



Bachelor of Fine Arts in Illustration

Fall 2025/Spring 2026 Major
5 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

www.csulb.edu/catalog
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 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		3	Art History 111A or 111B Foundation Art History		3
Semester 3			Semester 4		
Art 271 Intro Studio: Illustration - Rendering		3	Art 223 Intro Studio: Graphic Design - Typography		3
Art 287 Intro Studio: Painting		3	Art 371A Core Studio: Illustration - 1		3
Art History 111C, 111D, 111E, 111F, or 111G		3			
** Take GVAR Exam **					
Semester 5			Semester 6		
Art 372 Core Studio: Illustration - Anatomy		3	Art 383 Core Studio: Painting - Life		3
Art 371B Core Studio: Illustration - 2		3	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483		3
Upper Division Art History (AH) (300-499 Level)		3			
Semester 7			Semester 8		
Art 382 Production for Fine Arts		3	Art 471B Advanced Studio: Illustration - 4		3
Art 471A Advanced Studio: Illustration - 3		3	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483		3
Art 311 Writing About Visual Art (Illustration section recommended)		3	Upper Division Art History (AH) (300-499 Level)		3
Semester 9			Semester 10		
Art 374A or Art 499F		3	Art 482 Advanced Studio: Illustration - Sequential		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
			Art 491Q Animation Senior Project		1

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.

If interested in applying to BFA in Illustration *See attachment for all eligibility requirements**
Recommended to have Art 371A completed before submission of portfolio.

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



Bachelor of Fine Arts in Illustration

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

www.csulb.edu/catalog
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	3	Art 130 Found. Two Dimensional Art	3
Art 131 Found. Three Dimensional	3	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 223 Intro Studio: Graphic Design - Typography	3	Art 371A Core Studio: Illustration - 1	3
Art 271 Intro Studio: Illustration - Rendering	3	Art 372 Core Studio: Illustration - Anatomy	3
Art 287 Intro Studio: Painting	3	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483	3
Art History 111C, 111D, 111E, 111F, or 111G	3		
** Take GWAR Exam **			
Semester 5		Semester 6	
Art 371B Core Studio: Illustration - 2	3	Art 382 Production for Fine Arts	3
Art 383 Core Studio: Painting - Life	3	Art 471A Advanced Studio: Illustration - 3	3
Upper Division Art History (AH) (300-499 Level)	3	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483	3
Semester 7		Semester 8	
Art 471B Advanced Studio: Illustration - 4	3	Art 482 Advanced Studio: Illustration - Sequential	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
Art 374A or Art 499F	3	Upper Division Art History (AH) (300-499 Level)	3
Art 311 Writing About Visual Art	3	Art 491Q Illustration Senior Project	1

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.

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

Recommended to have Art 371A completed before submission of portfolio.

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



Bachelor of Fine Arts: Illustration

Fall 2025/Spring 2026

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 (30 units)			
Complete the following Foundation 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 (15 units total):			
	Art 181. Foundation Drawing		Recommended to apply to BFA
	Art 184. Foundation Life Drawing	Art 181	Recommended to apply to BFA
	Art 223. Intro Studio: Graphic Design - Typography	Art 130, Art 181	Recommended to apply to BFA
	Art 271. Intro Studio: Illustration - Rendering	Art 130, Art 181	Recommended to apply to BFA
	Art 287. Intro Studio: Painting	Art 130, Art 181	Recommended 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 (12 units total):			
	ART 311. Writing About Visual Art	Refer to college catalog	Illustration section recommended but not required
	Art 371A. Core Studio: Illustration - 1	Pre/Coreq: Art 130, 131, 181, 184, 287; AH 111A, AH 111B	Recommended to apply to BFA
	Art 371B. Core Studio: Illustration - 2	Art 371A; Pre/Coreq: Art 223 or Art 291, and Art 271 or Art 272	
	Art 372. Core Studio: Illustration - Anatomy	Art 130, 131, 181, 184; AH 111A, AH 111B	Recommended to apply to BFA
	Art 382. Production for Fine Arts	Art 223	
	Art 383. Core Studio: Painting - Life	Art 130, 181, 184, 287; AH 111A, AH 111B	
	Art 471A. Advanced Studio: Illustration - 3	Art 371B	
	Art 471B. Advanced Studio: Illustration - 4	BFA Illustration/Animation majors; Art 471A	
	Art 482. Advanced Studio: Illustration - Sequential	Illustration track: Art 223, Art 471B	Taken last semester
	ART 491Q. Illustration Senior Project	Illustration/Animation major, to be taken in final semester	Taken last semester
Complete 1 of the following courses (3 units total):			
	Art 374A. Biomedical Rendering or Art 499F. Special Studies	<u>Art 374A</u> : Art 130, 184, 287; AH 111A, AH 111B. <u>Art 499F</u> : Pre/Coreq: Illustration major or declared Biomedical Certificate Illustration track: Pre/CoReq: Art 471A.	
Complete 3 of the following courses (9 units total):			
	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483 (Choose 1)	Refer to college catalog	
	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483 (Choose 1)	Refer to college catalog	
	Art 272, 291, 321, 373, 385, 393, 418, 472, 476, or 483 (Choose 1)	Refer to college catalog	
Complete the following courses (13 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	
	Art or Art History Upper Division outside of Illustration/Animation (300-499 Level)	Refer to college catalog	

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.