



## FOUR-YEAR STUDENT DEGREE PLAN 2025-2026 ACADEMIC YEAR

<b>Degree:</b>	<b>Bachelor of Arts</b>	<b>Credits required for degree:</b>	<b>120</b>
<b>Major:</b>	<b>Animation and Computer Graphics</b>	<b>Credits required in major:</b>	<b>48</b>
<b>Concentration:</b>	<b>Game Art</b>	<b>Estimated semesters to complete this degree plan:</b>	<b>8</b>

1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
ANIM 145 Introduction to Computer Animation	3	ANIM 110 History of Animation and Computer Graphics	3
GAME 110 Introduction to Game Development	3	ANIM 120 Visual Storytelling and Aesthetics	3
INMD 120 Digital Media Toolkit	3	GAME 201 Computer Animation: Modeling	3
Columbia Core Requirement (CCCX)	3	Columbia Core Requirement	3
ENGL 111 Foundations of 21st-Century Writing (Core)	3	College-Wide Elective	3
3rd Semester Courses (Typically the Fall Semester)	Credit Hours	4th Semester Courses (Typically the Spring Semester)	Credit Hours
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
ANIM 245 Computer Animation: Keyframing I	3	GAME 330 Advanced 3D for Games	3
GAME 337 3D Digital Sculpting	3	GAME 335 Shading and Surfacing for Games	3
Columbia Core Requirement	3	Columbia Core Requirement	3
Columbia Core Requirement	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
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
Game Art Conc. Elective (ANIM 351, ANIM 352, ANIM 355, or GAME 208) OR College-Wide Elective	3	GAME 370 Studio Collaboration	3
Columbia Core Requirement	3	Game Art Conc. Elective (ANIM 351, ANIM 352, or ANIM 345) OR College-Wide Elective	3
College-Wide Elective	3	Columbia Core Requirement	3
College-Wide Elective	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
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
GAME 480 Game Studio I	3	ANIM 485 Animation and CG Portfolio Development	6
Columbia Core Requirement	3	GAME 485 Game Studio II	3
College-Wide Elective	3	College-Wide Elective	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. 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

<b>Degree:</b>	<b>Bachelor of Arts</b>	<b>Credits required for degree:</b>	<b>120</b>
<b>Major:</b>	<b>Animation and Computer Graphics</b>	<b>Credits required in major:</b>	<b>48</b>
<b>Concentration:</b>	<b>Game Art</b>	<b>Estimated semesters to complete this degree plan:</b>	<b>4</b>

1st Semester Courses (Typically the Fall Semester)		2nd Semester Courses (Typically the Spring Semester)	
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>12</b>
ANIM 145 Introduction to Computer Graphics	3	ANIM 110 History of Animation and Computer Graphics	3
GAME 110 Intro to Game Development	3	ANIM 120 Visual Storytelling and Aesthetics	3
GAME 201 Computer Animation: Modeling*	3	GAME 335 Shading and Surfacing for Games	3
INMD 120 Digital Media Toolkit	3	GAME 337 3D Digital Sculpting	3
College-Wide Elective	3	Columbia Core Requirement (CCCX)	3
3rd Semester Courses (Typically the Fall Semester)		4th Semester Courses (Typically the Spring Semester)	
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>18</b>
ANIM 245 Computer Animation: Keyframing I	3	ANIM 485 Animation and CG Portfolio Development	3
GAME 330 Advanced 3D for Games	3	GAME 485 Game Studio II	6
GAME 370 Studio Collaboration**	3	Game Art Elective (ANIM 345, ANIM 351, ANIM 352, or ANIM 355) OR College-Wide Elective	3
GAME 480 Game Studio I**	3	College-Wide Elective	3
Game Art Elective (ANIM 351, ANIM 352, or GAME 208) 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 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.