



Bachelor of Fine Arts: Illustration/Animation (Illustration 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 223. Introduction Typography (3)	Art 130, Art 181	
	Art 271. Introduction to Rendering (3)	Art 130, Art 181	
	Art 287. Introduction to Painting (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 courses (24 units total):			
	Art 371A. Illustration 1 (3)	Pre/Coreq: Art 130, 131, 181, 184, 287; AH 111A, AH 111B	
	Art 371B. Illustration 2 (3)	Art 371A; Pre/Coreq: Art 223 or Art 291, and Art 271 or Art 272	
	Art 372. Anatomy for Artists (3)	Art 130, 131, 181, 184; AH 111A, AH 111B	
	Art 382. Production for Fine Arts (3)	Art 223	
	Art 383. Life Painting (3)	Art 130, 181, 184, 287; AH 111A, AH 111B	
	Art 471A. Illustration 3 (3)	Art 371B	
	Art 471B. Illustration 4 (3)	BFA Illustration/Animation majors; Art 471A	
	Art 482. Sequential Imagery (3)	Illustration track: Art 223, Art 471B. (Taken last semester)	
Complete 3 of the following courses (9 units total):			
	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483 (3)	Refer to college catalog	
	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483 (3)	Refer to college catalog	
	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483 (3)	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
Complete the following course (3 units total):			
	Art or Art History Upper Division outside of Illustration/Animation (3)	Refer to college catalog	Varies
Complete 1 of the following courses (3 units total):			
	Art 374A. Biomedical Rendering (3) or Art 499F. Special Studies (3)	Art 374A: Art 130, 184, 287; AH 111A, AH 111B. Art 499E: Pre/Coreq: Illustration major or declared Biomedical Certificate Illustration track: Pre/CoReq: Art 471A.	

Continued on page 2 ---->



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

Fall 2020/Spring 2021

Major Checklist

Complete the following course (3 units total):			
	ART 311. Writing About Visual Art (3) (Illustration section preferred but not mandatory - offered Fall semester)	Art Major or consent of instructor. GE Found. 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
Complete the following course (1 unit total):			
	ART 491E. Illustration/Animation Senior Project (1)	Illustration/Animation major, to be taken in final semester	

Illustration: Students in this track will take a series of courses to help them develop skills for the field of illustration. Professional illustrators create work for a wide variety of applications. Some examples are: editorial work for magazines and newspapers, comics and graphic novels, textiles/clothing and the home and gift market, technical and biomedical illustration, entertainment (storyboards and visual development) and advertising. Students will focus on building their skills in drawing, painting and conceptualizing to create strong work geared towards their area of interest using their particular strengths.