

**3D Animation & Visual Effects
Advisory Committee Meeting
May 5, 2011**

Advisory members reviewed the proposed curriculum outline for 2011-12 and made the following comments and suggestions:

- The Special FX Technician career major to be added for next year will be beneficial in helping students who can attend only one year and are college-bound to experience various aspects of 3D animation and motion graphics, be a program completer, and should result in better preparation to select a college major, according to strengths and likes.
- Upon completing tutorials, students should be encouraged to do the tutorial again, creating their own project, using examples of what has been done by others as inspiration. Students should take the essence of the training and submit their own version, according to specified guidelines designed to assure skills learned are demonstrated. This process will be more beneficial for portfolios since they will be the owners of the work.
- Digital Juice has a Compositor's Toolkit library with visual effects that would be beneficial to students.
- Training Pro 3D is utilizing Unity 3D in development of its interactive 3D training simulations. Incorporating Unity 3D into the curriculum has been suggested in previous meetings.

Curriculum review & suggestions:

Visual Illustration Tools/Applications – Creative Character Explorations tutorials teach students to generate character ideas based on shapes. This could help with the **drawing** portion of the training. Mastering the foundation skills, including **color typography, design**, etc., is very important. Additional training will include **Illustrator** and **Photoshop**. Students will conclude the course with a better understanding of how to create a character for animation through **concept design and storyboarding**.

Digital Animation - Visual storytelling and storyboarding will be emphasized as students work with **cameras employing various shots and angles** to tell a story with a beginning, middle, and an ending. Additional foundation skills covered essential for success include the twelve **principles of animation**. Students will apply these skills through **2D character animation** and/or ActionScript **programming**.

Applied Principles of Animation – Curriculum will be updated to 2012 and will offer a foundation and better understanding of the capabilities of **Maya**, including modeling, texturing, materials, animation, lighting, and rendering. Through completion of this training, students gain experiences that will enable them to target a career major in accordance with their preferences.

Motion Graphics & Visual FX - After Effects and Mocha will be the primary tools for this course and various plug-ins will be provided to aid students. Students will conclude the course with experience **integrating After Effects with Maya and/or Flash**, depending upon their career major.

3D Modeling Techniques – Architectural Previsualization will provide students with experience that may provide more employment opportunities as students transfer modeling skills to suit a variety of needs. Students will also receive training in **UVs, shading networks, modeling** experiences, **mental ray**, and **rendering**.

Enhanced Modeling Techniques – Students will become familiar with **ZBrush**, and the course will conclude with a workflow emphasizing **Pipeline Integration with Maya and ZBrush**.

Non-Linear Editing for Motion Graphics – Training in Final Cut will be enhanced with compositing skills utilizing **Nuke** and **Composite**.

3D Animation – Character rigging and animation will be covered. The course will conclude with training in **Unity 3D and its integration with Maya**.

Dynamics & Special FX for Motion Graphics – will include training in **nParticles, NCloth, Fluids**, and will conclude with MEL or Python **scripting**.

Advanced Motion Graphics & Digital Compositing – will feature training in **Stereoscopic 3D** in After Effects and Maya, and will conclude with **Matchmoving** and **Compositing**.

Creative Design & Digital Marketing Techniques – Will provide time for **Portfolio** Development; additional experience in knowledge of **branding** and **copyright**, and an introduction to **Personal Marketing** and **InDesign**, and will conclude with **certifications** and preparations for entry into the **workforce**.

Career Experience – **On the Job training, shadowing** opportunities, **internships** for eligible students.