

3D ANIMATION & GAMES FLOWCHART

Freshman Year

Sophomore Year

Junior Year

Senior Year

Freshman Fall - 15	Freshman Spring - 15	Sophomore Fall - 15	Sophomore Spring - 15	Junior Fall - 15	Junior Spring - 15	Senior Fall - 15	Senior Spring - 15
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	Fall	Spring
DAGV 1200 3D Modeling Essentials	CS 1400 Fundamentals of Programming	DAGV 2210 3D Modeling and Animation	DAGV 2330 Intro to Rigging	DAGV 3350 Animation and Game Production I	DAGV 3450 Animation and Game Production II	DAGV 490R Senior Capstone I	DAGV 490R Senior Capstone II
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	Fall	Spring
DAGV 1400 Scripting Essentials	DAGV Elective	DAGV 2230 Animation I	DAGV 233L Intro to Rigging Lab	DAGV 335L Animation and Game Lab I	DAGV 3460 Game Development III	DAGV 4350 Advanced Technical Direction I	DAGV 4450 Advanced Technical Direction II
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	F, Sp	Spring
MAT 1030 Quantitative Reasoning	ENGL 2010 Intermediate Writing	DAGV 223L Animation 1 Lab	DAGV 2470 Game Development II	DAGV 3360 Advanced Character Rigging	DAGV 345L Animation and Game Lab II	DGM 3110 Corporate Issues	DAGV 4550 Performance Animation
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	F, Sp, Su	F, Sp, Su
ENGL 1010 Intro to Academic Writing	Humanities Gen Ed (See Wolverine Track)	DAGV 2460 Game Development I	DAGV 2480 Intro to Compositing	DAGV 3310 Technical Design and Direction I	DAGV 3470 Animation Story Development	DGM 312G Intercultural Communication	Social/ Behavioral (See Wolverine Track)
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	F, Sp, Su	F, Sp, Su
Physical Science (See Wolverine Track)	Biology Gen Ed (See Wolverine Track)	DAGV 2440 Scripting for Animation I	DAGV 2240 Character Development	DAGV 3440 Scripting for Animation and Games II	DAGV 301R Digital Lecture Series	Fine Arts Gen Ed (See Wolverine Track)	Third Science (See Wolverine Track)
		F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su		
		DAGV elective	American Institutions (See Wolverine Track)	PHIL 2050 Ethics and Values	DAGV Elective		
				F, Sp, Su			
				PES 1097 or HLTH 1100			

Note: electives can be any course outside of generals and DAGV required classes

REQUIRED TO APPLY TO PROGRAM

Key:

- General Education Courses
- Electives
- Introductory 3D Animation Classes (open to all students)
- 3D Animation classes (available to only accepted students)
Must be taken in specific order indicated in flowchart