**ADVISORY COMMITTEE advisors**

**for the**

**3d Modeling & Animation Certificate program**

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| Koy VanoteghemEnvironment Artist Blind Squirrel GamesHome address:1525 Fair Park AvenueLos Angeles CA 90041 | Xavier CotonSenior Animator Frame Machine, Santa Monica, CAHM:4961 Sara LaneLaguna Hills CA 92653 | Kan ChungCharacter 3D Artist Blizzard Entertainment 127 Cartier AisleIrvine CA 92620 | Josh CushmanSenior Architectural Visualization Artistsjmcushman@aol.com(could not attend but provided feedback via e-mail) |
| Christian Gonzales3D Artist/Special EffectsFuse FX 3113 West Riverside DriveBurbank, CA 91505 | Jason Shum Senior AnimatorReady at Dawn, Irvinejasonshum@gmail.com | William fisherCFOQuick Silver Software, Irvine, CA | John AlvaradoDesigner/programmer/tech directorBlind Squirrel Games233-3444 |
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**spring 2017 The meeting agenda**

1. Introductions (over dinner)
2. Discussion on the status of the SAC certificate program (20 min.)
3. Briefing of the proposed new curriculum with a description of smaller unit certificate options. ( 20 minutes)
4. Advisory member’s suggestions for current and proposed program (60 minutes)
	1. What you’ve found in existing educational programs that works
	2. suggestions for new classes not yet offered
	3. what you wished you learned in school

ii) what you wish you could find in entry-level hires

* 1. emerging areas of need
	2. what’s the future (job prospects) for 3d artists/entertainment artists

iiv) suggestions for equipment/software

**comments on sac’s 3d modeling and animation program**

Xavier Coton:

I believe it is critical to allow the students to repeat Art197A 3D Animation Fundamentals, and Art165 3D Character Animation if they wish to break into the animation field. Specifically. Two semesters is not enough time. Administration needs to allow repeatability.

Koy Vanoteghem:
Yes, I agree with Xavier. Your program seems super strong, however I’d allow the students to take more classes on the topics you already have. Offer intermediate and advance electives on the same topics you already have.

Christian Gonzales:
When I was a students at SAC, by being allowed to take my 3d classes more than once enabled me to get to the level I needed to get to in order to be ready for the industry. You’ve got to allow students to repeat the classes!

*John Alvarado:*

*Your new Game Design and Development Course is quite valuable to allow the students to apply their skills to actual projects, and gain more experience in working in teams.*

*(All present were in agreement with the above comments.)*

**suggestions for new classes not yet offered**

Kan Chung:

A class or two in digital painting and concept development would be valuable

I do not see that the answer is to offer more certificates. I see the answer is in offering more advance levels of what you are already teaching.

Xavier Coton

*Again I say that I do not suggest new classes as much as I say you need to allow students to repeat the classes. The subjects are way too complicated to only allow students one semester each!*

*John Alvarado:*

 *The classes you have listed are sound. I encourage you to also include advance level course in the topics already covered.*

*(All present were in agreement with the above comments.)*

**what you wished you learned in school**

Group answer:
You’re teaching it; how to model, animate, texture, and light!

Xavier Coton:

Yes, and character rigging

*John Alvarado:*

 *Team work*

**what you wish you could find in entry-level hires**

Group answer:

* Experience working in a team environment
* Entry-level applicants who have already made a complete game [with a team or alone]
* Organizational skills, using naming conventions
* Articulate; knows how to communicate clearly with others
* Reliable
* Sound foundation of fundamental arts skills: drawing, good proportion of objects, knowing what looks real and cool-looking

**emerging areas of need**

Josh Cushman:

Entrepreneur skills; this is important because many people may not be able to get a job and will have to manage their own business affairs as a permanent freelancer…or start their own companies. And even if they can get hired, they can potentially make more money working independently.

Christian Gonzales:
Concept development skills, and project management

William fisher:
Knowing how to manage a project and team of people

Remaining Group: (not sure.)

**what’s the future (job prospects) for 3d artists/entertainment artists**

William fisher:
Be prepared to travel and even work in India and Asian countries. We will continue to work with foreign countries for some of our labor force and we will need artists here it go over there to help oversee the projects and train.

Application of interactive media in advertising and education

William fisher:

Electronic books…the “book” in general is going to become a multimedia experience more and more.

Developing games for education, advertising, medical and industrial markets

John Alvarado:

Designers who also can do another role like programming, modeling, and animation, and who can lead others. [Project management]

Remaining Group: (More of the same jobs that are already in existence.)

**WHAT SPECIAL TOOLS DO YOU USE FOR TEXTURE CREATION?**

Koy Vanoteghem:

* ZBrush
* Mari
* Photoshop

Chung Kan:

* Mari [http://www.thefoundry.co.uk/products/mari/](https://remote.rsccd.edu/products/mari/%2CDanaInfo%3Dwww.thefoundry.co.uk%2B)
* Bodypaint: [http://www.maxon.net/products/bodypaint-3d/why-this-package.html](https://remote.rsccd.edu/products/bodypaint-3d/%2CDanaInfo%3Dwww.maxon.net%2Bwhy-this-package.html)
* and of course photoshop!
* 3D Coat
* Substance Painter

*(The majority present were in agreement with the above comment, or did not know because it is not their specialty.)*

**SUMMARY OF COMMITTEE RECOMENTATIONS**

**Recommended software to teach:**

Definitely:

* Adobe Photoshop
* Unity Game Engine - for students to import models into and create actual game levels
* 3DS Max - upgrade every three years (at least)
* Substance Painter
* 3D Coat
* Game Salad