

3D Animation & Visual Effects
Advisory Board Meeting
October 19, 2012

Attending: Piyush Patel, Jeff Price, Terry Wallace, Linda Lindsey, Jennifer Haile-Egbert, Stephanie Moore, Ben Stone, Wes Davis. Absent: Brooks McGinnis.

Curriculum Suggestions

- Slowly omit Flash. Windows 8 may not play. Switch content with Applied and Digital. Intro to Mocap here.
- Non-Linear Video Editing – moving away from shorts; no one can finish. Focus on skills. Try not to get away from storytelling; specialize more in strengths. Technician role – emphasize over shorts. Mobile Device & Apps – already covered in Programming and Software Development. Add compression. Students need a better grasp on audio, not a big course, but sample rate, quality compression, not a 16k mp3. Publish – basic group of audio. Background noise removal. Make it sound clean. Would be great for animators.
- Advanced Motion Graphics – take out MotionBuilder; move to Motion Graphics & Visual FX.
- In Design – take out from Creative Design & Digital Marketing Techniques course
- 2D Animation – still using some Flash; keep some; still majority of multimedia on web, if not video. Silverlight didn't replace Flash. Not a Web discussion – no flash-based sites. Halliburton 5' animation, but 3 mb they want to email and put on a site. No other tool can do this.
- Two years out – prepare for future. Adobe Edge may be a good solution in the future. Currently in Beta. HTML 5/Animation. May have interactivity. Might look at this.
- Consider Unity for training and visualization
- 3d Printers - shapeways; jewelry print characters. Starting to get requests for 3D printing; more technical. Drilling, medical & oil.
- Stop Motion; Coraline
- Motion Graphics – doesn't match w/gaming. Gaming class? Cry Engine; Intro to gaming? Not as much modeling; too much shift gaming or animation; these don't cross.
- Can also add Mudbox before doing ZBrush. Makes ZBrush easier to learn.
- Nuke in compositing course or motion graphics. Note, tracking, green screen
- Dynamics & Special FX - Consider Real Flow here.
- Consider training for 3D Scanners.
- Consider adding a Character Development class.

Piyush – be cautious about certification emphasis! Autodesk certifications, hard to pass and costly.

Members planned Pixlfest presentations for the remainder of the meeting.