



Bachelor of Fine Arts in Animation (Animation track)

Fall 2024/Spring 2025 Major
4 year plan - 132 units required

UNOFFICIAL: Refer to University Catalog for current regulations and policies

www.csulb.edu/catalog

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.

4 Year Plan

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

Bold courses MUST be completed by end of 3rd semester

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

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	Art History 111A or 111B Foundation Art History (GE/C3)		3
Semester 3			Semester 4		
Art 272 Drawing with Perspective		3	Art 287 Intro Studio: Painting		3
Art 291 Intro Studio: Animation		3	Art 391 Core Studio: Animation - Practices		3
Art 390 Drawing: Figures in Context		3	Art 393 Core Studio: Animation - Design 1		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
BFA Program Begins					
Semester 5			Semester 6		
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			
Semester 7			Semester 8		
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	Upper Division Art History (AH) (300-499 Level)		3
			Art 491E Animation Senior Project		1

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)



Bachelor of Fine Arts in Animation (Animation track)

Fall 2024/Spring 2025 Major
5 year plan - 132 units required

UNOFFICIAL: Refer to University Catalog for current regulations and policies

www.csulb.edu/catalog

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.

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

132 Unit Degree (Includes GE, Major, and Elective units) ***Elective units can be up to 13 units depending on what is transferred in (AP, IB, Military, College credit)*

Bold courses MUST be completed by end of 3rd semester

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

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		Units	Semester 4		Units
Art 272 Drawing with Perspective		3	Art 287 Intro Studio: Painting		3
Art 291 Intro Studio: Animation		3	Art 390 Drawing: Figures in Context		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		Units	Semester 6		Units
Art 393 Core Studio: Animation - Design 1		3	Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E		3
Art 391 Core Studio: Animation - Practices		3	Upper Division Art History (AH) (300-499 Level)		3
Upper Division Art History (AH) (300-499 Level)		3			
BFA Program Begins					
Semester 7		Units	Semester 8		Units
Art 402 Core Studio: Animation - Story Art		3	Art 416 Advanced Studio: Animation Filmmaking		3
Art 311 Writing About Visual Art (GE/UD-C/Writ Intens) (Animation Section)		3	Art 418 Advanced Studio: Animation - Design 2		3
Art 426 Advanced Studio: Animation 3D CG 1		3	Art 476 Experimental Animation		3
Semester 9		Units	Semester 10		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 491E Animation Senior Project		1
Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E		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.



Bachelor of Fine Arts: Animation (Animation Track)

Fall 2024/Spring 2025

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
LOWER DIVISION REQUIREMENTS (33 units)		
Complete the following courses (12 units total):		
Art History 111A. Foundation Art History: Prehistory-c. 1500, Middle East, North Africa, Europe (GE: C1)	Pre/Coreq: One GE Foundation course	MSR Course
Art History 111B. Foundation Art History: c.1300-present, Europe and the Unites States (GE: 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 (18 units total):		
Art 181. Foundation Drawing		Required to apply to BFA
Art 184. Foundation Life Drawing	Art 181	Required to apply to BFA
Art 227. History of Animation (GE Category D3)	Completion of GE A2 requirement; sophomore standing	
Art 272. Drawing with Perspective	Art 130, Art 181, or consent. Art/Pre-Art majors	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	Required to apply to BFA
Complete 1 of the following courses (3 units total):		
Art History 111C, 111D, 111E, 111F, or 111G (GE: C1)	Pre/Coreq: One GE Foundation course	
UPPER DIVISION REQUIREMENTS (49 units)		
Complete the following courses (9 units total):		
Art 390. Drawing: Figures in Context	Art 184 or consent. Coreq: Art 371A or Art 291 or consent.	Completion of Art 390 or 393 to apply to BFA
Art 391. Core Studio: Animation - Practices	Art 291 or consent.	In Progress or Completed to apply to BFA
Art 393. Core Studio: Animation - Design 1	Art 184 or consent. Coreq: Art 371A or Art 291 or consent.	Completion of Art 390 or 393 to apply to BFA
Complete 4 of the following courses (12 units total):		
Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E	Refer to college catalog	
Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E	Refer to college catalog	
Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E	Refer to college catalog	
Art 372, 373, 392, 394, 417, 427, 472, 478, 494B, or 499E	Refer to college catalog	*Recommend Art 494B as 2nd part of Film series
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	
BFA Specific Cohort Courses (22 units)		
Art 311. Writing About Visual Art (Animation Section) (GE: Writing Intensive and Upper Division C or F-Capstone)	Refer to college catalog	Can only be taken once admitted to BFA. Animation section only. * Semester 1
Art 402. Core Studio: Animation - Story Art	Art 311 and Art 391, or consent. BFA Animation/Pre-Production	Semester 1
Art 426. Advanced Studio: Animation - 3D CG 1	Art 291	Semester 1
Art 416. Advanced Studio: Animation Filmmaking	Art 391, Art 393 and Art 402	Semester 2
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	Semester 2
Art 476. Experimental Animation	Art 130, 131, 181, 184	Semester 2
Art 491E. Illustration/Animation Senior Project (1)	Illustration/Animation major, to be taken in final semester	Taken Last Semester
Art 494 Animation Senior Film I	Art 416 and Art 418	Semester 3



Bachelor of Fine Arts: Animation (Animation Track)

Fall 2024/Spring 2025

Major Checklist

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)

Students in both **Pre-Production Art 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.*