

Bachelor of Fine Arts in Art,
Option in Animation

(This new option was approved by the CSULB Academic Senate on November 17, 2022, approved by the President on November 21, 2022, and the CSU Chancellor's office on December 19, 2022.)

The BFA in Art, Option in Animation, provides students with essential knowledge and skills needed to succeed in the field of animation for film, game and media arts. The degree option offers a curriculum with emphasis on foundational principles, storytelling and experimentation.

The degree option in Animation begins the training using traditional methods and evolves to digital

- x ART 393
- x ART 402
- x ART 416
- x ART 418
- x ART 426

Additional Major Requirements (13 units)

Take all of the following:

- x ART 272
- x ART 291
- x ART 390
- x ART 491E
- x ART 494A or ART 499E

Major Support Requirements (12 units)

Take the following courses:

- x AH 111A
- x AH 111B
- x AH 111C or AH 111D or AH 111E or AH 111F or AH 111G
- x AZ d 311

Additional Supportive Requirement Units (9 units)

Take the following requirements:

- x ART 227
- x 6 units upperdivision Art History

Animation Track Specific Requirements (15 units)

Take the followig:

- x ART 394
- x ART 476

Select 9 units from the following:

- x ART 373
- x ART 392
- x ART 417
- x ART 427
- x ART 478
- x ART 494A
- x ART 494B

x ART 499E

Pre-Production Track Specific Requirements (15 units)

Take the following:

x ART 371A

Select 12 units from the following:

- x ART 271
- x ART 363C
- x ART 367A
- x ART 371B
- x ART 372
- x ART 373
- x ART 383
- x ART 385
- x ART 388
- x ART 394
- x ART 427
- x ART 476
- x ART 482
- x ART 494A
- x ART 494B
- x ART 499E

EFFECTIVE: Fall 2023

Academic Plan Code: ART_BF1101U1

Career: Undergraduate

CIP: 50.0102

CSU Code: 10017

College: 55, College of the Arts

Department: School of Art

Delivery: Face-to-Face

Non-STEM