

Art (Animation), BFA

HIARTANBFA

Gain hands-on experience in 2D and 3D digital animation production and experimental moving images. In this program, you'll have unparalleled opportunities to study art, enabling you to reach the highest levels of research, learning, production and critical thinking.

Program description


In the Bachelor of Fine Arts program in art with a concentration in animation, students acquire a foundation of skills and knowledge that draws connections between traditional methods and emerging art practices. Animation students develop the ability to think critically and communicate through their art. Students learn a wide variety of approaches to advancing ideas and discourses, including 2D, 3D and stop-motion animation.

The curriculum emphasizes conceptual and material knowledge, interdisciplinary research and professional mentorship. Distinguished faculty provide expertise across an array of distinct areas within the field of contemporary art, including independent animation filmmaking, computer-generated imagery, machine learning, VR and XR. Capstone research courses guide students through the process of developing a portfolio of completed works and provide students with practical experience presenting art in a variety of professional contexts.

In addition to classroom learning, the program is enriched by arts organizations and cultural institutions, which enable students to build their professional network through fellowships, internships and residencies. The program is further augmented by [public events](#) supported by the School of Art galleries, the ASU Art Museum, the Ceramics Research Center and Archive, and Pyracantha Press.

Students should visit the animation [areas of study](#) page to learn more about the program. To engage the school's creative community, students can [subscribe](#) to the School of Art newsletters and follow the school on social media.

At a glance

- **College/school:** [Herberger Institute for Design and the Arts](#)
- **Location:** [Tempe](#)
- **Second language requirement:** No
- **STEM-OPT extension eligible:** No
- **First required math course:** MAT 142 - College Mathematics or any math course that meets the MATH designation.
- **Math intensity:** General 

Curriculum

[View 2025 - 2026 curriculum](#)

[View curriculum 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.

Accelerated program options

This program allows students to obtain both a bachelor's and master's degree in as little as five years. It is offered as an [accelerated bachelor's plus master's degree](#) with:

[Design \(Experience Design\), MSD](#)

Acceptance to the graduate program requires a separate application. Students typically receive approval to pursue the accelerated master's during the junior year of their bachelor's degree program. Interested students can learn about eligibility requirements and [how to apply](#).

Admission requirements

General university admission requirements:

All students are required to meet general university admission requirements.

[First-year](#) | [Transfer](#) | [International](#) | [Readmission](#)

Tuition information

When it comes to paying for higher education, everyone's situation is different. Students can learn about [ASU tuition and financial aid](#) options to find out which will work best for them.

Change of Major requirements

A current ASU student has no additional requirements for changing majors.

Students should visit the [Change of Major form](#) 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.

Program learning outcomes

Program learning outcomes identify what a student will learn or be able to do upon completion of their program. This program has the following program outcomes:

- Create artwork for exhibitions in galleries, museums and other commercial venues demonstrating technical artistic abilities and conceptual development.
- Demonstrate professional preparedness by developing a comprehensive toolkit for self-promotion that will position them for success in the field of art and design.
- Create a cohesive body of artwork organized and shared in a professional digital portfolio.

Global opportunities

Global experience

[Global Education programs](#) provide an opportunity for students to explore their creative side through an intercultural lens, deepen their understanding of the world and gain valuable career-building experiences. Study abroad can prove to be a vital accompaniment to any art concentration, allowing for broad historical and archaeological explorations. Students develop insight into the cultures and minds of some of the world's most notable artists when they experience the places that gave rise to specific artistic styles.

With more than 300 options available, Global Education programs give students a breadth of knowledge in arts and culture uniquely different from their own. Study abroad encourages students to broaden their intercultural sensitivity, communication skills and leadership ability, and develop their personal and professional self-confidence. Students who participate in global education programs learn to adapt and persevere, growing along the way.

Career opportunities

An art degree offers graduates a pathway to creative careers as artists, scholars and educators in the public and private spheres. Artists find employment opportunities as practitioners in the field through commercial galleries, public art commissions, private collectors and cultural institutions. Possible positions include museum or gallery professional, art dealer, art director, private art instructor, studio artist and community-based artist. Venues might include health care settings, nonprofit agencies, and local and national public arts. Other options for graduates include working at arts agencies and public art programs, gaining admission to prestigious graduate programs, and setting up their own art businesses. The skills acquired to produce art also have a wide variety of non-art applications.

Animation graduates work within the realms of film, television, special effects, games and game development, augmented and virtual reality, fine arts, design, illustration, robotics, and scientific and data visualization. In recent years, job opportunities for multimedia artists, animators, and film and video creators have consistently increased nationwide. ASU alumni have pursued diverse career paths as animators, storyboard artists, 3D modelers, concept designers, creative directors, graphic artists, multimedia designers and educators, among others.

Example job titles and salaries listed below are not necessarily entry level, and students should take into consideration how years of experience and geographical location may affect pay scales. Some jobs also may require advanced degrees, certifications or state-specific licensure.

Career	*Growth	*Median salary
<u>Animator</u> ☀️	8.2%	\$98,950
<u>Art Director</u> ☀️	6.1%	\$105,180
<u>Art Professor</u>	3.2%	\$77,280
<u>Designer (General)</u>	3.1%	\$65,390
<u>Executive Producer</u> ☀️	6.7%	\$85,320
<u>Film Editor</u> ☀️	9.4%	\$63,520
<u>Fine Artist</u> ☀️	5.2%	\$57,560
<u>Graphic Designer</u>	3.3%	\$57,990
<u>Performance Artist</u>	3.4%	\$69,760
<u>TV/Movie Set Designer</u> ☀️	7.3%	\$59,990

* 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](#)

Contact information

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