



CELEBRATED PAST. BOUNDLESS FUTURE.

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Career Advisory Committee
Fashion Design & Merchandising

June 2020- Due to Quarantine, Advisory Meeting was conducted over digital platform

Name	Title
Marney Wright	COO at Catalyst Creative Group
Amanda McConnell	Self Employed Pattern Maker
Kianny Cordon	Product Development for Animations at Urban Decay Cosmetics
Craig Kenney	Director of Photography at WebstaurantStore.com
Jennifer M. Woodson	Material Developer at JMW Textiles
Karen Weller	Costume and Wardrobe Design Professional
Ryan Teng	VP of Business Development at CLO
Jennifer Pirsch	Senior Manager at Licensing at Epic Rights
Barbara Kufchak	Student at Santa Ana College
Amanda Rivera	Apparel Technical Developer at Nike
Reed Robinson	Production Manager at Stokehouse
Michael Miller	Co-Founder Boxx Imaging
Arianna Phillips	Owner at Thread Related
Kelley Schweers	SMU Graphic Designer at Billabong
Parisa Asayesh	3D Technical Apparel Developer, Self Employed

PRESIDENT: Erlinda J. Martinez, Ed.D.

RANCHO SANTIAGO COMMUNITY COLLEGE DISTRICT BOARD OF TRUSTEES:

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Deborah Bux-Hurwitz	Head Men’s Sportswear Designer at BJD, Inc.
Kyla Benson	Department Chair of FDM at SAC

Should students be trained in 3D Design?

- 3D design is used at Catalyst, they train in Browzwear V Stitcher and Lotta.
- Big buyers such as Walmart and Target are now requiring all submits to include 3D renderings.
- 3D is becoming the future of Fashion & Tech design.
- Browzwear is one of the initial leaders in 3D, the tools are so streamlined and easy to use, the draping could use perfecting though.
- It is being used for clothing in films and games, perhaps we should cross-list with theater/costume design students.
- 3D renders are outsourced a lot more at Urban Decay because no one knows how to use the software. They think it should be part of the curriculum.
- Jennifer Pirch from Epic says that everyone uses 3D and that students should absolutely be trained in it.
- 3D is a helpful tool in the related field of costumes/wardrobe for the live based entertainment field especially for theme parks that develop all kinds of specialty characters.
- Everything with COVID-19 had accelerated the move to digital.
- Graphic design and developers find 3D helpful at Nike
- Walmart, Kohl’s, Target, etc. are all requiring their vendors to begin the 3D process and it will very soon be mandatory. If students want a head start, and want to work at a company with these large customers, they must learn 3D.
- Surf industry is still using 2D but is interested in learning 3D

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