



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

Fall 2021/Spring 2022

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: Prehistory-c. 1500, Middle East, North Africa, Europe (3)	Pre/Coreq: One GE Foundation course	C1, GI
	AH 111B. Foundation Art History: c.1300-present, Europe and the Unites States (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 271. Introduction to Rendering (3) or Art 272. Drawing with Perspective (3)	Art 130, Art 181	
	Art 287. Introduction to Painting (3)	Art 130, Art 181	
	Art 223. Introduction to Typography (3) or 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. History of Animation (3)	Completion of GE A1 requirement; sophomore standing	C1, D2, GI
Complete the following courses (24 units total):			
	Art 371A. Illustration 1 (3)	Pre/Coreq: Art 130, Art 131, 181, 184, 287; AH 111A, AH 111B	
	Art 372. Anatomy for Artists (3)	Art 130, Art 131, 181, 184; AH 111A, AH 111B	
	Art 390. Drawing: Figures in Context (3)	Art 371A or Art 391	
	Art 393. Character Design (3)	Art 371A or Art 391	
	Art 416. Animation 3 (3)	Art 392 or Art 393	
	Art 418. Visual Development (3)	BFA Illustration/Animation Major; Pre-Production track: Prereqs: Art 371A, Art 372. Pre/Coreq: Art 271 or 272	
	Art 472. Storyboarding for Film and Television (3)	BFA Illustration/Animation Major. Exclude freshmen. Pre-Production track: Prereqs: Art 271 or Art 272; Art 372, Art 393; or consent of instructor.	
	Art 499E (3) or Art 499 F (3)	BFA Illustration/Animation Major. Art 499E: Art 311. Art 499F: Pre/Coreq: Illustration major or declared Biomedical Certificate Pre-Production track Pre/CoReq: Art 418	
Complete 5 of the following courses (15 units total):			
	Art 227, 271, 272, 363C, 367A, 371B, 373, 383, 385, 388, 394, 426, 427, 476, or 482 (3)	Refer to college catalog	
	Art 227, 271, 272, 363C, 367A, 371B, 373, 383, 385, 388, 394, 426, 427, 476, or 482 (3)	Refer to college catalog	
	Art 227, 271, 272, 363C, 367A, 371B, 373, 383, 385, 388, 394, 426, 427, 476, or 482 (3)	Refer to college catalog	
	Art 227, 271, 272, 363C, 367A, 371B, 373, 383, 385, 388, 394, 426, 427, 476, or 482 (3)	Refer to college catalog	
	Art 227, 271, 272, 363C, 367A, 371B, 373, 383, 385, 388, 394, 426, 427, 476, or 482 (3)	Refer to college catalog	

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Complete the following courses (6 units total):			
	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, UD-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	

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 or 272 (whichever one has not been taken)
- Art 371B Illustration 2
- Art 373 Costumed Figure Drawing
- Art 383 Life Painting
- Art 385 Watercolor Painting
- Art 482 Sequential Imagery
- Art 388 Advanced Studies in Color

CG Modelers/Stop Motion Fabrications

- Art 363C Digital Fabrication Lab
- Art 367A Sculpture/4D: Mold Making
- Art 426 Computer Animation 1
- Art 427 Computer Animation 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.