



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

Fall 2020/Spring 2021

Major Checklist

UNOFFICIAL: Refer to University Catalog for current regulations and policies 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	GE Area
Complete the following courses (12 units total):			
	AH 111A. Foundation Art History I (3)	Pre/Coreq: One GE Foundation course	C1, GI
	AH 111B. Foundation Art History II (3)	Pre/Coreq: One GE Foundation course	C1
	Art 130. Foundation Two-Dimensional (3)		
	Art 131. Foundation Three Dimensional (3)		
Complete the following courses (15 units total):			
	Art 181. Foundation Drawing (3)		
	Art 184. Foundation Life Drawing (3)	Art 181	
	Art 272. Drawing with Perspective (3)	Art 130, Art 181	
	Art 287. Introduction to Painting (3)	Art 130, Art 181	
	Art 291. Introduction to Animation (3)	Art 130, Art 181	
Complete 1 of the following courses (3 units total):			
	AH 112, 113A, 113B, 114, or 116 (3)	Pre/Coreq: One GE Foundation course	
Complete the following course (3 units total):			
	Art 227/FEA 227. History of Animation (3)	Completion of GE A2 requirement; sophomore standing	C1, D3, GI
Complete the following courses (27 units total):			
	Art 372. Anatomy for Artists (3)	Art 130, 131, 181, 184; AH 111A, AH 111B	
	Art 390. Drawing: Figures in Context (3)	Art 371A or Art 391	
	Art 391. Animation I (3)	Art 130, Art 181, Art 291; Coreqs: Art 131,184, 287; AH 111A, AH 111B	
	Art 393. Character Design (3)	Art 371A or Art 391	
	Art 394. Professional Practices in Illustration/Animation	Illustration/Animation BFA. Not open to freshmen.	
	Art 416. Animation 3 (3)	Art 392 or Art 393	
	Art 426. Computer Animation 3 (3)	Art 291	
	Art 472. Storyboarding for Film and Television (3)	BFA Illustration/Animation Major. Animation track: Prereqs: ART 272, ART 372; ART 391 or ART 393; or consent of instructor.	
	Art 476. Experimental Animation (3)	Art 130, 131, 181, 184	
	Art 499E. Special Studies (3) <i>** (If creating a film, take Art 499E twice)</i>	BFA Illustration/Animation Major, Art 311	
Complete 3 of the following courses (9 units total):			
	Art 373, 392, 417, 418, 427, 478, or 499E (3)	Refer to college catalog	
	Art 373, 392, 417, 418, 427, 478, or 499E (3)	Refer to college catalog	
	Art 373, 392, 417, 418, 427, 478, or 499E (3) <i>** (If creating a film, take Art 499E twice)</i>	Refer to college catalog	
Complete the following courses (6 units total):			
	Art History Upper Division (3)	Refer to college catalog	Varies
	Art History Upper Division (3)	Refer to college catalog	Varies

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Complete the following course (3 units total):

	ART 311. Writing About Visual Art (3) (Animation Section)	Art Major or consent of instructor. GE Foundation completed, upper division standing. Students must have scored 11 or higher on the GVAR Placement Examination or completed the necessary portfolio course that is a prerequisite for a GVAR Writing Intensive Capstone	F, C, WI
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Complete the following course (1 unit total):

	ART 491E. Illustration/Animation Senior Project (1)	Illustration/Animation major, to be taken in final semester	
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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 2

Art 417 Animation 4 (Extra course to work on final reel)

Experimental Animators

Art 478 Experimental Animation 2

Art 417 Animation 4 (Extra course to work on final reel)

CG Animators

Art 427 Computer Animation 2

Art 417 Animation 4 (Extra course to work on final reel)

Filmmakers

Art 499E Special Studies (2nd section)

Art 417 Animation 4 (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.*