



# Bachelor of Fine Arts: Illustration/Animation (Animation Track)

Fall 2022/Spring 2023

## Major Checklist

**UNOFFICIAL: Refer to University Catalog for current regulations and policies** [www.csulb.edu/catalog](http://www.csulb.edu/catalog)

Note: This checklist is not intended to replace advising from the major department. Students should consult with the major advisor to determine the appropriate sequence of courses. This checklist is to inform students of major requirements and course prerequisites only. CSULB Enrollment Services prepares the Academic Requirements Report, which is the official graduation verification.

✓ Course	Prerequisites/Corequisites	Notes
<b>LOWER DIVISION REQUIREMENTS (33 units)</b>		
Complete the following courses (12 units total):		
Art History 111A. Foundation Art History: Prehistory-c. 1500, Middle East, North Africa, Europe <b>(GE Category C1)</b>	Pre/Coreq: One GE Foundation course	MSR Course
Art History 111B. Foundation Art History: c.1300-present, Europe and the Unites States <b>(GE Category C3)</b>	Pre/Coreq: One GE Foundation course	MSR Course
Art 130. Foundation Two-Dimensional		MSR Course
Art 131. Foundation Three Dimensional		MSR Course
Complete the following courses (18 units total):		
Art 181. Foundation Drawing		Recommended to apply to BFA
Art 184. Foundation Life Drawing	Art 181	Recommended to apply to BFA
Art 227. History of Animation <b>(GE Category D3)</b>	Completion of GE A2 requirement; sophomore standing	
Art 272. Drawing with Perspective	Art 130, Art 181, or consent. Art/Pre-Art majors	Recommended to apply to BFA
Art 287. Intro Studio: Painting	Art 130, Art 181	Recommended to apply to BFA
Art 291. Intro Studio: Animation	Art 130, Art 181	Recommended to apply to BFA
Complete 1 of the following courses (3 units total):		
Art History 111C, 111D, 111E, 111F, or 111G <b>(GE Category C1)</b> (Formerly AH 112, 113A/B, 114, 116) (Choose 1)	Pre/Coreq: One GE Foundation course	
<b>UPPER DIVISION REQUIREMENTS (49 units)</b>		
Complete the following courses (31 units total):		
Art 311. Writing About Visual Art (Animation Section) <b>(GE Category Writing Intensive and Upper Division C or F-Capstone)</b>	Refer to college catalog	Can only be taken once admitted to BFA. Animation section only.
Art 390. Drawing: Figures in Context	Art 184 or consent. Coreq: Art 371A or Art 291 or consent.	
Art 391. Core Studio: Animation - Practices	Art 291 or consent.	Recommended to apply to BFA
Art 393. Core Studio: Animation - Design 1	Art 184 or consent. Coreq: Art 371A or Art 291 or consent.	Recommended to apply to BFA
Art 394. Professional Practices in Illustration/Animation	Illustration/Animation BFA. Not open to freshmen.	
Art 402. Core Studio: Animation - Story Art	Art 311 and Art 391, or consent. BFA Animation/Pre-Production	
Art 416. Advanced Studio: Animation Filmmaking	Art 391, Art 393 and Art 402	
Art 418. Advanced Studio: Animation - Design 2	Art 272, Art 391, and Art 393, or consent of instructor. Coreq: Art 271 or Art 272. Prereq/coreq: Art 271 or 272	
Art 426. Advanced Studio: Animation - 3D CG 1	Art 291	
Art 476. Experiemental Animation	Art 130, 131, 181, 184	
ART 491E. Illustration/Animation Senior Project (1)	Illustration/Animation major, to be taken in final semester	Taken Last Semester
Complete 1 of the following courses (3 units total):		
Art 494 Animation Senior Film I or Art 499E. Special Studies	<b>Art 494A:</b> Art 416 and Art 418; <b>Art 499E</b> Art 416	
Complete 3 of the following courses (9 units total):		
Art 372, 373, 392, 417, 427, 478, 494A, 494B, or 499E (Choose 1)	Refer to college catalog	
Art 372, 373, 392, 417, 427, 478, 494A, 494B, or 499E (Choose 1)	Refer to college catalog	
Art 372, 373, 392, 417, 427, 478, 494A, 494B, or 499E (Choose 1)	Refer to college catalog	
Complete the following courses (6 units total):		
Upper Division Art History (AH) (300-499 Level)	Refer to college catalog	
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# Bachelor of Fine Arts: Illustration/Animation (Animation Track)

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**Animation:** Students in this track will focus specifically on creating a body of work involving moving images. Examples include: a traditional hand-drawn animation reel, a 3D digital animation reel, an experimental animation reel (this refers to inventive non-traditional methods of animation using a variety of materials and methods, such as stop-motion animation), or a short animated film using any or all of the previously listed approaches. Students making a film will write, design, storyboard and animate their own film.

### Traditional Animators

Art 392 Animation: Acting and Staging

Art 417 Advanced Animation Practices (Extra course to work on final reel)

### Experimental Animators

Art 478 Experimental Animation 2

Art 417 Advanced Animation Practices (Extra course to work on final reel)

### CG Animators

Art 427 Advanced Studio: Animation - 3D CG 2

Art 417 Advanced Animation Practices (Extra course to work on final reel)

### Filmmakers

Art 494B Animation Senior Film II

Art 417 Advanced Animation Practices (Extra course to work on final reel)

*\*Students in both **Pre-Production Art** and **Animation** Tracks will collaborate on a group film project in the Animation 3 class which will give them experience working on team projects similar to the animation studio environment.*



# Bachelor of Fine Arts in Illustration/Animation (Animation track)

Fall 2022/Spring 2023 Major  
5 year plan - 132 units required

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Courses in bold must be completed with a C or higher to meet major specific admission criteria

[www.csulb.edu/catalog](http://www.csulb.edu/catalog)  
2.5 overall GPA; 2.5 in bold art/art history courses required for admission to major.

## The following courses are MAJOR ONLY REQUIREMENTS

They do not include General Education Requirements or elective units needed in order to graduate  
Refer to your Academic Requirements Report for your GE pattern

The following Roadmap is an example of what we recommend as a sequence of courses. Some courses MUST be taken in a certain order, while others can be flexible. Work with an art advisor to help plan your semester schedule.

Semester 1	Units	Semester 2	Units
<b>Art 130 Foundation Two Dimensional</b>	3	<b>Art 131 Foundation Three Dimensional</b>	3
Art 181 Foundation Drawing	3	Art 184 Foundation Life Drawing	3
		<b>Art History 111A or 111B Foundation Art History (GE/C1)</b>	3
Semester 3		Semester 4	
Art 272 Drawing with Perspective	3	Art 287 Intro Studio: Painting	3
Art 291 Intro Studio: Animation	3	Art 393 Core Studio: Animation - Design 1	3
<b>Art History 111A or 111B Foundation Art History (GE/C3)</b>	3	Art History 111C, 111D, 111E, 111F, or 111G (Formerly AH 112, 113A/B, 114, 116) (GE/C1)	3
		Art 227 History of Animation (GE/D3)	3
Semester 5		Semester 6	
Art 390 Drawing: Figures in Context		Art 418 Advanced Studio: Animation - Design 2	3
Art 391 Core Studio: Animation - Practices	3	Art 426 Advanced Studio: Animation 3D CG 1	3
Upper Division Art History (AH) (300-499 Level)	3	Art 311 Writing About Visual Art (GE/UD-C/Writ Intens) (Animation Section)	3
Semester 7	Units	Semester 8	Units
Art 402 Core Studio: Animation - Story Art	3	Art 416 Animation 3	3
Art 372, 373, 392, 417, 427, 478, 494A, 494B, or 499E	3	Art 476 Experimental Animation	3
		Upper Division Art History (AH) (300-499 Level)	3
Semester 9		Semester 10	
Art 494A Animation Senior Film I or 499E Special Studies in Animation	3	Art 372, 373, 392, 417, 427, 478, 494A, 494B, or 499E	3
Art 394 Professional Practices in Illustration/Animation	3	Art 372, 373, 392, 417, 427, 478, 494A, 494B, or 499E	3
		Art 491E Animation Senior Project	1

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4 year roadmaps are available upon request from the Art Advising Center via email: [soa-advising@csulb.edu](mailto:soa-advising@csulb.edu)

Roadmaps for transfers students are available upon request from the Art Advising Center via email:  
[soa-advising@csulb.edu](mailto:soa-advising@csulb.edu)