Art (Animation), BFA

With a visual arts foundation and in-depth instruction in upper-level courses, you will be prepared for a flexible career in animation, entertainment media and arts.

Program Description

The BFA program in art with a concentration in animation prepares students to excel in this field. Animation students are provided an education that simultaneously sustains tradition and fosters innovation through embracing new visualization methodologies and tools with the potential to advance discoveries and insights across disciplines.

Upon completion of the program, graduates are able to demonstrate the technical and artistic abilities to create animations for exhibition in arts venues (galleries, museums, festivals, etc.) and in entertainment media-arts industries. They also are prepared to pursue advanced research in graduate animation programs.

The mission of the Herberger Institute for Design and the Arts is to create works of art, explore the history and traditions of art production, understand more about art's function in society and promote national and international recognition for research and creative activities while fostering cultural development in the community.

Students declare their Bachelor of Fine Arts concentration at the time of their ASU admission. Following admission, if students wish to change their Bachelor of Fine Arts concentration, they may meet with their School of Art academic advisor.

At a Glance

- **College/School:** Herberger Institute for Design and the Arts
- **Location:** Tempe
• Additional Program Fee: Yes
• Second Language Requirement: No
• First Required Math Course: Any math course that meets the MA designation.
• Math Intensity: General

Required Courses (Major Map)

2022 - 2023 Major Map
Major Map (Archives)

Concurrent Program Options

Students pursuing concurrent degrees (also known as a "double major") earn two distinct degrees and receive two diplomas. Working with their academic advisors, students can create their own concurrent degree combination. Some combinations are not possible due to high levels of overlap in curriculum.

Admission Requirements

General University Admission Requirements:
All students are required to meet general university admission requirements.
First-year | Transfer | International | Readmission

Change of Major Requirements

An ASU student who would like to change majors to one offered by the Herberger Institute for Design and the Arts must have a minimum cumulative GPA of 2.50.

Students should refer to https://changemajor.apps.asu.edu for information about how to change a major to this program.

Transfer Options

ASU is committed to helping students thrive by offering tools that allow personalization of the transfer path to ASU. Students may use MyPath2ASU™ to outline a list of recommended courses to take prior to transfer.

ASU has transfer partnerships in Arizona and across the country to create a simplified transfer experience for students. These pathway programs include exclusive benefits, tools and resources, and they help students save time and money in their college journey. Students may learn more about these programs by visiting the admission site: https://admission.asu.edu/transfer/MyPath2ASU.

Global Opportunities
Global Experience
With over 250 programs in more than 65 countries (programs vary in length, from one week to one year), study abroad is possible for all ASU students who wish to acquire global skills and knowledge in preparation for a 21st century career. Students earn ASU credit for completed courses, while staying on track for graduation, and they may apply financial aid and scholarships toward program costs https://goglobal.asu.edu/

Career Opportunities
Animators work within the realms of fine arts, design, cinema, television, video games, online media, augmented and virtual reality, scientific and data visualization, medical illustration, robotics and a range of other emerging fields.

Top job titles for those with an education in animation include:

- animator
- art director
- artist
- creative director
- designer
- graphic artist
- graphic designer
- multimedia designer

For the last several years, jobs for multimedia artists, animators, film and video editors have continued to trend upward nationally.

Career examples include but are not limited to those shown in the following list. Advanced degrees or certifications may be required for academic or clinical positions.

<table>
<thead>
<tr>
<th>Career</th>
<th>*Growth</th>
<th>*Median Salary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animator</td>
<td>4.1%</td>
<td>$77,700</td>
</tr>
<tr>
<td>Art Director</td>
<td></td>
<td>$97,270</td>
</tr>
<tr>
<td>Art Professor 🌟</td>
<td>5.6%</td>
<td>$69,690</td>
</tr>
<tr>
<td>Designer (General)</td>
<td></td>
<td>$63,750</td>
</tr>
<tr>
<td>Film Editor 🌟</td>
<td>21.6%</td>
<td>$67,250</td>
</tr>
<tr>
<td>Fine Artist</td>
<td>1.0%</td>
<td>$52,340</td>
</tr>
<tr>
<td>Graphic Designer</td>
<td></td>
<td>$53,380</td>
</tr>
<tr>
<td>Industrial Designer 🌾</td>
<td></td>
<td>$71,640</td>
</tr>
<tr>
<td>Performance Artist</td>
<td></td>
<td>$65,800</td>
</tr>
</tbody>
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TV/Movie Set Designer 1.2% $58,180

* Data obtained from the Occupational Information Network (O*NET) under sponsorship of the U.S. Department of Labor/Employment and Training Administration (USDOL/ETA).

🌞 Bright Outlook 🌿 Green Occupation

Contact Information

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