

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Animation and Computer Graphics	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 145 Introduction to Computer Animation	3	ANIM 120 Visual Storytelling and Aesthetics	3
INMD 120 Digital Media Toolkit	3	ANIM 110 History of Animation and Computer Graphics	3
ENGL 111 Foundations of 21st-Century Writing (Core)	3	Columbia Core Requirement	3
Columbia Core Requirement (CCCX)	3	Columbia Core Requirement	3
College-Wide Elective	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	ANIM 245 Computer Animation: Keyframing I	3
GAME 201 Computer Animation: Modeling	3	College-Wide Elective	3
Columbia Core Requirement	3	College-Wide Elective	3
College-Wide Elective	3	Columbia Core Requirement	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
GAME 335 Shading and Surfacing for Games	3	Computer Animation Conc. Elective (ANIM340, ANIM 345, ANIM 351, ANIM 352, ANIM382, or ANIM 482)	3
Computer Animation Conc. Elective (ANIM 340, ANIM 345, ANIM 351, ANIM 352, ANIM 355, or ANIM 382)	3	Columbia Core Requirement	3
Columbia Core Requirement	3	College-Wide Elective	3
Columbia Core Requirement	3	College-Wide Elective	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	6	ANIM 481 Animation Production Studio II	6
Computer Animation Conc. Elective (ANIM 340, ANIM 351, ANIM 352, ANIM 345, ANIM 355, ANIM 382, or ANIM 482)	3	ANIM 485 Animation and CG Portfolio Development	3
Columbia Core Requirement	3	Computer Animation Conc. Elective (ANIM340, ANIM 345, ANIM 351, ANIM 352, ANIM382, or ANIM 482) OR 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. Students should consult with their advisor to create an individual plan.

All students are required to complete a minimum of 30 credits in Columbia Core Requirements.

Major Electives are required courses chosen from a list in the course catalog.

College-Wide Electives are courses not counted toward the Columbia Core or Major Requirements.

All undergraduates must complete 6 credits of Inclusive Perspectives and Pedagogy (IPP) coursework.

Students are encouraged to declare a Minor to fulfill College-Wide Elective credits.

Full-time status is 12+ credits, but tuition covers 12–18. Students are encouraged to take 15–16 credits per semester to stay on track for graduation and maximize value.



TRANSFER STUDENT DEGREE PLAN 2025-2026 ACADEMIC YEAR

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Animation and Computer Graphics	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 145 Introduction to Computer Animation	3	ANIM 120 Visual Storytelling and Aesthetics	3
INMD 120 Digital Media Toolkit	3	ANIM 110 History of Animation & Computer Graphics	3
Computer Animation Conc. Production Elective (ANIM 340) OR College-Wide Elective	3	ANIM 201 Storyboarding for Animation	3
College Wide Elective	3	GAME 201 Computer Animation: Modeling	3
Columbia Core Requirement (CCCX)	3	ANIM 245 Computer Animation: Keyframing I	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 480 Animation Production Studio I*	6	ANIM 481 Animation Production Studio II	6
GAME 335 Shading and Surfacing for Games	3	ANIM 485 Animation & CG Portfolio Development	3
Computer Animation Conc. Advanced Elective (ANIM 345, ANIM 351, or ANIM 352)*	3	Computer Animation Conc. Advanced Elective (ANIM 345, ANIM 351, ANIM 352, or ANIM 355)	3
Computer Animation Conc. Production Elective (ANIM 340 or ANIM 382) OR College-Wide Elective	3	College Wide Elective	3

Notes on the Transfer Student Degree Plan:

This plan assumes at least 60 transfer credits and completion of Columbia Core requirements. Inclusive Perspectives and Pedagogy (IPP) coursework and Columbia Experience must be completed at Columbia and cannot be fulfilled with transfer credits.

This degree plan is a suggested sequence. Students should consult with their advisor to create an individual plan.

All students are required to complete a minimum of 30 credits in Columbia Core Requirements.

Major Electives are required courses chosen from a list in the course catalog.

College-Wide Electives are courses not counted toward the Columbia Core or Major Requirements.

All undergraduates must complete 6 credits of All undergraduates must complete 6 credits of Inclusive Perspectives and Pedagogy (IPP) coursework. Students are encouraged to declare a Minor to fulfill College-Wide Elective credits.

Full-time status is 12+ credits, but tuition covers 12–18. Students are encouraged to take 15–16 credits per semester to stay on track for graduation and maximize value.

**Enrollment in ANIM480 conditional on concurrent enrollment (or previous completion) in ANIM 345, ANIM 351, or ANIM 352.