



Fall 2011 Issue



Carolyn Erfe and Jeremy Grayson

Students Advance to Pro-Level



Jorge Barona & Lonnie James with Dan LaBelle of Acacia

Jorge and Lonnie got more than they bargained for when enrolling in Art296 Computer Graphics Production in spring of 2011. As a part of the class, they were to clarify their career objectives. Both of them chose advertising. Shortly afterwards, Acacia, a local company, contacted Professor Waterman looking to produce instructional videos for a line of medical devices. "Based on my observation of skill levels and career objectives, I chose two fitting students to take on the job," said Professor Waterman. After the contract was signed with the client, Professor Waterman served as mentor for the students. When the job was complete, Jorge and Lonnie received payment, which catapulted them into the status of Professional Commercial Artists. "You have all done an incredible job. I am really impressed with the quality of the visuals, audio and execution. Thank you for all of your hard work," commented Dan Labelle, Marketing Manager for Acacia.

Grant Ensures State-of-the-Art Digital 3D Animation Lab

The 3D Animation program received a federally funded grant for 2010/11 by Career Technical Education (CTE). The funds enabled the program to be furnished with computers equivalent to that which are found at the biggest 3D animation studios and game companies today. The lab was also equipped with 21" Cintiq Tablets (seen above), and the latest 3D Studio Max software; the most widely used 3D software in the industry. All in all, the grant money has allowed Santa Ana College to be ranked as one of the best outfitted educational 3D animation labs nationwide!

New Certificates Offered!

Santa Ana College's 3D Modeling & Animation Program is pleased to offer four certificates:

- 3D Modeling & Animation Certificate A-Art Emphasis
- 3D Modeling & Animation Certificate B - TV/Video Emphasis
- 3D Modeling & Animation Certificate C-Video Game & Interactive Media Art Emphasis
- 3D Modeling & Animation Certificate D-Visualization Emphasis



James Barnes

A New Teacher Emerges

Shortly after graduating from the 3D Modeling & Animation Certificate Program, James and his wife were blessed with the birth of their first child. They moved to Oregon, in order to be closer to family. While working freelance as a 3D artist, he accepted an offer to start up a digital 3D arts program at Clatsop Community College. "Helping people achieve their [career] goals is something I find very fulfilling," says Barnes.

Not Working Yet?

Consider a Refresher Course!

There are many jobs available in the entertainment arts and advertising fields for 3D artists. Just do a simple Google search and you will find tons! So how do you get hired? By having several sample art pieces in your portfolio that are as good or better than the work you see being done by the company you wish to apply to. If your work is not quite there, it might be an excellent time for you to retake a class. Use the structure of the class to help you stay focused. Learn the latest advancements and utilize the instructor's guidance to assist you in improving your art to the degree necessary in order to get that job! Classes fill up fast, so register early! The registration deadline for Santa Ana College is September 1st. See below for course offerings.

Courses That Still Have Space for Fall 2011:

Art196A-3D Modeling (a required course) – NEW UNWRAP & MUDBOX INSTRUCTION INCLUDED IN THIS COURSE!

Section 48815 - Mondays 5:00pm & Wednesdays 6:00pm

Art185-Cartooning & Storyboarding (a required course)

Section (see online) Fridays 9:00 am

Art197A 3D Animation (a required course)

Section 48844 Tues. 5:00pm & Thurs. 6:00pm -**CLOSED**

Art296-Computer Graphics Production

Section 51112 Tues. 5:00pm & Thurs. 6:00pm – **CLOSED**

Congratulations to the Following Alumni for Their Higher Education Achievements:

<u>Alumnus</u>	<u>Name of College</u>	<u>Major</u>
Heather Weber	Cal State Fullerton	Animation
Bryan Farrell	Dodge College-Chapman U.	Animation
Roxanne Goodcell	Laguna College of Art	Game Art
Brandon Nydell	Michigan State University	Game Prog.
Davis Nguyen	Cal Arts	Animation
Alex Diaz	Cal State Fullerton	Animation
Devin De Leon	Cal State Fullerton	Animation
Alejandra Garcia	Cal State Fullerton	Animation
Henre Brownell	Cal State Fullerton	Animation



Alfredo Alfaro, Xavier Coton, Jamie Sugarman & Andrew Minarik

Professional Animator Votes on Best 3D Character Animations

Professional animator Xavier Coton teamed up with Professor Waterman in critiquing and choosing the best animated shorts for this year's Summer Art165 3D Character Animation course. The three winning pieces produced by the students seen above, were rated based on the 12 Principles of Animation. Their 3D characters acted out and lip-synched to famous movie sound clips. Jamie Sugarman expressed the feelings of many of the students when she proclaimed, "This class was a blast! I can't wait for more fun in the fall!"

Have You Had a Victory You'd Like to Share?

If you are a current or previous student of the 3D Modeling & Animation Certificate Program and have achieved an award, been accepted to a 4-year college, or are currently working as a 3D artist, please share your successes with me! E-mail or phone: Professor Patricia Waterman
waterman_patricia@sac.edu (949) 500-7325.

About the 3D Animation Certificate Program:

The 3D Animation Certificate Program addresses the fundamental requirements that 3D artists/animators are expected to know for entry-level positions for many industries including, feature film and television animation, electronic gaming, and architectural & entertainment previsualization.

Newsletter published by Santa Ana College, through the Fine and Performing Arts Division, under the direction of Patricia Waterman, Professor of 3D Modeling & Animation. For info, call (714) 564-6741, or e-mail: waterman_patricia@sac.edu