

## *Minutes of 3D Modeling & Animation Advisory Committee Meeting*

Recorded by Clay Atchison

Time: 6:00-7:30pm

Date: Friday, October 11, 2024

Place: Zoom

Members in Attendance: Eloise Fouche, Michael Hazen, Jeff Reynolds, Desiree Walker

Faculty in Attendance: Clay Atchison

Was there a quorum  X  Yes (50% plus one)      No

*1. Secretary Clay Atchison called the meeting to order at 6:00p.m.*

*2. Clay Atchison reviewed the minutes of the last meeting. The minutes were approved as read.*

### *3. Program Review & Update*

A. SOFTWARE & LAB UPDATE: New software has been added to the Lindley Hall computer labs: Autodesk Maya and the full Adobe Substance suite, including:

- Substance 3D Sampler
- Substance 3DPainter
- Substance 3D Modeler
- Substance 3D Designer

Substance Sampler in particular increases the options for applying real-world objects and textures to the 3D environment.

Discussion ensued regarding the use of these programs - and Adobe products in general - in remote settings. In-person students can access the Adobe software for free on campus, but changes to the Virtual Lab procedures and licensing preclude such use of most Adobe applications for students logging in remotely. Adobe's does offer a free 12 month student license for Substance, but no such license is available for other Adobe software used in the program.

As unanimously approved at our last meeting, lessons requiring Adobe Photoshop now include instruction in the use of open source Photoshop-alternative GIMP as an option.

Clay Atchison is currently studying Virtual Production online at one of the VP Academy colleges, and has attended in-person sessions at Laney College in Oakland to compare real-time motion capture techniques between campuses.

Due to technical problems with the mocap systems on campus, he had to act as both 'student' and technical support for the course's instructor.

A lively discussion was had between committee members regarding the future of both real-time motion capture and the platforms used to execute virtual production - notably Epic Games Unreal Engine.

A motion was made and accepted for further exploration of the potential for including such platforms in future coursework.

As reviewed and suggested at our last meeting, new PBR exercises using Arnold materials and rendering have been included in the beginning APTECH 43 class this semester.

A new *Idle Animation* project has also been added to the APTECH 43 class as an intro to both character animation and game animation.

VMware Horizon - the remote lab interface software, will be discontinued after the spring 2025 semester. This semester there was a delay in setting up the remote lab system for the online class.

As an interim test students were required to install the free student version of Autodesk 3ds Max on their home computers. Only a couple students didn't have machines capable of running the software. They were able to use the loaner laptops provided by the SRJC library, but the small screen size made this a less than optimal solution.

No alternative solution was determined after a brief discussion.

B. As discussed at our last meeting, last August marked the completion of the first year of the 3D Modeling and Animation program's two-year Revitalization process. The following strategies have been submitted as part of the program revision procedure:

I. *APTECH 168 - Intro to Virtual Reality* class is being removed from the certificate and major.

II. As approved last meeting, *APTECH 162 - Intro to VFX* class is being revised from a two unit class to a three unit course. Once these changes are in place transition of the course to remote status will be explored, in alignment with the other VFX courses in the Virtual Production consortium.

#### ***4. Virtual Production Program:***

The Virtual Production Program continues suffering from dramatically low enrollment. Even though the two prerequisites for *CS77.11 Intro to Virtual Production* course have been removed, it was once again cancelled this fall.

The Laney College Virtual Production offering is also experiencing markedly low enrollment.

#### ***5. New STEM Building Update:***

The lab in which animation and VFX classes are held in the Lindley Center for STEM Education is immediately adjacent to the college's new Maker Space. This has the potential for including several industry-standard processes in our coursework.

A motion to table discussion of this until our next meeting was accepted.

***6. Date set for next meeting: Friday, March 14, 2025 - 6pm.***

***7. Adjournment at 7:30pm***