



Bachelor of Fine Arts Animation (Animation Track)

Fall 2024/Spring 2025 Major
3 Year Plan (Transfers) - 132 Units

UNOFFICIAL: Refer to University Catalog for current regulations and policies www.csulb.edu/catalog

Sequence of Major Requirements for Transfer Students

Recommended sequence of Major requirements only ****Does not include General Education or Elective units**

Bold courses MUST be completed by end of 1st semester

15-16 units recommended per semester (include GE requirements in order to reach the desired amount of units per semester)

Recommended Transferred Courses

Course	Units	Course	Units
<input type="checkbox"/> Art 130 Foundation Two Dimensional	3	<input type="checkbox"/> Art 181 Foundation Drawing	3
<input type="checkbox"/> Art 131 Foundation Three Dimensional	3	<input type="checkbox"/> Art 184 Foundation Life Drawing	3
<input type="checkbox"/> Art History 111A Foundation Art History (GE/C1)	3	<input type="checkbox"/> Art 287 Intro Studio: Painting	3
<input type="checkbox"/> Art History 111B Foundation Art History (GE/C3)	3		
<input type="checkbox"/> Art History 111C, 111D, 111E, 111F, or 111G (Formerly AH 112, 113A/B, 114, 116) (GE/C1)	3		

****If the above courses have not been completed, make sure to squeeze them into following semester plan**

Semester 1	Units	Semester 2	Units
Art 291 Intro Studio: Animation	3	Art 272 Drawing with Perspective	3
Art 390 Drawing: Figures in Context	3	Art 393 Core Studio: Animation - Design 1	3
Upper Division Art History (AH) (300-499 Level)	3	Art 391 Core Studio: Animation - Practices	3

BFA Program Begins

Semester 3	Units	Semester 4	Units
Art 402 Core Studio: Animation - Story Art	3	Art 416 Advanced Studio: Animation Filmmaking	3
Art 426 Advanced Studio: Animation 3D CG 1	3	Art 418 Advanced Studio: Animation - Design 2	3
Upper Division Art History (AH) (300-499 Level)	3	Art 476 Experimental Animation	3
Art 311 Writing About Visual Art (GE/UD-C/Writ Intens) (Animation Section)	3	Art 227 History of Animation (GE/D3)	3

Semester 5	Units	Semester 6	Units
Art 494A Animation Senior Film I	3	Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E (Recommend Art 494B if making a film)	3
Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E	3	Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E	3
Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E	3	Art 491E Animation Senior Project	1
		Upper Division Art History (AH) (300-499 Level)	3

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: Acting and Staging
Art 417 Advanced Animation Practices (Extra course to work on final reel)

Experimental Animators

Art 478 Experimental Animation 2
Art 417 Advanced Animation Practices (Extra course to work on final reel)

CG Animators

Art 427 Advanced Studio: Animation - 3D CG 2
Art 417 Advanced Animation Practices (Extra course to work on final reel)

Filmmakers

Art 494B Animation Senior Film II
Art 417 Advanced Animation Practices (Extra course to work on final reel)

Course requirements when applying to the BFA in Animation - Animation track

Art 390 or Art 393 (only 1 must be completed); & Art 391 must be in progress or completed - at time of application

**** DO NOT take Art 311 until admitted into the BFA program. You will be assigned a specific Animation section to take of Art 311.**