

## 3D Animation/Visual Effects

Advisory Committee Meeting

April 8, 2009

Meeting started at approximately 9 am and ended by 10:15 a.m. Attendees: Akram Taghavi-Burris, Brian Burcham, Piyush Patel, Brooks McGinnis, Don Pope, Pat Howard, and Dana Myers.

The following suggestions were made:

- Students need to learn to follow guidelines/creative briefs dictated by employer/client, including file-naming conventions. Students should understand there is not much freedom allowed in industry to follow personal design preferences.
- Be sure students have a strong foundation of skills, including color and design theory, animation principles, an understanding of the parts of a story and how to tell a story well, etc. Knowledge of these principles are valued over knowledge of specific tools. Principles are all the same. Tools vs Principles--principles are most important. Spend enough time on theory behind tools and skills needed.
- Exposure to a variety of applications is helpful in teaching students to transfer skills; however it was noted it is better to specialize. Competency of work is much preferred to breadth of knowledge when hiring and reviewing portfolios.
- Members noted it was good the portfolio course, Creative Design and Digital Marketing Techniques, was moved to the end of the training. The size of digital portfolio does not matter, but quality definitely does. For good examples of 3D portfolios, search YouTube, Vimeo, Vancouver Film School. Be sure students learn to prepare video/demo reels to include these delivery options. Members would like to see examples of FT student portfolios at the next meeting.
- Students need to actively participate in forums and perform troubleshooting tasks to figure out problem. Give them an “impossible” problem and let them try to solve it. Build forums, troubleshooting into final projects.
- It was suggested the short-term classes consider offering training for video storage techniques, a very popular topic.
- The Career Major Animator should be called 2D Animator for clarification.
- The following changes were suggested for the Career Major 3D Modeler:
  - Be sure Modeler has knowledge of role w/in pipeline
  - Move rigging duties to 3D Animator
  - Add UV Layout
  - Add Rendering – lights/materials/final output
- Think about specializing further. Welding and automotive industries do this. Within character modeling, may need to consider organic/non-organic specialists. Current trends indicate entry level spots are being transferred

overseas—particularly for gaming; only specialists and/or those with highly technical skills needed. Are we specialized enough? In the future demand will be for those with more concentrated skills. Consider application of skills for medical, legal, marketing/advertising, real estate, other industries besides gaming industry.

- For all career majors, be sure Photoshop training emphasizes video related editing, not print-based editing. Cover alpha channels.
- Applied Principles of 3D Motion Graphics should be changed to be Applied Principles of Animation. Include history, animation principles, and an overview of hand sketching in this course.
- Non-Linear Editing for Motion Graphics – Tools should include Final Cut Pro and Motion with the ability to output in a variety of formats. Final project could be a branding package for a fictional program. Create a lower third, etc.
- Rendering and Scripting should be incorporated into a new class and/or existing classes.
- 3D Animation course should include rigging techniques.
- Final Project for Advanced Effects for Motion Graphics– clean up rotoscoping/tracking, sky replacements, sign removal; Utilize Mocha.
- Additional changes to courses, descriptions, content, and projects have been highlighted in the documents attached to these minutes.

Announcement: Oklahoma City Community College is sponsoring the Oklahoma Electronic Game Expo on April 11 and all are invited.

Following the advisory committee meeting, the skills standards for Motion Graphics Artist were reviewed and the following suggestions were made:

- Recommended it be moved to 3D area
- Added New Duties
- Revised Existing Duties/Tasks as needed

The committee started the process of formulating skills standards for 3D Modeler and 3D Animator. After some discussion, it was determined committee members will work virtually, completing a draft for all duties and tasks by May 1. Kerry Eades will compile these suggestions and e-mail to the group. A follow-up meeting will be held at Francis Tuttle on May 19 to finalize these skills standards.