ANIMATION AND GAME DEVELOPMENT FLOWCHART

Freshman Year   **Apply to Program**

Freshman Fall	Freshman Spring	Sophomore Fall	Sophomore Spring	Junior Fall	Junior Spring	Senior Fall	Senior Spring
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	Fall	Spring
DGM 1110 Digital Media Essentials	DGM 1610 Scripting Animation & Games	DGM 2210 3D Modeling & Animation Essentials	DGM 2211 Rigging & Animation Essentials	DGM 3650 Animation & Game Project I	DGM 3680 Animation & Game Project II	DGM 4310 Senior Capstone I	DGM 4410 Senior Capstone II
F,	F, Sp	Fall	Spring	Fall	F, Sp, Su	Fall	Spring
DGM 1520 Survey Animation	DGM 1660 Intro 3D Modeling	DGM 2221 Game Essentials	DGM 2610 Game Design I	DGM 3670 Scripting Animation & Games III	DGM 3220 Project Management	DGM 4630 Tech Direction I	DGM 4630 Tech Direction II
F, Sp, Su	F, Sp, Su	Fall	Spring	Fall	Spring	F, Sp, Su	F, Sp, Su
PES 1097 or HLTH 1	American Institutions (See Wolverine Track)	DGM 2620 Principles of Animation I	DGM 2640 Character Development	DGM 3620 Technical Direction & Design	DGM 3571 Animation Story Dev. Workshop	DGM 3110 Corporate Issues	DGM Elective 3 Cred
F, Sp, Su	F, Sp, Su	Fall	Spring	F, Sp, Su	Spring	F, Sp, Su	F, Sp, Su
MAT 1030 Quantitative Reasoning	ENGL 1010 Intro to Academic Writing	DGM 2670 Scripting Animation & Games II	DGM 2660 Digital Storyboarding	Biology Gen Ed (See Wolverine Track)	DGM 3660 Adv. Rigging & Character Effects	Third Science (See Wolverine Track)	ENGL 2050 Ethics and Values
F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	Fall	F, Sp	F, Sp, Su
Fine Arts Gen Ed (See Wolverine Track)	Social/ Behavioral (See Wolverine Track)	Physical Science (See Wolverine Track)	ENGL 2010 Intermediate Writing	DGM Elective 3 Credits	DGM 312G Intercultural Comm.	DGM 301R Digital Lecture Series	Humanities Gen Ed (See Wolverine Track)
						F, Sp, Su	
						DGM Elective 1 Cred	

REQUIRED TO APPLY TO PROGRAM