

FRESHMAN - FIRST YEAR PLAN (Game)

Year	FIRST SEMESTER			SECOND SEMESTER				
	Offered	Units	Offered	Units	Offered	Units		
FRESHMAN	CAGD 110 (GE C1)	Computer-Assisted Art	FA/SP	3	CAGD 117	Concept Design and Storyboarding	SP	3
	CAGD 112	Digital Photography	FA/SP	3	CAGD 180	Scripting & Programming for Computer Graphics	FA/SP	3
	CAGD 170	Video Game Design	FA	3	CAGD 270	Level Design	SP	3
	GE Area A3 [*C-]	Critical Thinking		3	GE Area A1 [*C-]	Oral Communication		3
	GE Area A4 [*C-]	Mathematics/Quantative Reasoning		3	GE Area A2 [*C-]	Written Communication		3

First Year Academic Plan
 These plans are for freshman and transfer students entering into the CAGD program. Semester plans are subject to change based on actual transfer credit as applicable.

Comments
 A grade of C- or higher is required in each course in the CAGD curriculum.

[*C-] A grade of C- or higher is required. A3 and A4 GE areas are prerequisite courses for CAGD 180.

[*PR] Permission Required to take this course during the same semester as its prerequisite.

[*UD GE] Upper Division General Education Pathway course selection.

[*CAGD ELECTIVE] Navigate to the BS in CAGD in the University Catalog and select electives from your chosen option.

[*CAGD INTERDISCIPLINARY] Navigate to the BS in CAGD in the University Catalog and choose from the Interdisciplinary Program Requirements selection.

Notes

Review your Degree Progress Report (DPR) and your Smart Planner in the Student Center.

Meet with your major advisor to create a plan for completing major coursework.

Meet with an academic advisor to review General Education (GE) and graduation requirements

Major advising is mandatory during the spring semester.

Consider meeting additional requirements such as Global Cultures (GC), United States Diversity (USD), and university writing (W) requirements.

Helpful Links

[University Catalog](#)
 Bachelor of Science of Computer Animation & Game Development

[General Education](#)
 GE Planning Sheet

[CAGD](#)
 Additional information about CAGD including advising and FAQs.

[CSU Chico Portal](#)
 Provides access to the Student Center, DPR, and Smart Planner

TRANSFER STUDENTS - FIRST YEAR PLAN (GAME)

Year	FIRST SEMESTER			SECOND SEMESTER				
	Offered	Units	Offered	Units	Offered	Units		
TRANSFER (JUNIOR)	CAGD 110 (GE C1)	Computer-Assisted Art	FA/SP	3	CAGD 117	Concept Design and Storyboarding	SP	3
	CAGD 112	Digital Photography	FA/SP	3	CAGD 270	Level Design	SP	3
	CAGD 170	Video Game Design	FA	3	CAGD 320	Digital Texturing	SP	3
	CAGD 180	Scripting & Programming for Computer Graphics	FA/SP	3	CAGD 370 [*PR]	Video Game Development	SP	3
	CAGD 230 [*PR]	Digital Modeling	FA	3	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3

TRANSFER STUDENTS - FIRST YEAR PLAN (GAME - Spring Semester Start)

Year	FIRST SEMESTER (Spring)			SECOND SEMESTER (Fall)				
	Offered	Units	Offered	Units	Offered	Units		
TRANSFER (JUNIOR)	CAGD 110 (GE C1)	Computer-Assisted Art	FA/SP	3	CAGD 170	Video Game Design	FA	3
	CAGD 112	Digital Photography	FA/SP	3	CAGD 180	Scripting & Programming in Computer Graphics	FA/SP	3
	CAGD 117	Concept Design and Storyboarding	FA/SP	3	CAGD 230	Digital Modeling	FA	3
	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3
	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3

FRESHMAN - FIRST YEAR PLAN (ANIMATION)

Year	FIRST SEMESTER			SECOND SEMESTER				
	Offered	Units	Offered	Units	Offered	Units		
FRESHMAN	CAGD 110 (GE C1)	Computer-Assisted Art	FA/SP	3	CAGD 117	Concept Design and Storyboarding	SP	3
	CAGD 112	Digital Photography	FA/SP	3	CAGD 180	Scripting & Programming for Computer Graphics	FA/SP	3
	CAGD 170	Video Game Design	FA	3	CAGD Interdisciplinary	[*CAGD INTERDISCIPLINARY]	FA/SP	3
	GE Area A3 [*C-]	Critical Thinking		3	GE Area A1 [*C-]	Oral Communication		3
	GE Area A4 [*C-]	Mathematics/Quantative Reasoning		3	GE Area A2 [*C-]	Written Communication		3

TRANSFER STUDENTS - FIRST YEAR PLAN (Animation)

Year	FIRST SEMESTER			SECOND SEMESTER				
	Offered	Units	Offered	Units	Offered	Units		
TRANSFER (JUNIOR)	CAGD 110 (GE C1)	Computer-Assisted Art	FA/SP	3	CAGD 117	Concept Design and Storyboarding	SP	3
	CAGD 112	Digital Photography	FA/SP	3	CAGD 180	Scripting & Programming in Computer Graphics	FA/SP	3
	CAGD 170	Video Game Design	FA	3	CAGD 340	Computer Animation	SP	3
	CAGD 230	Digital Modeling [PR]	FA	3	CAGD 325	Motion Capture or other [*CAGD ELECTIVE]	SP	3
	CAGD 240	Digital Animation	FA	3	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3

TRANSFER STUDENTS - FIRST YEAR PLAN (Animation - 3D Modeling Focus)

Year	FIRST SEMESTER			SECOND SEMESTER				
	Offered	Units	Offered	Units	Offered	Units		
TRANSFER (JUNIOR)	CAGD 110 (GE C1)	Computer-Assisted Art	FA/SP	3	CAGD 117	Concept Design and Storyboarding	FA/SP	3
	CAGD 112	Digital Photography	FA/SP	3	CAGD 180	Scripting & Programming in Computer Graphics	FA/SP	3
	CAGD 170	Video Game Design	FA	3	CAGD 320	Digital Texturing	SP	3
	CAGD 230 [*PR]	Digital Modeling	FA	3	CAGD 340	Computer Animation or other [*CAGD ELECTIVE]	SP	3
	CAGD 240	Digital Animation	FA	3	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3

TRANSFER STUDENTS - FIRST YEAR PLAN (Animation - Spring Semester Start)

Year	FIRST SEMESTER (Spring)			SECOND SEMESTER (Fall)				
	Offered	Units	Offered	Units	Offered	Units		
TRANSFER (JUNIOR)	CAGD 110 (GE C1)	Computer-Assisted Art	FA/SP	3	CAGD 170	Video Game Design	FA	3
	CAGD 112	Digital Photography	FA/SP	3	CAGD 180	Scripting & Programming in Computer Graphics	FA/SP	3
	CAGD 117	Concept Design and Storyboarding	FA/SP	3	CAGD 230	Digital Modeling	FA	3
	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3	CAGD 240	Digital Animation	FA	3
	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3	UD GE or CAGD Interdisciplinary	[*UD GE] or [*CAGD INTERDISCIPLINARY]	FA/SP	3