



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

	60 classes		24 classes		36 classes
Theolog	J y		completed	notes	5 Classes / 12 Credit
THE0111	Christian Experience I		Completed	Hotes	
THE0112	Christian Experience II				
THE0113	Christian Experience III				
THEO205	New Testament				
THE0314	Christian Experience IV			Prereqs: THEO11	1, 112, 113
				•	
Philoso	phy		completed	notes	4 Classes / 12 Credit
PHIL101	Logic				
PHIL203	Philosophy of Nature				
PHIL204	Philosophy of Man			Prereqs: PHIL203	
PHIL408	Philosophy of God			Prereqs: PHIL203	, 204
				-	
Humanities		completed	notes	6 Classes / 18 Credit	
HUMA111	Cultural Foundations I				
HUMA112	Cultural Foundations II				
HUMA113	Cultural Foundations III				
HUMA301	Global Cultures, History & Po	olitics			
Writing Requi			'		
HUMA122	College Writing I *				
or HUMA12	0 Culture Making				
Writing Requi	rement Part 2		'		
HUMA123	Advanced College Writing			Prereqs: HUMA12	20 OR HUMA122
College Writing	I is required if the student has not sa	tisfied the Writing Proficie	ncy Requirement. Stud	lents who pass the	exam take Culture Making instead.
Math			completed	notes	1 Class / 3 Credit
MATH202	Personal Finance & Success		Completed	Hotes	
			1		
Science					1 Class / 3 Credit
			completed	notes	1 01033 / 3 010011
SCIN300	Science, Technology & Cultu	re			
Busines	S		completed	notes	7 Classes / 21 Credit
BUSI106	Entrepreneurial Thinking				
BUSI193	Introduction to Marketing				
BUSI209	Building Blocks of Business				
BUSI300	Negotiation Skills				
BUSI393	Leadership and Managemer	t			
COMM200	Business Communications				
Project Mana	gement Requirement				
BUSI120	Project Management			Most Students tal	ke Project 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 Drawing on Location Prereqs: ARTS221 ARTS222 Life Drawing I Prereqs: ARTS221 Drawing on Location Prereqs: DIGM106 DIGM203 Game Design I Prereqs: DIGM106 DIGM212 Texturing and Lighting I Prereqs: DIGM106 DIGM215 Photoshop & Illustrator DIGM225 Narrative Design for Games DIGM231 Game Scripting II Prereqs: DIGM108 DIGM232 Level Design for Games DIGM233 Hard Surface Modeling II Prereqs: DIGM108 DIGM314 Hard Surface Modeling II Prereqs: DIGM108 DIGM315 Environment Design I Prereqs: DIGM308 DIGM316 Hard Surface Modeling II Prereqs: DIGM318, DIGM219 DIGM321 Environment Design I Prereqs: DIGM318, DIGM219 DIGM322 Supen Design I Prereqs: DIGM318, DIGM219 DIGM323 Game Design I Prereqs: DIGM318, DIGM212 DIGM324 Environment Design I Prereqs: DIGM318, DIGM319 DIGM325 Organic Modeling II Prereqs: DIGM3108 DIGM336 Game Design II Prereqs: DIGM318, DIGM212 DIGM337 Organic Modeling II Prereqs: DIGM3108, ARTS221 (pre/co-requisite) DIGM352 Organic Modeling II Prereqs: DIGM350, 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 DIGM339 Organic Modeling I Preregs: DIGM350 DIGM330 Organic Modeling I Preregs: DIGM350 DIGM350 Organic Modeling II Preregs: DIGM350	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: DIGM303, ARTS221 (pre/co-requiste) DIGM350 Organic Modeling II Preregs: DIGM350, ARTS222 (pre/co-requiste)	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: DIGM131 DIGM231 Game Scripting II Prereqs: DIGM131 DIGM322 Level Design Prereqs: DIGM108 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 Game Design II Prereqs: DIGM320 DIGM323 Game Design II Prereqs: DIGM320 DIGM324 Game Design II Prereqs: DIGM320 DIGM325 Game Design II Prereqs: DIGM320 DIGM326 Game Design II 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			