

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

Recorded by Clay Atchison

Time: 6:00-7:30pm

Date: Friday, October 3, 2025

Place: Zoom

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

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**

This semester both scheduled classes, *APT43 Intro to Computer Animation* and *APT64 Character Animation* are proceeding well.

A lively discussion was had between committee members regarding the effect of artificial intelligence on both the 3D modeling and animation industry in general, and on the education of and career preparation for students at the college.

Questions arose about what new software and hardware tools should be explored for possible inclusion in our curriculum, and on how best to integrate these with existing educational workflows.

Clay Atchison presented an online review of several currently available 3D modeling and animation products with either components or complete toolsets employing artificial intelligence.

A motion was once again made and accepted for retaining a robust focus on basics, with an understanding that storytelling and cinematic fundamentals would be increasingly important skills going forward.

**4. BACCC Virtual Production Program:**

Two new grants were coordinated through Ethan Wilde of the Computer Studies department this semester. These were funded by the Virtual Production Academy through one of the VP Academy colleges: Diablo Valley College.

Both grants were used to augment the artificial intelligence capabilities of the SRJC program, with a focus on AI character modeling, character animation, and motion capture tools.

**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 MAKE Space, known specifically as the Innovation Center.

New tools are increasing being added to the center that could be useful to 3D modeling coursework. Unfortunately staffing has become an issue after the graduation of the student employee who did the majority of staffing for the center.

That said, the committee discussed the possibility of offering the 3D Modeling and Rigging class as a hybrid or even in-person course.

This would be done to include actual real-world modeling to the digital character construction workflow in *APTE 63*.

A motion was made and seconded to explore this strategy and report back at the next meeting.

**6. *Date set for next meeting: Friday, March 27, 2026 - 6pm.***

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