

CTE CMPGR Community Advisors Meeting
November 17, 2014

We had a very productive meeting. Thomas Anderson and Laurie McAdam were sick and unable to attend. Joel, Brian, Kwei-Yu and Penny were present. We had two guests, Kathy Landess Hagen whose professional connections in the community helped establish the current advisory group, and Jennifer Hamilton who is our current dean at MJC.

ART ON DEMAND

Penny White reported that she has added 5 new employees to her Modesto tee-shirt printing business. She discussed the rapid rise of “Art-on-Demand” businesses and her successful incorporation of their image cleanup services into her business workflow. At \$10/hr with overnight job completion over the internet, she no longer does her own image cleanup. Penny observed that there are no local art-on-demand businesses and that it might be a good opportunity for students interested in developing an independent business.

We discussed the nature and extent of the cleanup required and provided. We are considering how that aligns with what we are currently teaching.

We also discussed Penny’s use of PMS colors. While this color set is presented in the In Design class, we should look at including an introduction to PMS color in other courses as well.

VISUALIZATION

Kwei-Yu discussed visualization as a significant segment of the 3D career opportunities. He pointed out that the glamorous Hollywood special effects careers represent the smallest segment of potential 3D animation careers while scientific and architectural visualization is probably the largest. Brian observed that this ties in to ongoing discussions on visualization in the curriculum between our department and computer science. In our program and promotion, we can begin to emphasize this aspect of computer graphics. It will be easy to showcase in an interesting light. Joel is adding 2 videos to the final week presentation that address this:

Biology Animation:

http://www.ted.com/talks/janet_iwasa_how_animations_can_help_scientists_test_a_hypothesis?

and

Hyper Lapse:

http://gizmodo.com/new-microsoft-project-makes-shakey-timelapse-video-watc-1619160435?utm_campaign=socialflow_gizmodo_facebook&utm_source=gizmodo_facebook&utm_medium=socialflow

SOFTWARE

We discussed Autodesk and their recent policy of making their product line available free of charge for academic use. This will be a considerable cost savings to our department for Maya alone. Kwei-Yu also recommended Mudbox as an effective modeling tool. He feels it is superior in many respects to Z-Brush, which we have been considering as an expansion of our course offerings. As Mudbox is part of Autodesk's free software, there are additional advantages. We will explore this.

3D PRINTING

We discussed the success and problems we are having as we implement 3D printing into our lab and curriculum. We discussed a few ideas for how to have students successfully use these as output devices in the lab. Brian observed that he is making an effort to have students create sculptures that can be output to the two printers we currently have. Joel has added an assignment to his 202 classes in which students prepare a landscape for print.

We discussed an interesting collaborative opportunity with Hayden Planetarium and Mars Exploration Rover scientists. Our part of this effort could involve mesh repair on models produced from stereogrammetry. Kwei-Yu offered to explore what Maya could do with a test file Joel will send him. Joel also mentioned exploring MeshMixer as part of that workflow.

MAJOR

Everyone was given a handout showing the new CMPGR major as of the 2014 catalog. This falls more in line with most majors at MJC at 28 units instead of the previous 39 units. We discussed potential pros and cons to the new strategy but agreed that it is a good step. We discussed the modular nature of the program and how it is designed to grow by adding additional modules. We discussed adding certificates to the program to give students a clear path to adding additional skills.

GAMING

A Gaming track is one possibility for a new module track in the degree. We explored what form that module could take. Kwei-Yu suggested that we look at the Unreal Engine as potential software to create environments, models and game

structure. We discussed an initial module that might consist of:

Unreal Engine

Maya

A Computer Science course to be discussed. (this could be a good bridge with CMPSC)

CREATIVITY

We discussed and agreed on the importance of creativity, design, esthetics, storytelling and other “soft skills” in our courses in addition to the technical skills students master. This has been a deliberate emphasis in our program from the start and has shaped our faculty hiring standards.