

Curriculum - Art (Animation), BFA

Catalog Year: 2025 - 2026 **General Studies Gold**

Degree: Bachelor of Fine Arts, BFA

College/School: [Herberger Institute for Design and the Arts](#)

Plan Code: HIARTANBFA

Minimum credit hours: 120

Upper division minimum credit hours: 53

Requirement	Minimum Grade	Credit Hours
Lower Division Concentration Requirements		
ART 111 Foundation Drawing	C	3
ART 113 Pictorial Investigations and Color Theory	C	3
ART 115 3D Design	C	3
ART 116 Introduction to Digital Media	C	3
ART 212 Figure Drawing for Animation	C	3
ART 217 Introduction to Computer Animation	C	3
ART 209 2D Digital Animation I	C	3
ART 248 3D Computer Imaging and Animation (QTRS)	C	3
ART 294 Topic: Introduction to Storyboarding OR ART 312 Illustration	C	3
Upper Division Concentration Requirements		
ART 309 2D Digital Animation II	C	3

Requirement	Minimum Grade	Credit Hours
ART 348 Animation Motion Studies	C	3
ART 350 Sound Design for Moving Images	C	3
ART 361 Junior Animation Projects I	C	3
ART 362 Junior Animation Projects II	C	3
ART 417 Storyboarding and Narrative Sequencing	C	3
ART 461 Animation Capstone I	C	3
ART 462 Animation Capstone II	C	3
Upper Division Animation Elective	C	15
AME 330 Digital-Physical Systems		
AME 410 Interactive Materials		
AME 436 Animating Virtual Worlds		
AME 444 Media Installations		
ART 312 Illustration		
ART 314 Intermediate Figure Drawing		
ART 317 Advanced Digital Photography		
ART 394 Topic: 3-D Digital Modeling		
ART 394 Topic: 3D Visual Effects		
ART 394 Topic: Graphic Narrative		
ART 394 Topic: Cinematic Animation - Unreal Engine		
ART 424 Stop Motion Animation		
ART 439 Studio Inquiry: Practice and Cultural Context		
ART 440 Experimental Video Art		
ART 449 Computer Animation and Video		

Requirement	Minimum Grade	Credit Hours
ART 494 Topic: Stop Motion Animation II		
ART 494 Topic: Time, Narrative & the Multiple		
ART 494 Topic: Visual Prototyping		
ART 494 Topic: Women/Art/Technology		
CPI 311 Game Engine Development		
CPI 321 Fundamentals of Game Art		
CPI 411 Graphics for Games		
CPI 421 3-D Modeling and Texturing		
FMP 325 Intermediate Visual Effects Compositing		
FMS 351 Emerging Digital Media		
FMS 354 Critical Studies in Animation		
FMS 394 Topic: Writing for Video Games		
FMS 409 Advanced Screenwriting		
FMS 442 Experimental Narrative		
FMS 494 Topic: Contemporary Television and New Media		
GIT 312 Computer Animation and Motion Graphics		
GIT 411 Visual Narrative in Motion Graphics		

School of Art Requirements & Electives

Upper Division School of Art Elective

C

6

ARA Elective

ARE Elective

ARS Elective

Requirement	Minimum Grade	Credit Hours
ART Elective		
ATP Elective		

Art History Requirements

ARS 101 Art from Prehistory Through Middle Ages (HUAD)	C	3
ARS 102 Art from Renaissance to Modernism (HUAD)	C	3
ARS 201 Art of Asia (GCSI) OR ARS 202 Art of Africa, Oceania, and the Americas (GCSI)	C	3
ARS 445 History of Animation	C	3
Upper Division ARS Elective	C	3

ASU 101 or College-Specific First-Year Seminar

ASU 101 or college-specific equivalent First-Year Seminar required of all first-year students.

ARA 101 ASU: The Art Experience	C	1
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First-Year Composition

ENG 101 First-Year Composition AND ENG 102 First-Year Composition OR ENG 105 Advanced First-Year Composition OR ENG 107 First-Year Composition AND ENG 108 First-Year Composition	C	6
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Notes

All baccalaureate degree students must fulfill university graduation requirements, including a minimum of 120 credit hours, with at least

45 credit hours in upper-division courses.

<https://catalog.asu.edu/undergraduatereq>

All undergraduate students must complete General Studies requirements. https://catalog.asu.edu/ug_gsr

Mathematics Placement Assessment score determines placement in first mathematics course.

Students should work with their academic advisor, and consider course prerequisites, in order to complete all degree requirements in four years.

General Studies designations listed next to courses were valid for the 2025 - 2026 academic year. Please refer to the course catalog for current General Studies designations at time of class registration. General Studies credit is applied according to the designation the course carries at the time the class is taken.