

ENTM203

The Producer

## **Academic Map**

## **University Core**

Bachelor's Degree 180 credits 60 classes

University Core 72 credits 24 classes

Film Students take The Producer instead

Major/Emphasis/Electives 108 credits

36 classes

	ou classes		24 classes		30 Classes
Theolog	V				4 Classes / 12 Credits
THE0111	Christian Experience I		completed	notes	
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THE0112	Christian Experience II		1		
THEO113	Christian Experience III				
THEO205	New Testament				
THEO314	Christian Experience IV			Prereqs: THEO111, 112	, 113
Philosop	ohy		o o man lot o d	notoo	4 Classes / 12 Credits
PHIL101	Logic		completed	notes	
PHIL203	Philosophy of Nature				
PHIL204	Philosophy of Man			Preregs: PHIL203	
				· ·	
PHIL408	Philosophy of God			Prereqs: PHIL203, 204	
Humani <sup>*</sup>	ties		completed	notes	6 Classes / 18 Credits
HUMA111	Cultural Foundations I				
HUMA112	Cultural Foundations II				
HUMA113	Cultural Foundations III				
HUMA301	Global Cultures, History & Po	olitics			
Writing Requir				1	
HUMA122	College Writing I *				
or HUMA120					
Writing Requir	rement Part 2		1	!	
HUMA123	Advanced College Writing			Preregs: HUMA120 OR	HUMA122
College Writing	I is required if the student has not sa	atisfied the Writing Proficie	ency Requirement. Stud	ents who pass the exan	n take Culture Making instead.
Math			completed	notes	1 Class / 3 Credits
MATH202	Personal Finance & Success	;			
Science					1 Class / 3 Credits
			completed	notes	l Class / 3 Cleuits
SCIN300	Science, Technology & Cultu	re			
Busines	S		completed	notes	7 Classes / 21 Credits
BUSI106	Entrepreneurial Thinking				
BUSI193	Introduction to Marketing				
BUSI209	Building Blocks of Business				
BUSI300	Negotiation Skills				
BUSI393	Leadership and Managemer	nt			
COMM200	Business Communications				
Project Manag	gement Requirement			•	
BUSI120	Project Management			Most Students take Pro	ject Management
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## Academic Map

## **Game Development**

Visual Arts Core 8 Classes / 24 Credits completed notes

		completed	notes			
Universal V	Universal Visual Arts Core 8 Courses					
ARTS101	Fundamentals of Art & Design					
ARTS102	Art History					
ARTS121	Drawing in Perspective		Game Development students have the option to take either drawing or programing towards their			
or DIGM130 Intro to Gameplay Logic Scripting			core			
ARTS201	Color Theory					
ARTS205	Art History: Counter-Reformation					
ARTS311	Visual Arts Career Strategies					
ENTM101	Story, Genre and Structure					
ENTM102	Media Survey					

Game Development Emphasis

12 Classes / 36 Credits

Emphasis Core   7 Courses	Gairie	Development Emphasis	completed	notes 12 Classes / 30 Cledits
DIGM108 3D Fundamentals DIGM203 Game Design I Prereqs: DIGM106 DIGM311 Survey of Video Game Technologies ARTS471 Game Development Capstone I ARTS481 Game Development Capstone II ARTS481 Game Development Capstone III Briphasis Electives Choose 5 courses from the following:  ARTS122 Observational Drawing Prereqs: ARTS121 ARTS222 Life Drawing I Preregs: ARTS121, ARTS122 ARTS222 Life Drawing I Preregs: ARTS221 ARTS222 Life Drawing I Preregs: ARTS221 ARTS223 Drawing on Location Prereqs: ARTS221 Drawing on Location Prereqs: DIGM106 DIGM203 Game Design I Prereqs: DIGM106 DIGM203 Game Design I Prereqs: DIGM106 DIGM212 Texturing and Lighting I Prereqs: DIGM106 DIGM215 Photoshop & Illustrator DIGM225 Narrative Design for Games Prereqs: DIGM108 DIGM231 Game Scripting II Prereqs: DIGM108 DIGM232 Level Design for Games Prereqs: DIGM203 DIGM331 Hard Surface Modeling I Prereqs: DIGM108 DIGM314 Hard Surface Modeling I Prereqs: DIGM308 DIGM315 Environment Design I Prereqs: DIGM318, DIGM219 DIGM320 Came Design I Prereqs: DIGM318, DIGM212 DIGM321 Environment Design I Prereqs: DIGM318, DIGM212 DIGM322 Supplied Prereqs: DIGM318, DIGM319 DIGM323 Game Design II Prereqs: DIGM318, DIGM212 DIGM324 Came Design II Prereqs: DIGM318, DIGM212 DIGM325 Organic Modeling II Prereqs: DIGM310, DIGM314 Prereqs: DIGM318, DIGM314 Prereqs: DIGM318, DIGM314 Prereqs: DIGM318, DIGM314 Prereqs: DIGM318, DIGM319 DIGM326 Organic Modeling II Prereqs: DIGM318, DIGM319 DIGM337 Game Design II Prereqs: DIGM318, DIGM319 DIGM3385 Organic Modeling II Prereqs: DIGM310, ARTS222 (pre/co-requisite)	Emphasis Co	ore 7 Courses		
DIGM203   Game Design   Preregs: DIGM106	DIGM106	Fundamentals of Game Design		
DIGM311 Survey of Video Game Technologies ARTS471 Game Development Capstone I ARTS481 Game Development Capstone II ARTS481 Game Development Capstone III Emphasis Electives Choose 5 courses from the following:  ARTS491 Game Development Capstone III  Emphasis Electives Choose 5 courses from the following:  ARTS122 Observational Drawing Preregs: ARTS121 ARTS221 Life Drawing I Preregs: ARTS121, ARTS122 ARTS222 Life Drawing II Preregs: ARTS121, ARTS122 ARTS221 Drawing on Location Preregs: ARTS121, ARTS122 DIGM131 Game Scripting I Preregs: DIGM130 DIGM203 Game Design I Preregs: DIGM106 DIGM212 Texturing and Lighting I Preregs: DIGM108 DIGM213 Intro to Texturing & UV Preregs: DIGM108 DIGM215 Photoshop & Illustrator DIGM25 Narrative Design for Games Preregs: DIGM108 DIGM26 Game Design I Preregs: DIGM108 DIGM27 Level Design Preregs: DIGM108 DIGM313 Hard Surface Modeling I Preregs: DIGM108 DIGM314 Hard Surface Modeling I Preregs: DIGM108 DIGM315 Preregs: DIGM108 DIGM316 Preregs: DIGM317 DIGM321 Environment Design I Preregs: DIGM318 DIGM322 Tenvironment Design I Preregs: DIGM320 DIGM323 Came Design I Preregs: DIGM320 DIGM324 Preregs: DIGM325 DIGM325 Organic Modeling I Preregs: DIGM350 DIGM336 Organic Modeling I Preregs: DIGM350 DIGM337 Preregs: DIGM350 DIGM338 Preregs: DIGM350 DIGM330 Game Design II Preregs: DIGM350 DIGM331 Preregs: DIGM350 DIGM350 Organic Modeling I Preregs: DIGM350 DIGM350 Organic Modeling II Preregs: DIGM350 DIGM350 Preregs	DIGM108	3D Fundamentals		
ARTS471 Game Development Capstone I ARTS481 Game Development Capstone II ARTS491 Game Development Capstone III Emphasis Electives Choose 5 courses from the following:  ARTS122 Observational Drawing Prereqs: ARTS121 ARTS221 Life Drawing I Prereqs: ARTS121, ARTS122 ARTS222 Life Drawing II Prereqs: ARTS221 ARTS321 Drawing on Location Prereqs: ARTS121, ARTS122 ARTS321 Drawing on Location Prereqs: ARTS121, ARTS122 DIGM131 Game Scripting I Prereqs: DIGM130 DIGM23 Game Design I Prereqs: DIGM106 DIGM212 Texturing and Lighting I Prereqs: DIGM108 DIGM213 Intro to Texturing & UV Prereqs: DIGM108 DIGM215 Photoshop & Illustrator DIGM225 Narrative Design for Games Prereqs: ENTM101, DIGM203 DIGM231 Game Scripting II Prereqs: DIGM108 DIGM232 Level Design Prereqs: DIGM108 DIGM313 Hard Surface Modeling I Prereqs: DIGM108 DIGM314 Hard Surface Modeling I Prereqs: DIGM313 DIGM325 Environment Design I Prereqs: DIGM313 DIGM326 Environment Design I Prereqs: DIGM313 DIGM327 Game Design I Prereqs: DIGM313 DIGM328 Tenvironment Design I Prereqs: DIGM313 DIGM329 Game Design I Prereqs: DIGM310 DIGM320 Game Design II Prereqs: DIGM313 DIGM321 Environment Design II Prereqs: DIGM313 DIGM322 Organic Modeling II Prereqs: DIGM313, ARTS221 (pre/co-requsite) DIGM3350 Organic Modeling II Prereqs: DIGM313, ARTS221 (pre/co-requsite) DIGM350 Organic Modeling II Prereqs: DIGM313, ARTS221 (pre/co-requsite)	DIGM203	Game Design I		Prereqs: DIGM106
ARTS481 Game Development Capstone II  ARTS491 Game Development Capstone III  Emphasis Electives Choose 5 courses from the following:  ARTS122 Observational Drawing Preregs: ARTS121  ARTS221 Life Drawing II Preregs: ARTS121, ARTS122  ARTS222 Life Drawing II Preregs: ARTS221  ARTS321 Drawing on Location Preregs: ARTS121, ARTS122  DIGM131 Game Scripting I Preregs: DIGM130  DIGM23 Game Design I Preregs: DIGM106  DIGM212 Texturing and Lighting I Preregs: DIGM108  DIGM213 Intro to Texturing & UV Preregs: DIGM108  DIGM215 Photoshop & Illustrator  DIGM25 Narrative Design for Games Preregs: DIGM108  DIGM26 Game Scripting II Preregs: DIGM108  DIGM27 Preregs: DIGM108  DIGM27 Preregs: DIGM108  DIGM28 Preregs: DIGM108  DIGM31 Game Scripting II Preregs: DIGM108  DIGM31 Game Scripting II Preregs: DIGM108  DIGM320 Evel Design Preregs: DIGM108  DIGM314 Hard Surface Modeling II Preregs: DIGM108  DIGM320 Environment Design I Preregs: DIGM313  DIGM321 Environment Design I Preregs: DIGM320  DIGM322 3D Animation I Preregs: DIGM320  DIGM323 Game Design II Preregs: DIGM320  DIGM324 Game Design II Preregs: DIGM320  DIGM3350 Organic Modeling I Preregs: DIGM31, ARTS221 (pre/co-requsite)  DIGM350 Organic Modeling II Preregs: DIGM350, ARTS222 (pre/co-requsite)	DIGM311	Survey of Video Game Technologies		
ARTS491 Game Development Capstone III  Emphasis Electives Choose 5 courses from the following:  ARTS122 Observational Drawing Preregs: ARTS121  ARTS221 Life Drawing I Preregs: ARTS121, ARTS122  Life Drawing I Preregs: ARTS121, ARTS122  ARTS222 Life Drawing I Preregs: ARTS121, ARTS122  ARTS221 Drawing on Location Preregs: ARTS121, ARTS122  DIGM131 Game Scripting I Preregs: DIGM130  DIGM203 Game Design I Preregs: DIGM106  DIGM212 Texturing and Lighting I Preregs: DIGM108  DIGM213 Intro to Texturing & UV Preregs: DIGM108  DIGM215 Photoshop & Illustrator  DIGM225 Narrative Design for Games Preregs: ENTM101, DIGM203  DIGM231 Game Scripting II Preregs: DIGM131  DIGM322 Level Design Preregs: DIGM108  DIGM313 Hard Surface Modeling I Preregs: DIGM108  DIGM314 Hard Surface Modeling I Preregs: DIGM313  DIGM320 Environment Design I Preregs: DIGM313  DIGM321 Environment Design II Preregs: DIGM320  DIGM322 3D Animation I Preregs: DIGM320  DIGM333 Game Design II Preregs: DIGM330  DIGM334 Game Design II Preregs: DIGM303  DIGM3350 Organic Modeling I Preregs: DIGM305, ARTS222 (pre/co-requsite)  DIGM350 Organic Modeling II Preregs: DIGM350, ARTS222 (pre/co-requsite)	ARTS471	Game Development Capstone I		
Emphasis Electives Choose 5 courses from the following:  ARTS122 Observational Drawing Prereqs: ARTS121  ARTS221 Life Drawing I Prereqs: ARTS121, ARTS122  ARTS222 Life Drawing II Prereqs: ARTS211  ARTS221 Drawing on Location Prereqs: ARTS121, ARTS122  DIGM131 Game Scripting I Prereqs: DIGM130  DIGM203 Game Design I Prereqs: DIGM106  DIGM212 Texturing and Lighting I Prereqs: DIGM108  DIGM213 Intro to Texturing & UV Prereqs: DIGM108  DIGM215 Photoshop & Illustrator  DIGM225 Narrative Design for Games Prereqs: DIGM101 Prereqs: DIGM101 DIGM203  DIGM231 Game Scripting II Prereqs: DIGM108  DIGM321 Level Design Prereqs: DIGM108  DIGM332 Level Design Prereqs: DIGM108  DIGM314 Hard Surface Modeling I Prereqs: DIGM108  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 Game Design II Prereqs: DIGM320  DIGM323 Game Design II Prereqs: DIGM320  DIGM324 Game Design II Prereqs: DIGM320  DIGM325 Organic Modeling I Prereqs: DIGM310, ARTS221 (pre/co-requsite)  DIGM350 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	ARTS481	Game Development Capstone II		
ARTS122 Observational Drawing Preregs: ARTS121 ARTS221 Life Drawing I Preregs: ARTS121, ARTS122 ARTS222 Life Drawing II Preregs: ARTS121, ARTS122 ARTS321 Drawing on Location Preregs: ARTS121, ARTS122 DIGM131 Game Scripting I Preregs: DIGM103 DIGM203 Game Design I Preregs: DIGM106 DIGM212 Texturing and Lighting I Preregs: DIGM108 DIGM213 Intro to Texturing & UV Preregs: DIGM108 DIGM215 Photoshop & Illustrator DIGM225 Narrative Design for Games Preregs: DIGM108 DIGM231 Game Scripting II Preregs: DIGM203 DIGM232 Level Design Preregs: DIGM203 DIGM313 Hard Surface Modeling I Preregs: DIGM108 DIGM314 Hard Surface Modeling II Preregs: DIGM313 DIGM320 Environment Design I Preregs: DIGM313 DIGM321 Environment Design I Preregs: DIGM313 DIGM322 Game Design II Preregs: DIGM310 DIGM323 Game Design II Preregs: DIGM310 DIGM324 Game Design II Preregs: DIGM305 DIGM325 Game Design II Preregs: DIGM306 DIGM326 Game Design II Preregs: DIGM307 DIGM327 Game Design II Preregs: DIGM308 DIGM3382 Game Design II Preregs: DIGM308 DIGM330 Organic Modeling II Preregs: DIGM303 DIGM331 ARTS221 (pre/co-requsite) DIGM352 Organic Modeling II Preregs: DIGM350, ARTS222 (pre/co-requsite)	ARTS491	Game Development Capstone III		
ARTS221 Life Drawing I Prereqs: ARTS121, ARTS122  ARTS222 Life Drawing II Prereqs: ARTS221  ARTS321 Drawing on Location Prereqs: ARTS121, ARTS122  DIGM131 Game Scripting I Prereqs: DIGM130  DIGM203 Game Design I Prereqs: DIGM106  DIGM212 Texturing and Lighting I Prereqs: DIGM108  DIGM213 Intro to Texturing & UV Prereqs: DIGM108  DIGM215 Photoshop & Illustrator  DIGM225 Narrative Design for Games Prereqs: ENTM101, DIGM203  DIGM231 Game Scripting II Prereqs: DIGM108  DIGM232 Level Design Prereqs: DIGM233 Hard Surface Modeling I Prereqs: DIGM108  DIGM314 Hard Surface Modeling I Prereqs: DIGM108  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design I Prereqs: DIGM320  DIGM322 Same Design I Prereqs: DIGM320  DIGM323 Game Design I Prereqs: DIGM320  DIGM324 Fervironment Design I Prereqs: DIGM320  DIGM325 Game Design II Prereqs: DIGM320  DIGM326 Game Design II Prereqs: DIGM320  DIGM327 Game Design II Prereqs: DIGM320  DIGM338 Game Design II Prereqs: DIGM320  DIGM339 Organic Modeling I Prereqs: DIGM330, ARTS221 (pre/co-requsite)  DIGM350 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	Emphasis El	ectives Choose 5 courses from the following:		
ARTS222 Life Drawing II Prereqs: ARTS221  ARTS321 Drawing on Location Presqs: ARTS121, ARTS122  DIGM131 Game Scripting I Presqs: DIGM130  DIGM203 Game Design I Presqs: DIGM106  DIGM212 Texturing and Lighting I Presqs: DIGM108  DIGM213 Intro to Texturing & UV Presqs: DIGM108  DIGM215 Photoshop & Illustrator  DIGM225 Narrative Design for Games Presqs: ENTM101, DIGM203  DIGM231 Game Scripting II Presqs: DIGM131  DIGM232 Level Design Presqs: DIGM203  DIGM313 Hard Surface Modeling I Presqs: DIGM108  DIGM314 Hard Surface Modeling II Presqs: DIGM315  DIGM320 Environment Design I Presqs: DIGM31, DIGM212  DIGM321 Environment Design II Presqs: DIGM108  DIGM322 3D Animation I Presqs: DIGM108  DIGM333 Game Design II Presqs: DIGM108  DIGM330 Organic Modeling II Presqs: DIGM203  DIGM331 Presqs: DIGM320  DIGM332 Game Design II Presqs: DIGM320  DIGM333 Game Design II Presqs: DIGM303  DIGM330 Organic Modeling I Presqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM350 Organic Modeling II Presqs: DIGM313, ARTS221 (pre/co-requsite)	ARTS122	Observational Drawing		Prereqs: ARTS121
ARTS321 Drawing on Location Prereqs: ARTS121, ARTS122 DIGM131 Game Scripting I Prereqs: DIGM130 DIGM203 Game Design I Prereqs: DIGM106 DIGM212 Texturing and Lighting I Prereqs: DIGM108 DIGM213 Intro to Texturing & UV Prereqs: DIGM108 DIGM215 Photoshop & Illustrator DIGM225 Narrative Design for Games Prereqs: ENTM101, DIGM203 DIGM231 Game Scripting II Prereqs: DIGM131 DIGM232 Level Design Prereqs: DIGM23 Prereqs: DIGM23 Prereqs: DIGM23 Prereqs: DIGM314 Hard Surface Modeling I Prereqs: DIGM315 Prereqs: DIGM316 Prereqs: DIGM316 Prereqs: DIGM317 DIGM320 Environment Design I Prereqs: DIGM318 DIGM321 Environment Design I Prereqs: DIGM320 Environment Design I Prereqs: DIGM320 DIGM321 Game Design I Prereqs: DIGM320 DIGM323 Game Design II Prereqs: DIGM320 DIGM320 Game Design II Prereqs: DIGM320 DIGM320 Organic Modeling I Prereqs: DIGM303 ARTS221 (pre/co-requsite) DIGM350 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	ARTS221	Life Drawing I		Prereqs: ARTS121, ARTS122
DIGM131 Game Scripting I Prereqs: DIGM130  DIGM203 Game Design I Prereqs: DIGM106  DIGM212 Texturing and Lighting I Prereqs: DIGM108  DIGM213 Intro to Texturing & UV Prereqs: DIGM108  DIGM215 Photoshop & Illustrator  DIGM225 Narrative Design for Games Prereqs: DIGM101 DIGM203  DIGM231 Game Scripting II Prereqs: DIGM131  DIGM232 Level Design Prereqs: DIGM203  DIGM313 Hard Surface Modeling I Prereqs: DIGM108  DIGM314 Hard Surface Modeling II Prereqs: DIGM313  DIGM320 Environment Design I Prereqs: DIGM313  DIGM321 Environment Design I Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM303  DIGM323 Game Design II Prereqs: DIGM303  DIGM324 Game Design II Prereqs: DIGM303  DIGM325 Organic Modeling I Prereqs: DIGM203  DIGM350 Organic Modeling II Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	ARTS222	Life Drawing II		Prereqs: ARTS221
DIGM203 Game Design I Prereqs: DIGM106  DIGM212 Texturing and Lighting I Prereqs: DIGM108  DIGM213 Intro to Texturing & UV Prereqs: DIGM108  DIGM215 Photoshop & Illustrator  DIGM225 Narrative Design for Games Prereqs: ENTM101, DIGM203  DIGM231 Game Scripting II Prereqs: DIGM131  DIGM232 Level Design Prereqs: DIGM203  DIGM313 Hard Surface Modeling I Prereqs: DIGM108  DIGM314 Hard Surface Modeling II Prereqs: DIGM313  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM320  DIGM323 Game Design II Prereqs: DIGM203  DIGM324 DIGM325 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM350 Organic Modeling II Prereqs: DIGM313, ARTS222 (pre/co-requsite)	ARTS321	Drawing on Location		Prereqs: ARTS121, ARTS122
DIGM212 Texturing and Lighting I Preregs: DIGM108  DIGM213 Intro to Texturing & UV Preregs: DIGM108  DIGM215 Photoshop & Illustrator  DIGM225 Narrative Design for Games Preregs: ENTM101, DIGM203  DIGM231 Game Scripting II Preregs: DIGM131  DIGM232 Level Design Preregs: DIGM203  DIGM313 Hard Surface Modeling I Preregs: DIGM108  DIGM314 Hard Surface Modeling II Preregs: DIGM313  DIGM320 Environment Design I Preregs: DIGM313, DIGM212  DIGM321 Environment Design II Preregs: DIGM320  DIGM322 3D Animation I Preregs: DIGM108  DIGM332 Game Design II Preregs: DIGM203  DIGM333 Game Design II Preregs: DIGM303  DIGM350 Organic Modeling I Preregs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Preregs: DIGM350, ARTS222 (pre/co-requsite)	DIGM131	Game Scripting I		Prereqs: DIGM130
DIGM213 Intro to Texturing & UV Prereqs: DIGM108  DIGM215 Photoshop & Illustrator  DIGM225 Narrative Design for Games Prereqs: ENTM101, DIGM203  DIGM231 Game Scripting II Prereqs: DIGM131  DIGM232 Level Design Prereqs: DIGM203  DIGM313 Hard Surface Modeling I Prereqs: DIGM108  DIGM314 Hard Surface Modeling II Prereqs: DIGM313  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM108  DIGM332 Game Design II Prereqs: DIGM203  DIGM3350 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM203	Game Design I		Prereqs: DIGM106
DIGM215 Photoshop & Illustrator DIGM225 Narrative Design for Games Prereqs: ENTM101, DIGM203  DIGM231 Game Scripting II Prereqs: DIGM131  DIGM232 Level Design Prereqs: DIGM203  DIGM313 Hard Surface Modeling I Prereqs: DIGM108  DIGM314 Hard Surface Modeling II Prereqs: DIGM313  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM320  DIGM332 Game Design II Prereqs: DIGM203  DIGM3350 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM212	Texturing and Lighting I		Prereqs: DIGM108
DIGM225 Narrative Design for Games Prereqs: ENTM101, DIGM203  DIGM231 Game Scripting II Prereqs: DIGM313  DIGM232 Level Design Prereqs: DIGM203  DIGM313 Hard Surface Modeling I Prereqs: DIGM314 Hard Surface Modeling II Prereqs: DIGM315  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM320  DIGM332 Game Design II Prereqs: DIGM203  DIGM3350 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM213	Intro to Texturing & UV		Prereqs: DIGM108
DIGM231 Game Scripting II Prereqs: DIGM131  DIGM232 Level Design Prereqs: DIGM203  DIGM313 Hard Surface Modeling I Prereqs: DIGM108  DIGM314 Hard Surface Modeling II Prereqs: DIGM313  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM108  DIGM332 Game Design II Prereqs: DIGM203  DIGM350 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM215			
DIGM232 Level Design Prereqs: DIGM203  DIGM313 Hard Surface Modeling I Prereqs: DIGM108  DIGM314 Hard Surface Modeling II Prereqs: DIGM313  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM108  DIGM332 Game Design II Prereqs: DIGM203  DIGM350 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM225	Narrative Design for Games		Prereqs: ENTM101, DIGM203
DIGM313 Hard Surface Modeling I Prereqs: DIGM108  DIGM314 Hard Surface Modeling II Prereqs: DIGM313  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM108  DIGM332 Game Design II Prereqs: DIGM203  DIGM350 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM231	Game Scripting II		Prereqs: DIGM131
DIGM314 Hard Surface Modeling II Prereqs: DIGM313  DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM108  DIGM332 Game Design II Prereqs: DIGM203  DIGM350 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM232	Level Design		Prereqs: DIGM203
DIGM320 Environment Design I Prereqs: DIGM313, DIGM212  DIGM321 Environment Design II Prereqs: DIGM320  DIGM322 3D Animation I Prereqs: DIGM108  DIGM332 Game Design II Prereqs: DIGM203  DIGM350 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite)  DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM313	Hard Surface Modeling I		Prereqs: DIGM108
DIGM321         Environment Design II         Prereqs: DIGM320           DIGM322         3D Animation I         Prereqs: DIGM108           DIGM332         Game Design II         Prereqs: DIGM203           DIGM350         Organic Modeling I         Prereqs: DIGM313, ARTS221 (pre/co-requsite)           DIGM352         Organic Modeling II         Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM314	Hard Surface Modeling II		Prereqs: DIGM313
DIGM322         3D Animation I         Prereqs: DIGM108           DIGM332         Game Design II         Prereqs: DIGM203           DIGM350         Organic Modeling I         Prereqs: DIGM313, ARTS221 (pre/co-requsite)           DIGM352         Organic Modeling II         Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM320	Environment Design I		Prereqs: DIGM313, DIGM212
DIGM332 Game Design II Prereqs: DIGM203 DIGM350 Organic Modeling I Prereqs: DIGM313, ARTS221 (pre/co-requsite) DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM321	Environment Design II		Prereqs: DIGM320
DIGM350     Organic Modeling I     Prereqs: DIGM313, ARTS221 (pre/co-requsite)       DIGM352     Organic Modeling II     Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM322	3D Animation I		Prereqs: DIGM108
DIGM352 Organic Modeling II Prereqs: DIGM350, ARTS222 (pre/co-requsite)	DIGM332	Game Design II		Prereqs: DIGM203
	DIGM350	Organic Modeling I		Prereqs: DIGM313, ARTS221 (pre/co-requsite)
DIGM353 Character Rigging Prereqs: DIGM108	DIGM352	Organic Modeling II		Prereqs: DIGM350, ARTS222 (pre/co-requsite)
	DIGM353	Character Rigging		Prereqs: DIGM108

**Electives** 16 Classes / 48 Credits completed

Courses outside of visual arts can also count as electives   Maximum 3 each of internships and independent Studies				
Course ID Course Name	Course ID Course Name			
1	9			
2	10			
3	11			
4	12			
5	13			
6	14			
7	15			
8	16			