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Virtual instruction: A new approach to educating the 3D artist

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This presentation will address the incorporation of new methods, technologies, and tools for a more accessible and streamlined system to train the next generation of 3D artists. It will compare and contrast traditional tools and methods with new and emerging ones as well as highlight the pros and cons of each. It will also demonstrate why these changes are not only necessary, but will become mandatory in the future. Virtual instruction can be defined simply as instruction given through a live online video feed without the instructor being physically present, or in some cases, without the student being physically present. While virtual instruction is not new to education, there are new concepts being introduced to make virtual instruction even more accessible, more affordable, and of an even higher quality. The proposed virtual instruction model will open a discussion about the challenges of companies hiring well-trained employees with less student loan baggage, the challenges of schools attracting qualified industry professionals to teach animation courses at their campuses, and the challenges of students striking a balance between quality and affordability in animation programs. These challenges make for a very promising environment to implement the next phase of virtual instruction. The idea of implementing the virtual instruction model across time-zones will also be discussed. This presentation will have several examples of instructional tools developed by the presenter, including personal and student projects. These examples will give compelling evidence of the effectiveness of the virtual instruction model, which is the goal of the presentation.

Biography

Benjamin J Rosales is a Graduate of Ringling College of Art+Design's renowned Computer Animation program as well as Texas A & M University's College of Architecture. He also spent a year at Carnegie Mellon's Entertainment Technology Center. He moved to Iowa in 2011 to help create the computer animation program at Southeastern Community College in West Burlington, IA. While there, he guided two animation teams in the production of their award-winning shorts at the national Business Professionals of America animation competition last year. He shares with students the knowledge and skills he continually gains from his own experiences in the animation industry. Prior to teaching, he worked as a Character Animator at Reel FX in Dallas, TX on Sony's "Open Season 3". While at Reel FX, he also did clean-up work on Open Season 3, Looney Shorts, Webosaurs, and DC Universe as well as managed the Render Farm at night.

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