2022 - 2023 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 | C | • ARA 101 ASU: The Art Experience is required of all first-year art majors only. <br> • Select your career interest communities and play me3@ASU. |
| ART 111: Foundation Drawing | 3 | C | |
| 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 |
|---|---|---|---|
| ARS 101: Art from Prehistory Through Middle Ages (HU & H) OR ARS 102: Art from Renaissance to Modernism (HU & H) | 3 | C | • Join a student club or professional organization. |
| ART 113: Pictorial Investigations and Color Theory | 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. |
| ARS 201: Art of Asia (HU & H & G) OR ARS 202: Art of Africa, Oceania, and the Americas (HU & H & G) | 3 | C | |

| | Hours | Minimum Grade | Notes |
|---|---|---|---|
| 3D Art Course | 3 | C | • Explore an internship. |
| 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. |
| ARS 445: History of Animation | 3 | C | • Use Handshake to research employment opportunities. |
| 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 subject 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 I | 3 | C | • Art Upper Division Elective course cannot be ARA 311 or ARS 300. |
| Upper Division Animation Elective | 3 | C | • Gather professional references. |
| 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 | | |

| Term 8 108 - 120 Credit Hours Necessary course signified by ⭐ | Hours | Minimum Grade | Notes |
|---|---|---|---|
| ⭐ ART 461: Animation Capstone I OR ART 462: Animation Capstone II | 3 | C | • Art students cannot take ARA 311 or ARS 300. |
| Complete 2 courses: Upper Division Animation Elective | 6 | C | • ART 461 may be taken a second time. |
| ARA OR ARE OR ARS OR ART OR FSH Upper Division Elective | 3 | C | |
| Term hours subtotal: | 12 | | |

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

| 2D Art Course | 3D Art Course | Lower Division Animation Electives |
|---|---|---|
| ART 121: Introduction to Photography I | ART 216: Contemporary Art in Practice: Methods, Making, Meaning | AME 130: Prototyping Dreams (L) |
| ART 122: Introduction to Photography II | ART 218: 3D Tools | AME 210: Media Editing |

ART 123: Introduction to Photography for Nonmajors (HU)

ART 206: Digital Photography I

ART 207: Digital Photography II

ART 211: Drawing

ART 214: Figure Drawing

ART 223: Painting

ART 227: Watercolor

ART 253: Introduction to Printmaking

FSH 203: Fashion Illustration I

ART 231: Sculpture I

ART 261: Ceramic Survey

ART 272: Introduction to Metals and Jewelry

ART 274: Wood I

ART 276: Introduction to Textiles

FSH 202: Fashion Construction

AME 230: Programming for the Media Arts (CS)

AME 244: Introduction to Interactive Environments

ARA 202: Understanding Photographs

ART 206: Digital Photography I

ART 207: Digital Photography II

ART 211: Drawing

ART 216: Contemporary Art in Practice: Methods, Making, Meaning

ART 218: 3D Tools

ART 235: 3D Tools for Sculptors

ART 244: Introduction to Interactive Environments

ART 294: Worlds Within Worlds

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: 3D Media Production

Upper Division Animation Elective

AME 330: Digital-Physical Systems

AME 410: Interactive Materials

AME 444: Media Installations

AME 494: Animating Virtual Worlds

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: 2D Digital Animation II

ART 394: 3-D Digital Modeling

ART 394: 3D Tools for Sculptors II

ART 394: 3D Visual Effects

ART 394: Fantasy Figure Foam Carving

ART 411: Advanced Drawing

ART 424: Stop Motion Animation

ART 428: Video and Sound as Sculptural Materials

ART 438: Moving and Interactive Systems in Sculpture

ART 439: Studio Inquiry: Practice and Cultural Context

ART 440: Experimental Video Art

ART 449: Computer Animation and Video

ART 494: Stop Motion Animation II

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: Computer Animation and Motion Graphics (CS)

GIT 411: Visual Narrative in Motion Graphics

**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 2022 - 2023 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.