

Minutes of 3D Modeling & Animation Advisory Committee Meeting

Recorded by Clay Atchison

Time: 6:00-7:30pm

Date: Friday, March 14, 2025

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

As part of the 3D Modeling and Animation program's two-year Revitalization process, the revision of APTECH 162 from 2-Unit to 3-unit went before the Curriculum Review Committee.

APTECH 162 was also successfully offered this semester for the first time in two years. It started and ended with full enrollment.

The committee enthusiastically viewed several student final projects, and agreed that this was some of the best work achieved in program history.

Clay Atchison is currently studying Character Design and Fabrication at another one of the VP Academy colleges: Berkeley City College to compare curriculum between campuses. The BCC course also includes actual fabrication and stop motion techniques using clay-based sculpture and armature construction.

A lively discussion was had between committee members regarding the future of automated systems such as motion capture versus labor-intensive traditional animation workflows, as well as computer-based versus real-world fabrication.

Questions arose about how to include both in our curriculum, and what percentage of classroom time should be devoted to each.

A motion was made and accepted for retaining a robust focus on basics, with automated systems such as Adobe Mixamo being allocated a smaller proportion of class time.

The possibility of including advancing automated systems as optional extra credit work was also entertained.

4. BACCC 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 removed entirely from the Spring 2025 schedule.

According to Ethan Wilde of Computer Studies, the consortium determined that there wasn't enough demand throughout the six campuses to allow full enrollment at any one college.

As a result, a decision was made by the consortium to only offer the beginning course at one campus: Laney College in Oakland. Even so, the Laney instructor contacted our program coordinator expressing fears of the course being cancelled at Laney this Spring. No word on whether this happened or not.

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. The Einscan 3D scanner has finally been setup for student use after specific training.

Clay Atchison has tested use of this technology to test the process of scanning a real-world clay model, bringing the scann data through Autodesk 3ds Max and Mudbox for retopology, then uploading to Adobe Mixamo for autorigging and motion capture application, and finally importing and rendering the animated model in Max.

The final result was shared with the committee and discussion ensued regarding adding this process to the expanded APTECH 162 course.

A motion was made and seconded to accept this strategy.

6. Date set for next meeting: Friday, September 26, 2025 - 6pm.

7. Adjournment at 7:30pm