Date and time of the meeting
2/2/2015

Location: El Torito, Covina CA
Meeting time: 1pm – 3:30pm

Names of the meeting participants
Taber Dunipace, Animator
Mario Rivas, Disney Artist
John Justiniano, Game Designer
Teod Tomlinson, Animator
Kishore Vijay, Animator
Hector Rivas, Professor
Sunil Thankamushy, Professor

Welcome and Introductions
We all introduced ourselves focusing on our Animation and Gaming backgrounds.
Hector gave an introduction to our program at MtSAC, including the structure of the three certificates, and the degree. He also made clear the purpose of the advisory committee: to advise us on program effectiveness, equipment recommendations, and facilities.
Hector and Sunil shared to the committee news of the following:

a. Game Fest 2014
b. New Prof.Sunil Thankamushy
c. Former students whom are now working in the A&G industry

DISCUSSIONS HELD

1. Equipment
The softwares the advisers recommended to stay competitive and at par with other entry level workers in the industry are: Maya, Z brush, Photoshop, After effects and Premiere.
It was the opinion of the advisers that animation computers needed 16Gigs of RAM for effectiveness.
3D printers were discussed as a creative way to present student work in the next Game Fest, or other shows presenting our

program. 3D printers would bring student's digital work to reality and would boost up their portfolios. Seeing 3D printed models of game characters or props could engaging the minds of potential new students, in addition to improving the presentation of the game itself.

2. Posters

The advisers were in agreement regarding the idea of using large posters to highlight successful students of the program in the hallways to motivate current and potential students of the program.

Printing these would help our in-reaching efforts with in our program.

3. Monitors

The advisers were in agreement with the idea of 'Times Square' style monitors in the lobby area of Bldg 13, to promote the programs, highlight reels, and provide information of class listings.

4. Staffing

Student workers are considered an essential part of the success to our program.

Advisors agreed that an extended lab hours would be ideal for our program. Animation and gaming projects require quite a bit of hours developing digital art, animation, and programing. A 24/7 lab would be a fabulous addition.

5. Web presence

Kishore mentioned Ringling school, and other schools who publish outstanding student work online and develop a community around it.

6. Internships

We discussed the internship program. Hector discussed the ANIM 137 program.
The advisers agreed that internships were a good component in student development, and that studios in general still were open to have internship opportunities with schools.

7. Mentorships
Sunil described the mentorship idea: matching top level students with industry professionals who could provide a level of mentorship. The advisers were in agreement that this could help motivate students more, and also boost the profile of the program in the industry.
The advisers recommended attaching an hourly fee, to compensate for the mentors time, to make this successful and viable.

8. Entry-level jobs
We discussed at length entry level jobs in the gaming, and animation industry. The various areas the advisers pointed out as typical entry level jobs were: building props, animating background characters etc.
'Short term contracts' from 2 to 4 months were mentioned as typical career starter jobs. It was explained that these happen at the tail ends of big projects.
One of the methods for our students to enter the job market is to apply directly to the animation and gaming companies.

Advisors suggested we tell our students that key points for them to stand out are as follow:

1. Punctuality
2. Helpful attitude
3. Be grateful
4. Show initiative
5. Humble yet determined
6. Take direction well
7. Work hard
8. Continued work on personal portfolios

9. How to look for job
This took up a good portion of the discussion.
The various strategies the advisers gave were:
Apply directly
Meet recruiters at events (identified as particularly invaluable)
Look at movie and game credit lists, identify recruiters and leads from it, write it down, use the information to approach them.
Cold call

Sending resumes (this was identified as a not-so-effective method, due to the sheer bulk of papers studios typically recieve) Commercial houses were talked about as an under-looked area for jobs.

10. The areas where jobs existed

The advisers came up with a list of areas where animation and modeling jobs existed, in addition to games and the mainstream animation industry:
Architectural viz
Medial viz
Legal viz

11. 3D Animation program- changes

Sunil outlined to the advisers, the refinements he has been making to the 3D animation program; particularly to condense the program into shorter-units and to provide students a well rounded education.
The advisers studied the proposal and agreed to the changes.

We discussed game programming as class in the animation certificate. After some discussion, the general agreement was to keep it as an elective. We would however, need to find a class offered by the Computer Science program, without electives for this purpose.

It was noted by Kishore that since students normally are not expected to be at an 'advanced' level of animation or modeling knowledge even after two years of education, it would be more appropriate to name the ANIM 145 Advanced 3D modeling to, Intermediate 3D modeling; and the ANIM 146 Advanved character animation to, Intermediate character animation.

It was also recommended that a class be taught that introduced students to cinematography/camera/editing techniques. On more discussion the general consensus was to either add a class for this, find appropriate classes from the TV program or to teach the principles of cinematography/camera/editing techniques in the character animation classes.

<u>A partial list of the changes outlined:</u>

Animation- Degree: Suggested modifications were approved.
Animation- Tradigital Certificate: Suggested modifications were approved.
Animation- Game and Interactive Multimedia Design: Suggested modifications were approved.
3D Animation certificate: Suggested modifications were approved.
Added game programming class as an elective
Reduced the number of units in the certificate
Added an intro to 3D character animation class
Added advanced 3D character animation class
Removed ANIM 132 intermediate modeling class
Change name of ANIM 145 - Intermediate 3D modeling
Change name of ANIM 146 - Intermediate character animation
Moved the following to electives

- ANIM 101A: Drawing Gesture and Figure
- ANIM 149 3D character rigging
- A game programming class.

Discussed overall changes/modifications to all animation courses, certificates, degrees.
Advisors supported modifications and overall directions of the program