
DGM 1610 Scripting for Animation and Games I (*not required for 2D students, only 3D track*)	DAGV 1400 Scripting Essentials

Q: How many times can I apply?

A: You can apply to 2D track up to two times and 3D track up to two times.

Q: I am a transfer student that took animation and game classes at another university. How do I apply?

A: Transfer credits often do not come in as perfect equivalents for UVU DAGV courses. However, that does not disqualify them from portfolio submission.

If you have completed animation core classes elsewhere, you will submit the projects completed at the college or university formerly attended. Those assignments may include both 2D and 3D exercises. Most transfer student come to UVU after attending BYU or SLCC – courses from those institutions are more likely to transfer.

Transfer students must also submit a sketchbook (12 to 15 pages, scanned and compiled into a PDF document).

Any student transferring to UVU and wishing to apply to the 2D Animation track should contact the current 2D Animation track coordinator, Rodayne Esmay. It is recommended that students reach out to him via Microsoft Teams chat. If you are unsure on how to set that up, please go to your MyUVU page under "technology services & support" to install Teams or reach out to the UVU Service Desk (801) 863-8888.

If you haven't been admitted to UVU yet, you can also reach him at rodayne.esmay@uvu.edu or contact an Animation and Game advisor.

Q: My drawing skills aren't where I would like them to be. Will there be a class to teach me how to draw?

A: Yes, DAGV 1500, Concept Essentials is a course with a focus on aesthetics. Students enrolled in that course as part of the animation cohort will be drawing frequently. However, this class is only available to students who have already been accepted to the program. For students wanting to improve upon their drawing skills before portfolio review, courses in the Department of Art and Design are recommended. Those courses will also fill elective hours, if needed.

Drawing is a foundational skill for the 2D track. Students will maintain a sketchbook for the entire four years of their enrollment in the program.

Q: My Wolverine Track doesn't show the 2D track listed on there. What do I do?

A: Reach out to your Academic Advisor and ask them to update your catalog year.

Q: It's been a while since I took the intro courses and I want to retake them to brush up on the skills. Am I able to do that?

A: Technically yes, students can always retake a class at UVU. UVU has a new policy starting fall 2023 that they always take the best grade between the attempts.

Q: Registration is about to open for spring semester but I haven't done the portfolio review yet. What classes do I register for?

A: The two classes given to accepted students (DAGV 1500 and DAGV 1600) will not be open to students until December, after portfolio review is completed. There is no exception to this. Since registration opens in October/November, students are encouraged to register for any remaining general education courses, any

remaining elective courses, or sometimes even backup courses in case they are not accepted. Students can then drop classes if they need to fit the two post-portfolio courses back into their schedule for spring. Reach out to an academic advisor if you still need guidance.

Q: I want to be a part time student after I'm accepted. Is that possible? Alternatively, is it possible to graduate faster than 4 years?

A: No. When students are accepted after portfolio review they are placed into a cohort. A cohort is a group of students who all take the exact same classes together until graduating. These students are required to take 6 credits in spring semester after being accepted, but after that every semester going forward should have at least 9 credits. This means students can not graduate faster or slower than the rest of their cohort. The 2D track is a four year program. Please see the 2D track flowchart for a detailed outline of what classes to predict: https://www.uvu.edu/digitalmedia/docs/animation-games-bs-2d-flow-chart-23-24-final.pdf

Q: Can I change my mind and switch to 3D track after I am accepted into the 2D track?

A: While not impossible, it is difficult to switch tracks after passing portfolio. The longer a student is in a track before moving, the more difficult it gets. Students are encouraged to research, decide, and apply confident going into portfolio review that the track they have chosen is the one they wish to pursue.

Since there are a limited number of seats available in a new cohort, if a student leaves the after getting accepted, they have taken a seat that could've been filled by someone else. Students should consider carefully, and ask questions before applying so that they feel confident going into portfolio review.

Q: Can I major in both 2D and 3D simultaneously?

A: Students may complete a double major at UVU. However, most courses in each animation program vary in content, even if they have the same name. For example, both tracks teach rigging courses. While basic rigging theory is identical for both disciplines, the actual nuts and bolts differ.

A double major adds significant time to a graduation timetable. The years spent as a student at UVU would probably be the same for a 2D/3D double major, as they would be for someone deciding they wanted degrees in Animation and Web Design, for example. Talk with your academic advisor if this is something you are interested in.

Still have questions? Reach out to our Digital Media Academic Advisors

Megan Stanley (Last names A-J)

Email: Megan.Stanley@uvu.edu

Schedule an appointment: https://appointments.uvu.edu/meganstanley

Joyce Porter (Last names K-Z)

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