**VIRTUAL-ENHANCED REALITY ADVISORY COMMITTEE MEETING MINUTES**

Departments: Art, Architecture and Business Administration Departments Industry Advisory Meeting

Date: Thursday, June 21, 2018

Time: Noon-2pm.

Location: East Los Angeles College, Student Center, Multi-purpose Room

**MINUTES**

**ATTENDEES**:

**Art Department and Industry Partners**: Chris Armstrong, Creative Director and Lead Designer, Elektrashock Studio; Darnell Williams, Creative Director and Owner, Elecktrashock Studio; Rob Silva, Creative Director and Owner, Last Call Games; Mike Gonzalez, Owner, Last Call Games

**Architecture Department**: Michael Hamner, Chair, Professor, Department of Architecture Patricia Combes-Brighton, Professor, ELAC

Alexis Navarro, Professor, ELAC

**Business Administration Department**: Laura E. Ramirez, Professor, ELAC

**Administration**: Dr. Armida Ornelas, Vice President, Continuing Education & Workforce Development, ELAC

 Ming-Huei Lam, Dean, Academic Affairs

James Kenny, Dean, Academic Affairs

Al Rios, Dean, Academic Affairs

Dr. Armando Rivera-Figueroa, Dean, Academic Affairs/STEM

Mercy Yanez, Dean, Continuing Education and Workforce Development

Kendra, Associate Dean Strong Workforce Program

**Industry-Advisory**: IR Architects, AVR Studio: Richard Novick, Craig Tolliver, and Nicole Smith

**Summary**

As part of this Round II, Strong Workforce funded project a joint advisory meeting and AV/VR demonstration was held that included the partnering departments’ and industry partners.

Discussion of VR/AR Industry

Rob Silva has been creating games and VR experiences and has found there is an expanding market in entertainment and games.

Darnell Williams and Chris Armstrong mentioned their expansion into VR for Visual Effects work as well as previsualization for film and television.

<https://www.mediapost.com/publications/article/320398/virtual-reality-fastest-growing-media-and-entertai.html>

Last Call Games presented two experiences to the audience of students and faculty. Tilt Brush which allows users to draw in virtual reality and The Blu which is a virtual reality experience in which the individual encounters a whale in the ocean. The Blu has also been shown at the Natural History Museum of Los Angeles as a paid attraction.

Elektrashock showcased a VR game in progress and a VR modeling program.

Darnell noted that expansion of this technology and real-time applications through the game engine Unreal Engine by Epic Games.

Through discussion with the advisory board we are following the production pipeline which has been established by all the studios involved at this point for student success. We asked about use of software and hardware for teaching the program and are using the same production pipeline recommended by the industry partners.

We got good feedback from ELAC students including two animation focused students that where excited at the possibility of expanding their 3d skills into Virtual Reality.

Faculty and the advisory board suggested we reach out to HTC VIVE and Epic Games for further support of the program.

Another topic of discussion was use in medicine and science-based fields. NASA, government agencies and medical schools are involved with creating VR training.

Elecktrashock has been involved in the medical aspect of the field.

As part of the Advisory Meeting, a VR demonstration experience was made available to attendees.

IR Architects-AVR presented two architectural experiences to the audience of students, faculty and administration. One experience was a residence in Malibu and the other was an institutional building project. Both projects are currently being developed for clients.

A number of current architecture major students were present and experienced the projects and while wearing the goggles, were able to walk into the Virtual Reality architectural models. They were excited at the possibility of eventually expanding their skills and experience in this field. Administrators were able to better understand what VR in architecture consist of and what the technology affords to the architectural industry. Faculty present, were able to meet and discuss with presenters the software-hardware needs, skills and knowledge base necessary and what the future industry needs for the VR experiences.

The following points were discussed and concluded amongst the attendees. By consensus the following were agreed to:

-The VR Program will serve the growing needs in the Animation, Architecture and Business industries.

-The VR Program will provide two introductory courses for the three listed departments.

-The two introductory VR courses will be taught by current faculty in the Animation program at ELAC. Students from all three departments will share the classroom space, equipment and resources.

-Once completion of the two introductory courses, architecture students will complete an architecture specific course in VR.

-The Architectural VR program will be primarily available for students who have previously completed an advanced level of AutoCAD and knowledge of 3dsMax

-The Architectural VR program will require a separate set of equipment and space from the Animation and Business VR programs