



# Bachelor of Fine Arts in Animation (Pre-Production track)

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

UNOFFICIAL: Refer to University Catalog for current regulations and policies

[www.csulb.edu/catalog](http://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
<b>Art 130 Foundation Two Dimensional</b>		3	<b>Art 131 Foundation Three Dimensional</b>		3
Art 181 Foundation Drawing		3	Art 184 Foundation Life Drawing		3
<b>Art History 111A or 111B Foundation Art History (GE/C1)</b>		3	<b>Art History 111A or 111B Foundation Art History (GE/C3)</b>		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
Art 371A Core Studio: Illustration - 1		3	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1)		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 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1)		3
Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1)		3	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1)		3
Upper Division Art History (AH) (300-499 Level)		3	Upper Division Art History (AH) (300-499 Level)		3
			Art 491E Animation Senior Project		1

**Pre-production:** Students in this track will focus specifically on building skills for working in the pre-production phase of film, television and game projects. Some examples of pre-production art are: character design, storyboards, background painting, layout, visual development (which usually involves the visualization through illustration of environments, props, etc. in the early stages of a project, such as a film, episodic TV/Cable/Internet, or games), digital modeling (building 3D models digitally of characters, props, vehicles, and sets). Students will take courses with assignments geared specifically to these goals.



# Bachelor of Fine Arts in Animation (Pre-Production 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](http://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
<b>Art 130 Foundation Two Dimensional</b>	3	<b>Art 131 Foundation Three Dimensional</b>	3
Art 181 Foundation Drawing	3	Art 184 Foundation Life Drawing	3
		<b>Art History 111A or 111B Foundation Art History (GE/C1)</b>	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
<b>Art History 111A or 111B Foundation Art History (GE/C3)</b>	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		Semester 6	
Art 393 Core Studio: Animation - Design 1	3	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1)	3
Art 391 Core Studio: Animation - Practices	3	Art 371A Core Studio: Illustration - 1	3
Upper Division Art History (AH) (300-499 Level)	3		
<b>BFA Program Begins</b>			
Semester 7		Semester 8	
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
Art 311 Writing About Visual Art (GE/UD-C/Writ Intens). (Animation Section)	3	Upper Division Art History (AH) (300-499 Level)	3
Semester 9		Semester 10	
Art 494A Animation Senior Film I	3	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1)	3
Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1)	3	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1)	3
		Art 491E Animation Senior Project	1

**Pre-production:** Students in this track will focus specifically on building skills for working in the pre-production phase of film, television and game projects. Some examples of pre-production art are: character design, storyboards, background painting, layout, visual development (which usually involves the visualization through illustration of environments, props, etc. in the early stages of a project, such as a film, episodic TV/Cable/Internet, or games), digital modeling (building 3D models digitally of characters, props, vehicles, and sets). Students will take courses with assignments geared specifically to these goals.



# Bachelor of Fine Arts: Animation (Pre-Production Track)

Fall 2024/Spring 2025

## Major Checklist

**UNOFFICIAL: Refer to University Catalog for current regulations and policies** [www.csulb.edu/catalog](http://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
<b>LOWER DIVISION REQUIREMENTS (33 units)</b>			
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		Recommended to apply to BFA
	Art 184. Foundation Life Drawing	Art 181	Recommended to apply to BFA
	Art 227. History of Animation (GE: D3)	Completion of GE A1 requirement; sophomore standing	
	Art 272. Drawing with Perspective	Art 130, Art 181	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	Recommended 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	
<b>UPPER DIVISION REQUIREMENTS (49 units)</b>			
Complete the following courses (12 units total):			
	Art 371A. Core Studio: Illustration - 1	Pre/Coreq: Art 130, Art 131, 181, 184, 287; AH 111A, AH 111B	
	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 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E	Refer to college catalog	
	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E	Refer to college catalog	
	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E	Refer to college catalog	
	Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E	Refer to college catalog	
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	
<b>BFA Specific Cohort Courses (19 units)</b>			
	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	Pre-Req: Art 391; Co-Req: Art 311. BFA Animation/Pre-Pro	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 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 (Pre-Production Track)

Fall 2024/Spring 2025

## Major Checklist

**Pre-production:** Students in this track will focus specifically on building skills for working in the pre-production phase of film, television and game projects. Some examples of pre-production art are: character design, storyboards, background painting, layout, visual development (which usually involves the visualization through illustration of environments, props, etc. in the early stages of a project, such as a film, episodic TV/Cable/Internet, or games), digital modeling (building 3D models digitally of characters, props, vehicles, and sets). Students will take courses with assignments geared specifically to these goals.

### Visual Development/Character Designers:

Art 271 Intro Studio: Illustration - Rendering  
Art 371B Core Studio: Illustration - 2  
Art 373 Costumed Figure Drawing  
Art 383 Core Studio: Painting - Life  
Art 385 Watercolor Painting  
Art 388 Core Studio: Painting - Color Theory  
Art 482 Advanced Studio: Illustration - Sequential

### CG Modelers/Stop Motion Fabrications

Art 363C Digital Fabrication Lab  
Art 367A Sculpture/4D: Mold Making  
Art 427 Advanced Studio: Animation - 3D CG 2  
Art 476 Experimental Animation

*\*Students in both **Pre-Production** 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.*