

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Animation and Computer Graphics	Credits required in major:	48
Concentration:	Traditional 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 201 Storyboarding for Animation	3
INMD 120 Digital Media Toolkit	3	ANIM 120 Visual Storytelling and Aesthetics	3
ANIM 110 History of Animation and Computer Graphics	3	Columbia Core Requirement	3
ENGL 111 Foundations of 21st-Century Writing (Core)	3	Columbia Core Requirement	3
Columbia Core Requirement (CCCX)	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 210 Drawing for Animation I	3	ANIM 310 Drawing for Animation II	3
ANIM 213 Animation Layout	3	Columbia Core Requirement	3
Columbia Core Requirement	3	College-Wide Elective	3
College-Wide Elective	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
ANIM 330 Digital Anim Techniques: Ink, Paint, & Composite	3	ANIM 331 Digital Anim Techniques: Current 2D Trends	3
Traditional Animation Conc. Elective (ANIM 340, ANIM 382, or ANIM 482) OR	3	Traditional Animation Conc. Elective (ANIM 340, ANIM 382, or ANIM 482) OR	3
College-Wide Elective		College-Wide Elective	
Columbia Core Requirement	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
ANIM 480 Animation Production Studio I	6	ANIM 481 Animation Production Studio II	6
College-Wide Elective	3	ANIM 485 Animation and CG Portfolio Development	3
Columbia Core Requirement	3	Columbia Core Requirement	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.

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Animation and Computer Graphics	Credits required in major:	48
Concentration:	Traditional 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 120 Visual Storytelling and Aesthetics	3
ANIM 110 History of Animation & Computer Graphics	3	ANIM 201 Storyboarding for Animation	3
INMD 120 Digital Media Toolkit	3	ANIM 210 Drawing for Animation I	3
College-Wide Elective	3	Columbia Core Requirement (CCCX)	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 213 Animation Layout	3	ANIM 310 Drawing for Animation II	3
ANIM 330 Digital Anim Techniques: Ink, Paint, & Composite	3	ANIM 331 Digital Anim. Techniques: Current 2D Trends	3
ANIM 480 Animation Production Studio I	6	ANIM 481 Animation Production Studio II	6
Traditional Animation Conc. Elective (ANIM 340, ANIM 382, ANIM 482)	3	ANIM 485 Animation and Computer Graphics Portfolio	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.