

**Degree:** Associate of Applied Science

**Degree:** Bachelor of Fine Arts

**Major:** Motion Picture/Television - Animation

**Major:** Computer Animation

**Credits completed at College of DuPage:** 74\*

**Credits at Columbia College Chicago:** 64

Explore the world of 3D computer animation in Columbia College Chicago's Computer Animation program. Learn technical and storytelling skills from a faculty of professional animators with decades of industry experience. There's a reason we're consistently ranked among the top animation schools in the Midwest and beyond. Columbia animation students bring a unique voice and aesthetic to their work, and best of all, employers want our grads. Learn more at [colum.edu/academics](http://colum.edu/academics).

1 <sup>st</sup> Semester Courses	Credits	Columbia Course/IAI GECC Category
ART 1101 Drawing I	3	Collegewide Elective**
MPTV 1020 Editing for Motion Pictures & TV	3	Collegewide Elective**
MPTV 1311 Introduction to Animation	3	ANIM 105 Introduction to Traditional Animation
ENGLI 1101 English Composition I	3	ENGL 111 Writing and Rhetoric I
MATH course at 1000-level or above	3	Mathematics requirement
<b>Total Semester Credit Hours</b>	<b>15</b>	

2 <sup>nd</sup> Semester Courses	Credits	Columbia Course/IAI GECC Category
ART 1151 2-D Foundations Studio	3	ANIM 213 Animation Layout
ENGLI 1135 Introduction to Film Art (Elective)	3	CINE 238A Cinema History and Culture
GRDSN 2210 Cartooning	3	ANIM 3XX Elective
MPTV 1313 History of Animation	3	ANIM 106 History of Animation
MPTV 1324 Motion Graphics & Special Effects I	3	ANIM 161 CVFX Foundations
SPEEC 1100 Fundamentals of Speech Comm	3	Meets IAI Speech Communication requirement
<b>Total Semester Credit Hours</b>	<b>18</b>	

Summer Courses	Credits	Columbia Course/IAI GECC Category
ENGLI 1102 English Composition II	3	ENGLI 112 Writing and Rhetoric II
IAI Social & Behavioral Science course	3	Social Science course
<b>Total Semester Credit Hours</b>	<b>6</b>	

3 <sup>rd</sup> Semester Courses	Credits	Columbia Course/IAI GECC Category
ART 1102 Drawing II	3	Collegewide Elective**
ART 2266 Digital Art I	3	ANIM 250 Topics in Animation
GRDSN 2211 Storyboarding/Sequential Art	3	ANIM 201 Storyboarding for Animation
MPTV 2331 3-D Animation I	3	ANIM 150 Computer Animation: Keyframing I
IAI Life or Physical Science course with Lab	4	Science course with Lab
<b>Total Semester Credit Hours</b>	<b>16</b>	

4 <sup>th</sup> Semester Courses	Credits	Columbia Course/IAI GECC Category
ART 2201 Life Drawing I	3	Collegewide Elective**
MPTV 2022 Screenwriting for Short Forms (Elec)	3	CINE 145 Screenwriting I: Writing the Short Film
MPTV 2340 3-D Animation II	3	GAME 201 Computer Animation: Modeling
MPTV 2342 Animation Portfolio	3	ANIM 485 Animation Portfolio Development
IAI Social & Behavioral Science course	3	Social Science course
<b>Total Semester Credit Hours</b>	<b>15</b>	

Summer Courses	Credits	Columbia Course/IAI GECC Category
IAI Life or Physical Science course	4	Science course
<b>Total Semester Credit Hours</b>	<b>4</b>	

**Completion of AAS Degree: 64 credit hours**

\*Due to Columbia major requirements, it is highly recommended that COD Animation students complete 73 credit hours prior to transfer.

\*\*Collegewide Electives will be applied toward required graduation hours at Columbia College Chicago

# COLUMBIA COLLEGE CHICAGO COURSES

## 5<sup>th</sup> Semester Courses

ANIM 240 Computer Animation	4
ANIM 340 The Business of Animated Content	3
ANIM 382 Animation Preproduction	3
ANIM/GAME Elective from major requirements	3
Collegewide Elective	3
<b>Total Semester Credit Hours</b>	<b>16</b>

## 6<sup>th</sup> Semester Courses

ANIM 350 Adv Computer Animation or ANIM 351 Environmental Design & Modeling or ANIM 352 Character Design & Modeling	3
ANIM/GAME Elective from major requirements	3
CCCX 3** Innovation and Impact course (Columbia Experience)	3
200-Level Humanities course	3
200-Level Social Science course	3
Collegewide Elective	1
<b>Total Semester Credit Hours</b>	<b>16</b>

## 7<sup>th</sup> Semester Courses

ANIM 350 Adv Computer Animation or ANIM 351 Environmental Design & Modeling or ANIM 352 Character Design & Modeling	3
ANIM 480 Animation Production Studio I	6
ANIM 482 Animation Solo Project	3
ANIM/GAME Elective from major requirements	3
Collegewide Elective	1
<b>Total Semester Credit Hours</b>	<b>16</b>

## 8<sup>th</sup> Semester Courses

ANIM 481 Animation Production Studio II	6
ANIM 482 Animation Solo Project	3
ANIM/GAME Elective from major requirements	3
Humanities course with DEI designation	3
Collegewide Elective	1
<b>Total Semester Credit Hours</b>	<b>16</b>

## Completion of BFA Degree: 128 credit hours

## Credits

4  
3  
3  
3  
3  
**16**

## Credits

3  
3  
3  
3  
3  
1  
**16**

## Credits

3  
6  
3  
3  
1  
**16**

## Credits

6  
3  
3  
3  
1  
**16**

## In the Classroom

BFA students are required to take [Animation Production Studio](#) and produce their own animated thesis film as a solo project. This is similar in scope to the team project except you'll have three full semesters to complete it. You'll work as the producer, director, editor, and every other role in between.

## Outside the Classroom

Want a glimpse of industry life? [Animation Studios in LA](#) is a one-credit, single week, January-session course for selected senior Animation students. You'll spend the mornings learning professional standards and industry preparation and the afternoons touring local animation studios such as Nickelodeon, Warner Bros., DreamWorks, Cartoon Network, and Disney.

## Alumni Success

- **Dan Comella '11** is a senior environment artist at Reliance Games, an international video game publisher that has produced games such as WWE Mayhem, Monster Trucks Racing, and Real Steel.
- **Allison Morse '15** is a design coordinator at ShadowMachine, an award-winning animation hub that is home to shows like BoJack Horseman and Robot Chicken.
- **Daniel López Muñoz '96** served as the art director for Pixar's Up and has character artist credits on major films like Coco, Finding Dory, and Brave.
- **Rachael Russakoff '12** is an animatic editor for Nickelodeon Animation Studio.
- **David Tuber '05** is a story artist and storyboard artist whose credits include The Lego Batman Movie and The Lego Ninjago Movie and TV series such as BoJack Horseman, Robot Chicken, Moral Orel, and Community.
- **Rocky Vanoost '06** is a lead animator at Weta Digital, a visual effects company cofounded by Peter Jackson.

In order to be considered for admission to the Bachelor of Fine Arts (BFA), all applicants following this guide are required to earn a 3.0 in all major courses. Additionally, please note that the BFA is only available for fall admission and all applicants will be processed as Bachelor of Arts (BA) students until confirmation of enrollment. Contact [transfer@colum.edu](mailto:transfer@colum.edu) with any questions.

Columbia College Chicago participates in the Illinois Articulation Initiative (IAI). Students who complete the AAS degree prior to transferring to Columbia College Chicago have the choice of completing the IAI General Education Core Curriculum (GECC) at Columbia or the Columbia Core Curriculum. Students will work with their Columbia advisor on the best course of action. Additionally, all degree-seeking Columbia students are required to complete 9 credit hours of 200-level (or higher) coursework, Columbia Experience courses as indicated, as well as at least two courses (6 credit hours) with a Diversity, Equity, and Inclusion (DEI) designation to meet graduation requirements.

## READY TO APPLY?

Visit [colum.edu/apply](http://colum.edu/apply)

Columbia College Chicago Admissions  
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