School of Art

Bachelor of Fine Arts in Animation
(Animation track)
Fall 2025/Spring 2026 Major
4 year plan - 132 units required

UNOFFICIAL: Refer to University Catalog for current regulations and policies

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 Found. Two Dimensional Art 131 Found. Three Dimensional	3	**Art 130 Found. Two Dimensional Art 131 Found. Three Dimensional**	3
Art 181 Foundation Drawing	3	Art 184 Foundation Life Drawing	3
Art History 111A or 111B Foundation Art History	3	**Art History 111A or 111B Foundation Art History**	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	3	Art 227 History of Animation	3

** Take GWAR Exam **

BFA Program

Semester 5	Units	Semester 6	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 (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.

If interested in applying to BFA in Animation *See attachment for all eligibility requirements**

Required to have Art 390 or Art 393 completed. (Only 1 needs to be completed).

Required to have Art 391 in progress or have completed course at time of application to the BFA

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

BFA Animation is a Cohort Program. Classes (days/times) will be assigned to you during your 1st and 2nd semester of the program. It will take approximately 4 semesters to complete the Animation program. Completing sooner is not an option unless given permission by the Department Chair.

GWAR Exam should be taken once a student achieves a minimum of 30 cumulative units

Bachelor of Fine Arts in Animation
(Animation track)
Fall 2025/Spring 2026 Major
5 year plan - 132 units required

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www.csulb.edu/catalog

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2.5 overall GPA; 2.5 in bold art/art history courses required for admission to major.

Semester 1	Units	Semester 2	Units
Art 130 Found. Two Dimensional or Art 131 Found. Three Dimensional	3	**Art 130 Found. Two Dimensional or Art 131 Found. Three Dimensional**	3
Art 181 Foundation Drawing	3	Art 184 Foundation Life Drawing	3
Art History 111A or 111B Foundation Art History		**Art History 111A or 111B Foundation Art History**	3

Semester 3		Semester 4	
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 111C, 111D, 111E, 111F, or 111G	3	Art 227 History of Animation	3

** Take GWAR Exam **

Semester 5		Semester 6	
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

Semester 7		Semester 8	
Art 402 Core Studio: Animation - Story Art	3	Art 416 Advanced Studio: Animation Filmmaking	3
Art 311 Writing About Visual Art (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		Semester 10	
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		

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GWAR Exam should be taken once a student achieves a minimum of 30 cumulative units

Bachelor of Fine Arts: Animation
(Animation Track)
Fall 2025/Spring 2026
Major Checklist

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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	Pre/Coreq: One GE Foundation course	MSR Course
	Art History 111B. Foundation Art History: c.1300-present, Europe and the US	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 (Choose 1)	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)	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. Experiemental 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
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Traditional Animators	CG Animators
Art 392 Animation: Acting and Staging	Art 427 Advanced Studio: Animation - 3D CG 2
Art 417 Advanced Animation Practices (Extra course to work on final reel)	Art 417 Advanced Animation Practices (Extra course to work on final reel)

Experimental Animators	Filmmakers
Art 478 Experimental Animation 2	Art 494B Animation Senior Film II
Art 417 Advanced Animation Practices (Extra course to work on final reel)	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.*