

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Animation and Computer Graphics	Credits required in major:	48
Concentration:	Game Art	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 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
Total Semester Credit Hours	15	Total Semester Credit Hours	15
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
Total Semester Credit Hours	15	Total Semester Credit Hours	15
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
Total Semester Credit Hours	15	Total Semester Credit Hours	15
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 only. Students should consult with their Academic Advisors and Academic Departments to develop their unique individual plans.

Columbia Core Requirements include Communication, Aesthetics and Creative Expression, Quantitative Reasoning, Historical and Cultural Understanding, Scientific Discovery, and Columbia Experience classes. Students should review their individual Degree Audits for their specific requirements.

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.

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 credits each semester for financial reasons and to complete their degree (120 minimum credits) in a timely fashion.

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Animation and Computer Graphics	Credits required in major:	48
Concentration:	Game Art	Estimated semesters to complete this degree plan:	5

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
Columbia Core Requirement (CCCX)	3	ANIM 110 History of Animation and Computer Graphics	3
ANIM 145 Introduction to Computer Animation	3	ANIM 120 Visual Storytelling & Aesthetics	3
GAME 110 Introduction to Game Development	3	GAME 335 Shading and Surfacing for Games	3
GAME 201 Computer Animation: Modeling*	3	GAME 337 3D Digital Sculpting	3
INMD 120 Digital Media Toolkit	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 245 Computer Animation: Keyframing I	3	GAME 485 Game Studio II (Out of Sequence)***	6
GAME 330 Advanced 3D for Games	3	College-Wide Elective	3
College-Wide Elective	3	ANIM 485 Animation and Computer Graphics Portfolio Development	3
GAME 370 Studio Collaboration**	3	Game Art Conc. Elective (ANIM 351, ANIM 352, ANIM 345, GAME 208) OR College-Wide Elective	3
College-Wide Elective	3		
5th Semester Courses (Typically the Fall Semester)	Credit Hours		
Total Semester Credit Hours	15		
GAME 480 Game Studio I	3		
Game Art Conc. Elective (ANIM 351, ANIM 352, ANIM 345, GAME 208) OR College-Wide Elective	3		
College-Wide Elective	3		
College-Wide Elective	3		
College-Wide Elective	3		
College-Wide Elective	3		

Notes on the Transfer Student Degree Plan:

*Incoming Transfer Students with a path to graduation in 5 or less semesters can request to have the pre-reqs waived for GAME 201 with concurrent enrollment in ANIM 145.

**Transfer students with an expected graduation of the following Fall Term may request to waive the pre-reqs for GAME 370 with concurrent enrollment in GAME 330.

***Transfer students with an expected graduation of the following Fall Term may request to take Game Studio I & II out of sequence.

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.

Columbia Core Requirements include Communication, Aesthetics and Creative Expression, Quantitative Reasoning, Historical and Cultural Understanding, Scientific Discovery, and Columbia Experience classes. Students should review their individual Degree Audits for their specific requirements.

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.

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