2024 - 2025 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. • 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 (MATH)	3		
Social and Behavioral Sciences (SOBE)	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 (HUAD OR HU & H) OR ARS 102: Art from Renaissance to Modernism (HUAD OR HU & H)	3	C	• Join a student club or professional organization.
⬥ ART 217: Introduction to Computer Animation	3	C	
ART 113: Pictorial Investigations and Color Theory	3	C	
ART 115: 3D 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	
⬥ 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
⬥ ARS 101: Art from Prehistory Through Middle Ages (HUAD OR HU & H) OR ARS 102: Art from Renaissance to Modernism (HUAD OR HU & H)	3	C	• Develop your skills.
⬥ ART 346: 3D Computer Imaging and Animation (QTRS OR CS)	3	C	
ART 212: Figure Drawing for Animation	3	C	

	Hours	Minimum Grade	Notes
ART 308: 2D Digital Animation I	3	C	
Scientific Thinking in Natural Sciences (SCIT)	4		
⚠ Complete Mathematics (MATH) requirement.			
Complete First-Year Composition requirement.			
Term hours subtotal:	16		

Term 4 47 - 63 Credit Hours Critical course signified by ⚠	Hours	Minimum Grade	Notes
⚠ ARS 201: Art of Asia (GCSI OR HU & H & G) OR ARS 202: Art of Africa, Oceania, and the Americas (GCSI OR HU & H & G)	3	C	• Explore an internship.
ART 294: Introduction to Storyboarding OR ART 312: Illustration	3	C	
ART 309: 2D Digital Animation II	3	C	
ART 348: Animation Motion Studies	3	C	
Scientific Thinking in Natural Sciences (SCIT)	4		
Term hours subtotal:	16		

Term 5 63 - 78 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ ART 361: Junior Animation Projects I	3	C	• Art students cannot take ARA 311. ARS 100, or ARS 300.
ART 417: Storyboarding and Narrative Sequencing OR ART 350: Sound Design for Moving Images	3	C	• Use Handshake to research employment opportunities.
Upper Division Animation Elective	3	C	
American Institutions (AMIT)	3		
Governance and Civic Engagement (CIVI)	3		
Term hours subtotal:	15		

Term 6 78 - 93 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ ART 417: Storyboarding and Narrative Sequencing OR ART 350: Sound Design for Moving Images	3	C	• Art students cannot take ARA 311 or ARS 300.
ARS 445: History of Animation	3	C	
ART 362: Junior Animation Projects II	3	C	
Upper Division Animation Elective	3	C	
Sustainability (SUST)	3		
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. • Gather professional references.
Upper Division Animation Elective	3	C	
ARS Upper Division Elective	3	C	
ARA OR ARE OR ARS OR ART OR FSH Upper Division Elective	3	C	
Elective OR ART 484: Internship	3		
Term hours subtotal:	15		

Term 8 108 - 120 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ 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	
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)

Upper Division Animation Elective

AME 330: Digital-Physical Systems

AME 410: Interactive Materials

AME 444: Media Installations

AME 494: Animating Virtual Worlds

ART 312: Illustration

ART 314: Intermediate Figure Drawing

ART 317: Advanced Digital Photography

ART 394: 3-D Digital Modeling

ART 394: 3D Visual Effects

ART 424: Stop Motion Animation

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: Intermediate Visual Effects Compositing

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

- **Total Hours:** 120
- **Upper Division Hours:** 45 minimum
- University Undergraduate Graduation Requirements

Notes:

Mathematics Placement Assessment score determines placement in first mathematics course.

General Studies designations listed next to courses on the major map were valid for the 2024 - 2025 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.