

Minutes of 3D Modeling & Animation Advisory Committee Meeting

Recorded by Clay Atchison

Time: 6:00-7:30pm

Date: Friday, March 27, 2026

Place: Zoom

Members in Attendance: Eloise Fouche, Michael Hazen, 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 *APT63 3D Modeling & Rigging* are fully enrolled and proceeding well.

At our last meeting 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.

Upon further discussion it was determined that adding in-person real-world modeling, retology and AI rigging would work better in the context of the recently expanded VFX course to be offered in-person next Fall semester.

As introduced to the committee at the last meeting, Blender assignments are being rolled out in both the Intro and Modeling and Rigging classes this year.

In the Intro class, students have two options for the second half of the semester: either continue with the traditional more in-depth 3ds Max assignments OR complete basic Blender assignments. Students may also complete their Final projects in either Blender or 3ds Max.

In the Modeling and Rigging class students now have the option of doing their custom character in either Max or Blender, and approximately 25% are choosing the Blender option.

4. BACCC Virtual Production Program and a new Community College Animation Program:

The *Intro to Virtual Production* class had only been offered last year at Laney College in Oakland due to limited enrollment at all 6 campuses of the consortium. This Spring semester it is also offered at Ohlone College in Fremont, but no plans are currently in place for reviving the course at SRJC.

Solano Community College in Fairfield is developing an *Illustration and Animation Associate of Arts and Certificate of Achievement* program. The BACCC/Regional CTE flagged the new program with concerns that it would duplicate courses at SRJC.

Discussions between the animation program leads for both colleges determined that this wouldn't be a problem as the Solano program is more focused on 2D Animation.

4. AI Animation Report

Clay Atchison presented a review of Autodesk's new *Flow Studio* an AI driven motion capture and VFX software.

A test sample of footage of the program coordinator translated to a CG robot in the same real-world footage was shown.

Continuing 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.

General agreement was reached on including instruction in AI tools in future coursework, with specifics to be determined as available tools are refined.

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

7. Adjournment at 7:30pm