

**3D Animation & Visual Effects  
Advisory Committee Meeting  
October 28, 2010**

Advisory members were asked to provide feedback on the following:

**Emerging Trends/New Skills:**

- Render farm management for a variety of systems. Skills would include managing submission of jobs as well as the systems.
- Manufacturing may need 3D Modelers. Students can adapt current modeling skills and train for specific jobs related to engineering, architecture, product development, etc. Government is now using Revit Building Design software for modeling equipment and submission of bids. Instruction in Revit is more closely associated with the Autocad program; however, 3D students may transfer current skills and training and apply for these types of jobs as well.
- Web-based interactive 3D (Unity 3D) Visit [Safety3d.com](http://Safety3d.com) for examples.
- Nuke (node-based compositing)
- Motion capture – understanding, some experience would be good for students. Concerning a motion capture studio, Oklahoma industries are approximately two years out, but it is not too early to plan for an area designated for this purpose.
- OpenEXR format
- Autodesk Match Mover

**Suggestions for changes to existing program requirements and training:**

- In the 2D animation course, students would benefit most from developing a wire frame of a speaker, tractor parts, etc., items that apply to jobs in Oklahoma. The animation could identify elements of equipment as it is assembled, etc.
- Entry level jobs are still migrating to Shanghai and Korea. Students need cross-training in all areas. Provide a more holistic view of pipeline. The infiltrator project offers this for students.
- Continue to require a final project at end of each course. The spring portfolio showcase will be good for the students.
- Diversity is important – Encourage students to use skills in different ways.
- Students will continue to need some programming, low poly modeling, texturing, etc., depending upon career major.
- Integrate Maya with sound effects and live action video.
- Remove training in Maya Fur, Maya Muscle; training time could be better spent in other areas.
- Continue to incorporate the visual guides, drawing fundamentals, twelve principles of animation, beginner's guides, etc. All are good primers for students.
- Replace Integration of After Effects with Flash training to MatchMover.
- Add multi-layer compositing

**Other Suggestions:**

- Entry level positions are still moving to Shanghai, Korea. Students need a holistic view – know how everyone plays. Less specialization. Do more with less.
- Teamwork, a lot of emphasis on time management for short deadlines projects. There should be no time spent arguing who does what – teamwork is important and necessary.