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|-----------------------|---------------------------|--|------------|
| Degree: | Bachelor of Arts | Credits required for degree: | 120 |
| Major: | Animation | Credits required in major: | 48 |
| Concentration: | Computer Animation | Estimated semesters to complete this degree plan: | 8 |

| 1st Semester Courses (Typically the Fall Semester) | Credit Hours | 2nd Semester Courses (Typically the Spring Semester) | Credit Hours |
|---|--------------|---|--------------|
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| ANIM 105 Introduction to Traditional Animation | 3 | ANIM 106 History of Animation | 3 |
| ANIM 150 Computer Animation: Keyframing | 3 | GAME 201 Computer Animation: Modeling | 3 |
| ENGL 111 Writing and Rhetoric I (Core) | 3 | ENGL 112 Writing and Rhetoric II (Core) | 3 |
| CCCX 1** First Semester Experience (Core) | 3 | Columbia Core Requirement | 3 |
| Mathematics Requirement (Core) | 3 | College-Wide Elective | 3 |
| 3rd Semester Courses (Typically the Fall Semester) | Credit Hours | 4th Semester Courses (Typically the Spring Semester) | Credit Hours |
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| ANIM 201 Storyboarding for Animation | 3 | Select ONE Animation Elective: Option #1: ANIM 121 Stop-Motion Animation Or ANIM 210 Drawing for Animation I Option #2: ANIM 211 Alternative Strategies (Spring Only) Or ANIM 213 Animation Layout | 3 |
| Select ONE Animation Elective: Option #1: ANIM 121 Stop-Motion Animation Or ANIM 210 Drawing for Animation I Option #2: ANIM 213 Animation Layout | 3 | Columbia Core Requirement | 3 |
| Columbia Core Requirement | 3 | Columbia Core Requirement | 3 |
| CCCX 2** Creative Communities (Core) | 3 | College-Wide Elective | 3 |
| College-Wide Elective | 3 | College-Wide Elective | 3 |
| 5th Semester Courses (Typically the Fall Semester) | Credit Hours | 6th Semester Courses (Typically the Spring Semester) | Credit Hours |
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| CHOOSE 1: ANIM 350 Computer Animation: Keyframing II, ANIM 351 Environmental Design & Modeling, OR ANIM 352 Character Design & Modeling | 3 | CHOOSE 1: ANIM 350 Computer Animation: Keyframing II, ANIM 351 Environmental Design & Modeling, OR ANIM 352 Character Design & Modeling | 3 |
| Major Elective | 3 | Major Elective | 3 |
| Columbia Core Requirement | 3 | CCCX 3** Innovation and Impact (Core) | 3 |
| Columbia Core Requirement | 3 | Columbia Core Requirement | 3 |
| College-Wide Elective | 3 | College-Wide Elective | 3 |
| 7th Semester Courses (Typically the Fall Semester) | Credit Hours | 8th Semester Courses (Typically the Spring Semester) | Credit Hours |
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| ANIM 480 Animation Production Studio I (Fall Only Course) | 6 | ANIM 481 Animation Production Studio II (Spring Only Course) | 6 |
| ANIM 340 Business of Animated Content | 3 | ANIM 485 Animation Portfolio Development (Spring Only Course) | 3 |
| Columbia Core Requirement | 3 | College-Wide Elective | 3 |
| College-Wide Elective | 3 | College-Wide Elective | 3 |

Notes on the Four-Year Student Degree Plan:

This degree plan is a suggested sequence only. Students should consult with their Academic Advisors and Academic Departments to develop their unique individual plans.

Essential LAS Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, and Social Sciences. **Columbia Experience Core Requirements** include First-Semester Experience, Creative Communities, and Innovation and Impact courses.

Major Electives include courses required to be completed to finish a major, and students will choose from a list of Major Electives in the course catalog.

College-Wide Electives include all courses and credits not specifically applied towards the Columbia Core or Major Requirements.

All degree-seeking undergraduate students are required to complete 6 credits of **Diversity, Equity, and Inclusion (DEI)** coursework. All degree-seeking undergraduate students are required to complete 9 credits of **advanced (200 or higher level)** coursework in the Columbia Core.

Students are encouraged to consider declaring a Minor to complete their required College-Wide Elective credits.

Full-time status at Columbia College Chicago is a minimum of 12 attempted credits per semester, but the cost of tuition is the same for 12-18 attempted credits. Students are encouraged to attempt 15-16 credits each semester for financial reasons and to complete their degree (120-128 minimum credits) in a timely fashion.



TRANSFER STUDENT DEGREE PLAN
2022-2023 ACADEMIC YEAR

| | | | |
|-----------------------|---------------------------|--|------------|
| Degree: | Bachelor of Arts | Credits required for degree: | 120 |
| Major: | Animation | Credits required in major: | 48 |
| Concentration: | Computer Animation | Estimated semesters to complete this degree plan: | 4 |

| 1st Semester Courses (Typically the Fall Semester) | Credit Hours | 2nd Semester Courses (Typically the Spring Semester) | Credit Hours |
|---|--------------|---|--------------|
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| ANIM 105 Introduction to Traditional Animation | 3 | ANIM 201 Storyboarding for Animation | 3 |
| ANIM 150 Computer Animation: Keyframing | 3 | Select ONE Animation Elective: Option #1: ANIM 121 Stop-Motion Animation Or ANIM 210 Drawing for Animation I Option #2: ANIM 211 Alternative Strategies (Spring Only) Or ANIM 213 Animation Layout | 3 |
| ANIM 106 History of Animation | 3 | ANIM 340 The Business of Animated Content | 3 |
| GAME 201 Computer Animation: Modeling | 3 | Major Elective | 3 |
| Diversity, Equity, and Inclusion Course | 3 | CCCX 3** Innovation and Impact (Core) | 3 |
| | | | |
| 3rd Semester Courses (Typically the Fall Semester) | Credit Hours | 4th Semester Courses (Typically the Spring Semester) | Credit Hours |
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| CHOOSE 1: ANIM 350 Computer Animation: Keyframing II, ANIM 351 Environmental Design & Modeling, OR ANIM 352 Character Design & Modeling | 3 | CHOOSE 1: ANIM 350 Computer Animation: Keyframing II, ANIM 351 Environmental Design & Modeling, OR ANIM 352 Character Design & Modeling | 3 |
| Select ONE Animation Elective: Option #1: ANIM 121 Stop-Motion Animation Or ANIM 210 Drawing for Animation I Option #2: ANIM 213 Animation Layout | 3 | ANIM 481 Animation Production Studio II (Spring Only Course) | 6 |
| ANIM 480 Animation Production Studio I (Fall Only Course) | 6 | ANIM 485 Animation Portfolio Development (Spring Only Course) | 3 |
| College-Wide Elective | 3 | Major Elective | 3 |
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Notes on the Transfer Student Degree Plan:

This degree plan assumes a student is starting at Columbia with a **minimum of 60 credits in transfer** and the completion of the Essential LAS Core Requirements. **This degree plan is a suggested sequence only.** Students should consult with their Academic Advisors and Academic Departments to develop their unique individual plans.

Essential LAS Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, and Social Sciences. **Columbia Experience Core Requirements** include First-Semester Experience, Creative Communities, and Innovation and Impact courses.

Major Electives include courses required to be completed to finish a major, and students will choose from a list of Major Electives in the course catalog.

College-Wide Electives include all courses and credits not specifically applied towards the Columbia Core or Major Requirements. Undergraduate students are required to complete 9 credits of **advanced (200 or higher level)** coursework in the Columbia Core.

Students are encouraged to consider declaring a Minor to complete their required College-Wide Elective credits.

Full-time status at Columbia College Chicago is a minimum of 12 attempted credits per semester, but the cost of tuition is the same for 12-18 attempted credits. Students are encouraged to attempt 15-16 credits each semester for financial reasons and to complete their degree (120-128 minimum credits) in a timely fashion.