



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

Fall 2024/Spring 2025 Major  
3 Year Plan (Transfers) - 132 Units

UNOFFICIAL: Refer to University Catalog for current regulations and policies [www.csulb.edu/catalog](http://www.csulb.edu/catalog)

## Sequence of Major Requirements for Transfer Students

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

**Bold courses MUST be completed by end of 1st semester**

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

### Recommended Transferred Courses

Course	Units	Course	Units
<input type="checkbox"/> Art 130 Foundation Two Dimensional	3	<input type="checkbox"/> Art History 111C, 111D, 111E, 111F, or 111G (Formerly AH 112, 113A/B, 114, 116) (GE/C1)	3
<input type="checkbox"/> Art 131 Foundation Three Dimensional	3	<input type="checkbox"/> Art 181 Foundation Drawing	3
<input type="checkbox"/> Art History 111A Foundation Art History (GE/C1)	3	<input type="checkbox"/> Art 184 Foundation Life Drawing	3
<input type="checkbox"/> Art History 111B Foundation Art History (GE/C3)	3	<input type="checkbox"/> Art 287 Intro Studio: Painting	3

**\*\*If the above courses have not been completed, make sure to squeeze them into following semester plan**

Semester 1	Units	Semester 2	Units
Art 272 Drawing with Perspective	3	Art 391 Core Studio: Animation - Practices	3
Art 291 Intro Studio: Animation	3	Art 393 Core Studio: Animation - Design 1	3
Art 390 Drawing: Figures in Context	3	Art 371A Core Studio: Illustration - 1	3
Upper Division Art History (AH) (300-499 Level)	3		

### BFA Program Begins

Semester 3	Units	Semester 4	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
Art 311 Writing About Visual Art (GE/UD-C/Writ Intens) (Animation Section)	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	Art 227 History of Animation (GE/D3)	3

Semester 5	Units	Semester 6	Units
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.

#### 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

#### 82 CG Modelers/Stop Motion Fabrications

Art 363C. Core Studio: Sculpture - Digital Lab  
Art 367A Core Studio: Sculpture - Mold-making  
Art 427 Advanced Studio: Animation - 3D CG 2  
Art 476 Experimental Animation

#### Course requirements when applying to the BFA in Animation - Pre-Production track

Art 390 or Art 393 (only 1 must be completed); & Art 391 must be in progress or completed - at time of application

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