



Bachelor of Fine Arts: Illustration/Animation (Pre-Production Track)

Fall 2022/Spring 2023

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	Notes
Complete the following courses (12 units total):			
	Art History 111A. Foundation Art History: Prehistory-c. 1500, Middle East, North Africa, Europe (GE Category C1)	Pre/Coreq: One GE Foundation course	MSR Course
	Art History 111B. Foundation Art History: c.1300-present, Europe and the Unites States (GE Category C3)	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 (15 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 (GE Category D3)	Completion of GE A1 requirement; sophomore standing	
	Art 272. Drawing with Perspective	Art 130, Art 181	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 (GE Category C1) (Formerly AH 112, 113A/B, 114, 116) (Choose 1)	Pre/Coreq: One GE Foundation course	
Complete the following courses (24 units total):			
	Art 311. Writing About Visual Art (Animation Section) (GE Category Writing Intensive and Upper Division C or F-Capstone)	Refer to college catalog	Can only be taken once admitted to BFA. Animation section only.
	Art 371A. Core Studio: Illustration - 1	Pre/Coreq: Art 130, Art 131, 181, 184, 287; AH 111A, AH 111B	
	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.	
	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 402. Core Studio: Animation - Story Art	Art 311 and Art 391, or consent. BFA Animation/Pre-Pro	
	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 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	Art 494A: Art 416 and Art 418; Art 499E Art 416	
Complete 4 of the following courses (12 units total):			
	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 427, 476, 482, 494A, or 494B (Choose 1)	Refer to college catalog	
	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 427, 476, 482, 494A, or 494B (Choose 1)	Refer to college catalog	
	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 427, 476, 482, 494A, or 494B (Choose 1)	Refer to college catalog	
	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 427, 476, 482, 494A, or 494B (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	
	Upper Division Art History (AH) (300-499 Level)	Refer to college catalog	



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Pre-production Students in this track will focus specifically on building skills for working in the pre-production phase of film, television and game projects. Some examples of pre-production art are: character design, storyboards, background painting, layout, visual development (which usually involves the visualization through illustration of environments, props, etc. in the early stages of a project, such as a film, episodic TV/Cable/Internet, or games), digital modeling (building 3D models digitally of characters, props, vehicles, and sets). Students will take courses with assignments geared specifically to these goals.

Visual Development/Character Designers:

Art 271 Intro Studio: Illustration - Rendering

Art 371B Core Studio: Illustration - 2

Art 373 Costumed Figure Drawing

Art 383 Core Studio: Painting - Life

Art 385 Watercolor Painting

Art 388 Core Studio: Painting - Color Theory

Art 482 Advanced Studio: Illustration - Sequential

CG Modelers/Stop Motion Fabrications

Art 363C Digital Fabrication Lab

Art 367A Sculpture/4D: Mold Making

Art 427 Advanced Studio: Animation - 3D CG 2

Art 476 Experimental Animation

Students in both **Pre-Production 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.*



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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

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
Art 130 Foundation Two Dimensional	3	Art 131 Foundation Three Dimensional	3
Art 181 Foundation Drawing	3	Art 184 Foundation Life Drawing	3
		Art History 111A or 111B Foundation Art History (GE/C1)	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
Art History 111A or 111B Foundation Art History (GE/C3)	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 426 Advanced Studio: Animation 3D CG 1	3
Art 391 Core Studio: Animation - Practices	3	Art 371A Core Studio: Illustration - 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		Semester 8	
Art 402 Core Studio: Animation - Story Art	3	Art 416 Animation 3	3
Art 418 Advanced Studio: Animation - Design 2	3	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 427, 476, 482, 494A, or 494B (Choose 1)	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 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 427, 476, 482, 494A, or 494B (Choose 1)	3
Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 427, 476, 482, 494A, or 494B (Choose 1)	3	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 427, 476, 482, 494A, or 494B (Choose 1)	3
		Art 491E Animation Senior Project	1

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Art 373 Costumed Figure Drawing
Art 383 Core Studio: Painting - Life
Art 385 Watercolor Painting
Art 388 Core Studio: Painting - Color Theory
Art 482 Advanced Studio: Illustration - Sequential

CG Modelers/Stop Motion Fabrications

Art 363C. Core Studio: Sculpture - Digital Lab
Art 367A Core Studio: Sculpture - Mold-making
Art 427 Advanced Studio: Animation - 3D CG 2
Art 476 Experimental Animation

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

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