2021 - 2022 Major Map
Art (Animation), BFA

School/College: Herberger Institute for Design and the Arts
HIARTANBFA

Term 1 0 - 16 Credit Hours Critical course signified by ⬥	Hours	Minimum Grade	Notes
⬥ ARA 101: ASU: The Art Experience	1		• ARA 101: The Art Experience is required of all first-year art majors only
⬥ ART 111: Foundation Drawing	3	C	• Select your career interest communities and play me3@ASU.
⬥ ART 116: Introduction to Digital Media	3	C	
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
Mathematics (MA)	3		
Social-Behavioral Sciences (SB)	3		
Term hours subtotal:	16		

Term 2 16 - 31 Credit Hours Critical course signified by ⬥	Hours	Minimum Grade	Notes
⬥ ART 112: 2-D Design	3	C	• Join a student club or professional organization.
ARS 101: Art from Prehistory Through Middle Ages (HU & H) OR ARS 102: Art from Renaissance to Modernism (HU & H)	3	C	
ART 115: 3-D Design	3	C	
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)	3		
⬥ Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
Term hours subtotal:	15		

Term 3 31 - 47 Credit Hours Critical course signified by ⬥	Hours	Minimum Grade	Notes
ART 217: Introduction to Computer Animation	3	C	• Network in your career interest area.
2D Art Course	3	C	
Literacy and Critical Inquiry (L)	3		
Natural Science - Quantitative (SQ)	4		
Elective	3		

	Complete Mathematics (MA) requirement.			
	Complete First-Year Composition requirement.			
	Term hours subtotal:	16		

Term 4 47 - 63 Credit Hours Critical course signified by 🔶	Hours	Minimum Grade	Notes
🔶 ARA 240: Encounters with Contemporary Art	3	C	• ARA 240: Encounters with Contemporary Art is required for BFA majors; course only offered in spring. • Explore an internship.
ARS 201: Art of Asia (HU & H & G) OR ARS 202: Art of Africa, Oceania, and the Americas (HU & H & G)	3	C	
3D Art Course	3	C	
Lower Division Animation Elective	3	C	
Natural Science - Quantitative (SQ) OR Natural Science - General (SG)	4		
Term hours subtotal:	16		

Term 5 63 - 78 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ ART 346: 3-D Computer Imaging and Animation (CS)	3	C	• Art students cannot take ARA 311 or ARS 300. • Use Handshake to research employment opportunities.
ARS 445: History of Animation	3	C	
ART 417: Storyboarding and Narrative Sequencing	3	C	
ARA OR ARE OR ARS OR ART OR FSH Elective	3	C	
Upper Division Literacy and Critical Inquiry (L)	3		
Term hours subtotal:	15		

Term 6 78 - 93 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ ART 348: Animation Motion Studies	3	C	• Art students cannot take ARA 311 or ARS 300.
ARA 396: Professional Practices for Design and the Arts	3	C	
ART 308: 2D Digital Animation	3	C	
Upper Division Animation Elective (ART prefix only)	3	C	
ARS Upper Division Elective	3	C	
⭐ Complete Cultural Diversity in the U.S. (C) AND Global Awareness (G) AND Historical Awareness (H) course(s).			
Term hours subtotal:	15		

Term 7 93 - 108 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes

⭐ ART 461: Animation Capstone	3	C
Upper Division Animation Elective	3	C
ARS course (HU) Upper Division	3	C
ARA OR ARE OR ARS OR ART OR FSH Upper Division Elective	3	C
Elective	3	
Term hours subtotal:	15	

- Art Upper Division Elective course cannot be ARA 311 or ARS 300.
- Gather professional references.

Term 8 108 - 120 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ ART 482: Senior Exhibitions/Portfolio	3	C	
Complete 2 courses: Upper Division Animation Elective	6	C	
ARA OR ARE OR ARS OR ART OR FSH Upper Division Elective	3	C	
Term hours subtotal:	12		

- Art students cannot take ARA 311 or ARS 300.
- Complete ART 482 Senior Exhibitions/Portfolio and finalize portfolio.

Hide Course List(s)/Track Group(s)

2D Art Course	3D Art Course	Lower Division Animation Electives
ART 201: Photography I (HU)	ART 216: Intermedia Practices	AME 130: Prototyping Dreams (L)
ART 204: Photography II: Black and White	ART 218: 3D Tools	AME 210: Media Editing
ART 205: Photography II: Color	ART 231: Sculpture I	AME 230: Programming for the Media Arts (CS)
ART 206: Digital Photography I	ART 261: Ceramic Survey	AME 244: Introduction to Interactive Environments
ART 207: Digital Photography II	ART 272: Introduction to Metals and Jewelry	ARA 202: Understanding Photographs
ART 211: Drawing	ART 274: Wood I	ART 206: Digital Photography I
ART 214: Figure Drawing	ART 276: Introduction to Textiles	ART 207: Digital Photography II
ART 223: Painting	FSH 202: Fashion Construction	ART 211: Drawing
ART 227: Watercolor		ART 216: Intermedia Practices
ART 253: Introduction to Printmaking		ART 218: 3D Tools
FSH 203: Fashion Illustration		ART 244: Introduction to Interactive Environments
		CPI 111: Game Development I (CS)
		CPI 211: Game Development II
		FMP 201: Film: The Creative Process I (HU)
		FMP 225: Introduction to Visual Effects
		FMP 240: Introduction to Animation for Film

FMP 255: Media Authorship (CS)

FMP 261: Principles of Screenwriting

FMP 280: Introduction to Film and Media Production

FMS 100: Introduction to Film and Media Studies (HU)

FMS 110: Introduction to New Media (HU)

FMS 209: Screenwriting Fundamentals

GIT 211: Introduction to Video Game Art

Upper Division Animation Elective
AME 330: Digital-Physical Systems
AME 410: Interactive Materials
AME 444: Media Installations
AME 494: Animating Virtual Worlds
ARA 309: Photography Now
ART 300: Photo Editing: Narrative/Non-Narrative
ART 311: Intermediate Drawing
ART 312: Illustration
ART 314: Intermediate Figure Drawing
ART 317: Advanced Digital Photography
ART 323: Intermediate Painting
ART 325: Figure Painting
ART 331: Sculpture II
ART 332: Sculpture III
ART 394: 3D Visual Effects
ART 394: Fantasy Figure Foam Carving
ART 411: Drawing IV
ART 424: Stop Motion Animation
ART 428: Video and Sound as Sculptural Materials
ART 438: Moving and Interactive Systems in Sculpture
ART 439: Intermedia Studio
ART 440: Experimental Video Art
ART 449: Computer Animation and Video
ART 494: Time, Narrative & the Multiple
ART 494: Visual Prototyping
ART 494: 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: Guerilla VFX

FMS 351: Emerging Digital Media

FMS 354: Critical Studies in Animation

FMS 394: Writing for Video Games

FMS 409: Advanced Screenwriting

FMS 442: Experimental Narrative (HU)

FMS 494: Contemporary Television and New Media

GIT 312: 3-D Computer Graphics Modeling and Representation (CS)

GIT 411: Computer Animation

Notes:

- First-Year Composition: All students are placed in ENG 101 unless submission of SAT, ACT, Accuplacer, IELTS, or TOEFL score, or college-level transfer credit or test credit equivalent to ASU's first-year composition course(s), determine otherwise. Students on Polytechnic, Downtown Phoenix and West Campuses are encouraged to complete the Directed Self-Placement survey to choose the first-year composition option they believe best suits their needs. Visit: https://cisa.asu.edu/DSP
- Mathematics Placement Assessment score determines placement in first mathematics course.

Total Hours: 120
Upper Division Hours: 45 minimum
Major GPA: 2.00 minimum
Cumulative GPA: 2.00 minimum
Total hrs at ASU: 30 minimum
Hrs Resident Credit for Academic Recognition: 56 minimum
Total Community College Hrs: 64 maximum

General University Requirements Legend

General Studies Core Requirements:

- Literacy and Critical Inquiry (L)
- Mathematical Studies (MA)
- Computer/Statistics/Quantitative Applications (CS)
- Humanities, Arts and Design (HU)
- Social-Behavioral Sciences (SB)
- Natural Science - Quantitative (SQ)
- Natural Science - General (SG)

General Studies Awareness Requirements:

- Cultural Diversity in the U.S. (C)
- Global Awareness (G)
- Historical Awareness (H)

First-Year Composition

General Studies designations listed next to courses on the major map were valid for the 2021 - 2022 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.