Spring 2011 Issue

# 3D Student Graduate Thrives

Featured student:

Mike Tran had his share of financial and language hurdles; however his positive attitude, solid work ethic, and perseverance got him through. While still a student, Mike received an internship at the renowned game company, RockStar. "My biggest lesson was humility. I'd spend days

Mike Tran, class of 2009

creating a model, only for them to tell me to redo the whole thing. That was hard! But I stuck with it, and I learned." Today, Mike works as a 2d/3d designer for the Irvine-based company, Future Ads.

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

The 3D Animation program received a federally funded grant for 2010/11 by the Career Technical Education (CTE). The funds enabled the program to be furnished with computers equivalent to what is found at the biggest 3D animation studios and game companies today. The lab was also equipped with the latest 3D Studio Max software, which is 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!

Another Game Artist Joins Faculty
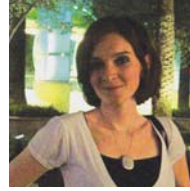
SAC is pleased to welcome a new adjunct faculty member to the 3D Modeling & Animation Certificate Program; Nikol Stein. Nikol is a graduate of the Art Institute of Fort Lauderdale, specializing in game art and graphic design. She has worked in the game industry for years at companies including Digital Embryo, Cheyenne Mountain Entertainment, and THQ. Her portfolio can be viewed at nikolstein.com. Nikol teaches the new Art 180-Video Game & Interactive Media Art Production course, and this spring, she is scheduled to teach Art 166-Creating Realism with Textures & Lights.

Teams Add Fun to Learning

Students working on team project: Maricela Ibarra, Isabele Tabares & Jose Meraz

"Although all of the courses are forever evolving as new tools and techniques emerge", Professor Patricia Waterman says, "Art 196-3D Modeling now focuses on creating models specifically for the students' own animations. Students also work more as teams now. In the advertising and entertainment arts fields, teamwork is essential. In addition, it serves to make learning much more entertaining! The students are building friendships and production has increased".

New Certificates Offered!

Santa Ana College's 3D Modeling & Animation Program is pleased to now 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

When Is a Good Time to Retake a Class?

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 a good time for you to retake a class. Use the structure of the class to help you stay focused. 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! (Classes start January 24) See below for course offerings.

Courses offered in Spring 2011:

Art196A-3D Modeling Fundamentals

Section 41124 - Monday 6:00 & Wednesday 5:00

Section 44022 - T & TH 1:30 – *CLOSED*

Art 166-3D Realism: Texturing & Lighting

Section 41065 - T & TH 7:00 – *CLOSED*

Art 296-Computer Graphics Production

Section 44172 - Monday 6:00

Section 44173 - Tuesday 1:30 – *CLOSED*

Hey, Advanced Students!
Want Freedom?
How would you like to work on what you want, and on your own schedule?

Enroll in Art 296-Computer Graphics Production! This semester-long course provides flexibility, while still helping you set up a structure for your project goals. Professor Waterman provides support with custom instruction and weekly assessments. You are also free to participate with ACME online for additional feedback. 1.5 units

Art 180-Video Game & Interactive Media Art Production Art Gallery
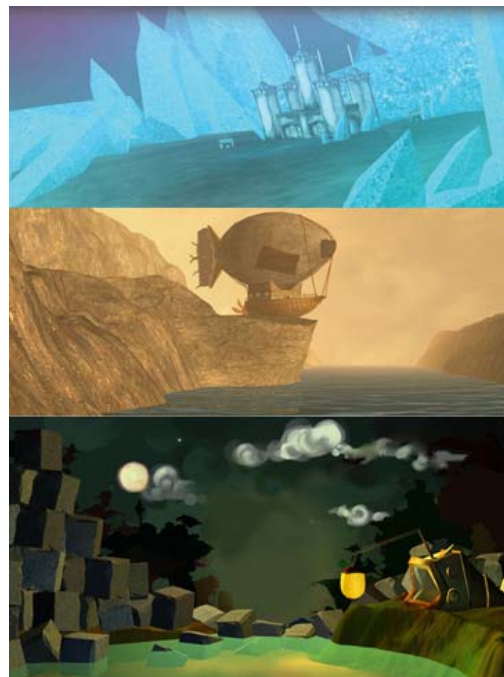
From the top down: Johnny Lam, Dylan Schaiterer and Stephanie Tomilson

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