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Education: Building an industry through training

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The animation and game industries are expected grow to \$242.93 billion by 2016. There is a need for original intellectual properties (content) for broadcast, video on demand (VOD), subscriber video on demand (SVOD) and other outlets that provide entertainment content. This is because the consumer is insatiable for entertainment. However, the animation industry is not confined to animated television series and motion pictures only. The industry also includes animation for console games, mobile games, education, websites, themed attractions, museums, Visual Effects (VFX) for television and motion pictures and even User Interface (UI) on tablets and mobile devices. Production services are needed for all of these media. A trained work force is required. This means education will be the foundation to support the current industry and will be the force to build this industry to sustain future generations of labor.

This master class will highlight the following issues:

- Educational support
- Preparing for service work
- Preparing a workforce and studios for creative development
- Foundations in Training: Art Education
- Technical Training: Engineering and Computer Code to support the art
- 2D Animation vs. CGI: Differences in training and skills

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The rise of 3D printing and the digital-physical reality oral

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For years, we have seen the impact of the digitization of our world, the ability to take the information of a thing and manipulate it as fluidly as a sequence of numbers on a computer. Only now are we beginning to see the impact of this digitization come back full circle and begin to remake our physical world in the same way as it manipulates bytes in the computer. The dream of the Star Trek replicator is fast becoming a reality of our modern day world as the barriers of speed, cost, and material types are quickly being thrown aside to create a new era of 3D Printed goods that could upend our entire economic infrastructure for manufacturing and consuming goods. Imagine a world absent of retail stores, shipping services, and centralized manufacturing and you get a glimpse of the changes in-home 3D printing have the potential to bring to a future economy. From 3D printed food, to organs, to homes, to rocket engines see how this amazing technology is beginning to reshape our world in more ways than we can possibly imagine. Discover the state of the art technology of today, where the industry is heading, and the most promising advances happening today to improve speed, cost, and are rapidly making this technology viable as the “Build Anything” machine of the future.

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