Animation and Gaming Advisory Meeting Winter 2017

With Portions Relevant to the Virtual Reality Designer program highlighted

**INDUSTRY PANEL**

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| Kishore Vijay | * Senior Cinematics Animator, Motiga Inc., Seattle * Cinematics Animator, Blizzard, Irvine * Sr. Cinematics Animator, Motiga, Seattle |
| Antony Pai | * Director UI Design, LA * Designer, Disney Store * Owner, RhinoSharp, brand design firm |
| Kurt Bernadin | * 3D VFX, CBS Digital, LA * Student, AI, Inland Empire |
| Mario Rivas | * Sr. Packaging Designer, Walt Disney Co * Graphic Designer * Animation and Gaming Instructor |
| Scott Eaton | * Art manager, Armature studio, Austin * Senior producer, Sony Computer Ent, Santa Monica * Character dept lead, Spark Unlimited, LA * Character dept, EA, LA * MFA, UCLA |
| Edwin Solorzano | * Senior Designer, Disney Store, LA * Illustrator, Concept Artist |
| Taber Dunipace | * Animation Lead, Broken Circle Studios, LA * Animator, Previz, Barbed Wire FX * Animation & Gaming Instructor |
| Mike Padilla | * Animator, Insomniac, LA * Layout Artist, Dreamworks, Wildbrain, LA * Prof, CSUN * Senior Animator, Spark Unlimited, LA |
| David Prout | * Director of Production, Aspyr Media, Austin, TX * Lead Artist, Certain Affinity, TX * Dev Director, Heatwave Interactive, * Tech Art Director, Midway Games * Dev Director, Spark Unlimited * Lead Artist, DOOM4, COD:Ghosts, HALO.. * Course Instructor, Gnomon, LA |

Everyone was introduced.

Sunil explained the purpose of the meeting.

Hector and Sunil spoke about the successes of the department, including students who have transferred and who work in the industry

Julio and Miguel gave their insight as students

Dr. Sue Long spoke about the future of Mt Sac

-Strong workforce program

-Career and education program

-A&G has more opportunities than any other department

-VR room/classes has been approved

Sunil ventured into further detail about the VR program

-We will build a new space for VR and introduce two new classes

-2 new classes Intro to VR (Beginning) - VR World Development (Advanced)

Sunil explained how VR will be integrated into the existing gaming program

VR/AR will be infused in many different existing classes.

Taber suggested to gain excitement about the VR program to have students in beginning courses look at some of their work in VR

Hector added that although VR in Intro classes will be minor, it will wet their appetite for further classes

He also spoke about the success of the programs first VR game

The group agreed in inviting other programs to use our VR program (ex. Architecture, Fashion Design, Engineering, etc.)

Taber spoke about safety for VR, and explaining to students about how to design games safely.  Teaching how to make games that are not disorienting for players.

Sunil and Hector introduced the plan for building the VR room

**Antony** spoke about how cinematography in VR, and how it’s possible movies could be viewed in VR

Sunil added that teaching how to tell a story in VR will be important

Dave Prout spoke about how much there is to learn into VR, and how little information there is on it

Sunil explained about Titan VR, the first student created VR game at Mt Sac

Hector asked how to better utilize space for VR

**Dave said that understanding the tools of VR is important,** as doing things normally done in video games can be exhausting (ex. super powers, jumping over buildings, etc.)  Students will need to learn the limitations for programing games in VR

For equipment

-**Dave** said to get a combo of Vive and Oculus, he added that VR needs to be mainly a sitting or standing experience (not moving).

-He encouraged the group to look at gear VR, Daydream is currently very limited

-Sunil asked about Google Cardboard

-**Dave** explained Cardboard is good for entry level games, but there are many variations of it making it hard to customize a good game experience.

-Dave added that having room scale is very important, especially for other programs using VR

-He said to look at Henry as a short film in VR

**Mario Rivas and Edwin Solorzano** added that the group should think of specifically what they are hoping to get out of the VR program and then deciding on hardware after constructing the program

Sunil asked the group if they felt that the department was moving in a good direction.

**Mario explained that VR is limitless**, and **Edwin added that VR was** **growing** and picking up steam, and it was good for Mt Sac to get ahead on new technology.

Mario explained UC Irvine was creating an ESports program, and that it would be good to reach out to them.  He told Debbie he would send her information.

Mark Lowentrout arrived.

**Scott Eaton talked about his experience with VR, and said that as a hiring manager students knowing VR would be a good addition**.

He explained having a good product on par of what the company is creating is important, as many students are applying up against senior artists.

Edwin, Mario, Kishore, and Mike signed out.

Kurt wondered if VR should only be for advanced students, and that beginning students should solely focus on beginning fundamentals

Hector asked the group how they felt about that

Sue Long agreed with Kurt, but added that classes should show examples of what the technology can do

Taber added that beginning students should be able to look at their work in VR, but not quite design specifically for VR.

-He also said that we should look into possibly building an asset library for students to be able to use and modify

**Scott Eaton explained that students should learn how to do multiple aspects of the games industry**, as the industry is moving toward a film style way of hiring, where people are hired by a project by project basis

Antony explained knowing the programs is always good, but what is more important is how you use it.

Kurt said the most important thing for him is not necessarily knowing VR, but knowing how to optimize an engine

Sunil asked what the group believed are entry level positions for students

-Taber said game design is NOT an entry level position, and that if students want to be game designers they should make their OWN games.  Painters were also junior level (for smaller studios)

-Antony said students should apply for illustrator, digital inker

-Scott said environment artists (gaming), not character artists, animation - people who can take performance capture into Maya.  As for smaller studios, they will hire interns to test games and then hire from there

Sunil asked Scott if he felt that A&G should focus on motion capture

Scott explained that it is a large component of a lot of game studios.  He said knowledge of mocap can be a plus for people applying for jobs

Antony exited from the meeting

Kurt explained lighting and texturing for visual effects can be an entry level jobs

Hector asked if there was anything else students should be prepared for

Scott explained that teaching students professional-ism, learning how to work with others, and how to have a good attitude

Debbie added that she has been encouraging students to take speech and communications classes

Julio added that incoming students should have a better resource for navigating through the program

(Debbie added that general ed should be added to the brochure)

Sue added that including the pathways program can help students with General Education

She also explained that the media lab will be converted into a design lab for students to collaborate together for projects

Julio explained his project, which is incorporating all aspects of the A&G department and using tools to promote the program

Hector dismissed the meeting.

**Additional comments and notes from Advisory Council added**

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| **Re: Anim&Gaming Industry Advisory committee. One follow-up question** | |
| From: | |  |  |  |  |  | | --- | --- | --- | --- | --- | | Dave Prout <prouticus@gmail.com> |  |  |  | Wednesday, February 08, 2017 02:02PM | |

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| To: | Sreekanth Thankamushy <SThankamushy@mtsac.edu> |

Hey Sunil!

I'm currently in San Francisco actually, visiting the head of Daydream tomorrow morning and then with HTC in the afternoon...fingers crossed :-D

Per your hardware question:

**High end VR kit**

HTC Vive VR kit -headset, wireless controllers, base stations(35) <-- note that a single volume can service multiple workstations...while this won't reduce your #of units to purchase, it can greatly assist in laying out your development space.

**Dev kits as needed** <-- dev kits for PSVR specifically?

Equipment carts to store kit sets <-- definitely a good recommendation. I made an error on our first cart order, the space on the bottom shelf wasn't tall enough for the size of the workstation...be sure to get measurements first :-)

**Low end VR kit**

Google cardboard based headsets (35) <-- You will also need to purchase the handsets.

or/and

Google Daydream headsets (35) <-- these will only work with Pixel phones, FYI. Very hard to find right now. I recommend looking at Gear VR as an alternative, because there are already 5 million in the wild, and it supports multiple handsets (albeit Samsung models only i believe).

Xbox 1 controllers (35) <-- Is there an API that makes these controllers work with Android?

Dev kits as needed <-- There are no dev kit s AFAIK

Equipment carts to store kit sets

**VR ready PCs**

The spec we are looking at: Cybertron PC Palladium-1070X VR Ready Gaming Desktop - Intel Core i7-6700 3.4GHz Quad-Core Processor, 16GB DDR4 Memory, NVIDIA GeForce GTX 1070 (8GB GDDR5) Graphics, 1TB HDD, Windows 10 Home 64-Bit <-- this spec looks sufficient. Will be Scorpio-approximate.

Total number: 15 <-- should be the same number as Vives (35)

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From Mike Padilla by text to my cell number 818 357 7667, Feb 10, 2017

 Sure no problem my pleasure yes it was a little short on time but great to see everyone. **Yea Vr is getting bigger.** I was gonna say I've been fortunate to be a part of two VR Titles here at the studio. Feral rites and edge of nowhere for oculus. **Definitely a learning experience at first with the team. More VR And AR coming for sure**

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