

Bachelor of Fine Arts Illustration

Fall 2025/Spring 2026 Major

3 Year Plan (Transfers) - 132 Units

IOFFICIAL: Refer to University Catalog for current regulations and	policies	WWW	.csulb.edu/catalc
Sequence of Major	Requirer	nents for Transfer Students	
Recommended sequence of Major requ	irements o	nly **Does not include General Education or Elective units	
Bold courses MU	ST be comp	leted by end of 1st semester	
15-16 units recommended per semester (include G	<mark>requireme</mark>	ents in order to reach the desired amount of units per semest	er)
Recomm	nended Tra	ansferred Courses	
Course	Units	Course	Units
] Art 130 Foundation Two Dimensional	3	□ Art 181 Foundation Drawing	3
Art 131 Foundation Three Dimensional	3	□ Art 184 Foundation Life Drawing	3
Art History 111A Foundation Art History	3	🗆 Art 223 Intro Studio: Graphic Design - Typography	3
Art History 111B Foundation Art History	3	🗆 Art 271 Intro Studio: Illustration - Rendering	3
Art History 111C, 111D, 111E, 111F, or 111G	3	🗆 Art 287 Intro Studio: Painting	3
*If the above courses have not been completed, make sure to squeeze	them into fo	llowing semester plan	
Semester 1	Units	Semester 2	Units
Art 371A Core Studio: Illustration - 1	3	Art 371B Core Studio: Illustration - 2	3
Art 372 Core Studio: Illustration - Anatomy	3	Art 383 Core Studio: Painting - Life	3
Upper Division Art History (AH) (300-499 Level)	3		
**Take GWAR Exam **			
Semester 3	Units	Semester 4	Units
Art 382 Production for Fine Arts	3	Art 471A Advanced Studio: Illustration - 3	3
Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483	3	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483	3
Art or Art History Upper Division (300-499) other than Illust/Anim	3	Upper Division Art History (AH) (300-499 Level)	3
Art 311 Writing About Visual Art (Illustration Section recommended)	3		
Semester 5	Units	Semester 6	Units
Art 471B Advanced Studio: Illustration - 4	3	Art 482 Advanced Studio: Illustration - Sequential	3
Art 374A or Art 499F	3	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483	3
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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.

General Education courses are not listed above.

All students are required to complete upper division General Education courses.

Review your Academic requirements report to view your remaining GE's.