



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

Fall 2025/Spring 2026

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 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 GVAR Exam ****

BFA Program

| 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 (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.

If interested in applying to BFA in Pre-Production *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 Pre-Production 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 Pre-Production program. Completing sooner is not an option unless given permission by the Department Chair.

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



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

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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 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 (GE/D3) | 3 |
| ** Take GWAR Exam ** | | | |
| 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 | | |

BFA Program

| 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 (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 |

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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 Pre-Production 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 Pre-Production 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: Animation (Pre-Production 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. Found. 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 | | Recommended to apply to BFA |
| | Art 184. Foundation Life Drawing | Art 181 | Recommended to apply to BFA |
| | Art 227. History of Animation | 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 (Choose 1) | Pre/Coreq: One GE Foundation course | |
| UPPER DIVISION REQUIREMENTS (49 units) | | | |
| 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 (Choose 1) | Refer to college catalog | |
| | Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1) | Refer to college catalog | |
| | Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1) | Refer to college catalog | |
| | Art 271, 363C, 367A, 371B, 372, 373, 383, 385, 388, 394, 417, 427, 472, 476, 478, 482, 494B, or 499E (Choose 1) | 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 | |
| BFA Specific Cohort Courses (19 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 | 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 | 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)

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Major Checklist

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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.*