Animation & Game Art program

Full and Part-time Faculty Professional Development

Fall 2017 - Summer 2022

Provide a list of professional development activities employees have participated in since the last program review.

Employee Resources Table (This list may be an appendix)

Employee Name Year	Role in Unit Professional Development Summary	How is it valuable to the Unit?
Gail Ellison	Full-time Professor	
Fall 2017 - Spring 2018	Subscriptions to **Pluralsight** & **Gnomon Workshop**	
Summer 2017	**ZBrush Summer Workshop - Pierre Benjamin**	Software proficiency in Pixologic ZBrush; texturing techniques in Substance Painter; rendering and lighting in Arnold in Maya
Fall 2018 - Spring 2019	Subscriptions to **Pluralsight** & **Gnomon Workshop**	
Summer 2018	**CG Master Academy** - Texturing for Films/Cinematics	Software proficiency in Substance Painter; lighting and rendering; concept art
Fall 2019 - Spring 2020	**OAB Quality Matters** for Online Certification of History of Animation	Course approved for online at the same time it went online due to Covid.
	Subscriptions to **Pluralsight** & **Gnomon Workshop**	
Summer 2019	**ZBrush Summer Workshop - Pierre Benjamin**	Software proficiency in Pixologic ZBrush; texturing techniques in Substance Painter; rendering and lighting in Arnold in Maya
Fall 2020 - Spring 2021	Subscriptions to **Pluralsight** & **Gnomon Workshop**	
Summer 2020	**CG Master Academy** - Character Texturing for Games	Texturing and lighting for character art in Substance Painter and Marmoset is used for Modeling II and Game Art
	SIGGRAPH 2021 - Virtual	This conference is the absolute best way to stay current in emerging technologies
Fall 2021 - Spring 2022	**3D Character Workshop - Shane Olson**	This workshop helped rebuild the modeling II class such that students with little artistic talent are able to create character art in ZBrush. So the class is more rewarding for the students.

Summer 2022	**Animation Mentor** - Basic Animation AN01 **SIGGRAPH 2022** - Vancouver, BC	The Animation I class is now more aligned with SLO and is a better foundation for Animation II This was the first in -person SIGGRAPH since Covid and aside from the technical knowledge gathered from the conference, was also a great place to network, especially since some of the software used in class is now owned by new companies. It provided a valuable contact for educational software support.
J Marshall Pittman	Discipline Lead, Full-time Professor	
Fall 2017 - Summer 2018	**Augmented World Expo** Santa Clara, CA - May 31st-June 2nd, 2017 (Speaker Pass) Speaker: "Techniques for Managing AR-Enhanced Tourism Challenges" for Augmented Traveler	
	SIGGRAPH 2017 in Los Angeles, CA - July 30th- August 3rd, 2017 (Full Conference Pass) **Collin Faculty Development Conference** – August 17th, 2017 **Speaker Liaison** for **Big Design Conference** - Sep 13th-16th, 2017 **Tech Advisor/ VR Room Producer** for **Industry Giants 2017** – Sep 16th, 2017 **Dallas Videofest 30 DocFest** - October 5th-8th, 2017	Research and Industry Trends, Professional Networking, Training
	Dallas Society of Play Meetup – Oct 9th, 2017 **Speaker:** "Substance and Unity" with J. Marshall Pittman and Keagan Keene	
	Motion Graphics Producer at **TEDxSantaBarbara** - November 11th, 2017 **Collin Faculty Development Conference** – January 5th, 2018 **Global Game Jam 2018** at PlanoCampus (January 26-28, 2018)	
	Hosted monthly meetings *of* ***A Bunch of Short Guys*** *(animation, Game, and VFX group):* Jul 15, 2017 "Substance and Unity" with J. Marshall Pittman and Keagan Keene (student) Aug 19, 2017 "The Making of Tempest" Brazen Entertainment CEO Bryan Engram (Collin graduate) Jan 20, 2018 "The Power of Storytelling" with J. Schuh Feb 17, 2018 "Career Perspectives in AR" with Preston McCauley Mar 24, 2018 Groove Jones Studio Tour and VR Demos Apr 21, 2018 "Developing an Animated Comedy Series Workshop" with Rita Street May 19, 2018 "Character Animation Panel" featuring 8 local professional panelists	Students access industry professionals
	Co-Organizer of **Dallas Unity User Meetup** – various meetings **Computer Visionaries Meetup** – various meetings (Speaker) **Unite Austin 2018** – Austin, TX – Oct 3rd-5th, 2017 (online) **Oculus Connect 4 Conference** – San Jose, CA - Oct 11th-12th, 2017 (online) **f8 (Facebook developers) Conference** – San Jose, CA – May 1st-2nd, 2018 (online) **Google I/O dev conference** – Mountain View, CA - May 8th-10th, 2018 (online)	

	Pursuing Bachelor of Science in Computer Information Systems from **Friends University** in Wichita, KS (online) ***Fall 2017*** CIS 312 Management of Computer Information Systems (B) CIS 432 Business Application Development (A) ***Spring 2018*** CSIS 125 Computer Information Systems (A) BMGT 320 Effective Management Skills (A) ***Summer 2018*** BMGT 210 Marketing Essentials (in progress) BMGT 225 Introduction to Business Statistic (in progress)	
Fall 2018 - Summer 2019	*Maintained training course memberships:* **Packt Pub** subscription and books **Pluralsight** subscription (courses) **Produced motion graphics** for TEDxSantaBarbara, videos hosted on TED.com **Augmented World Expo 2018** (May 30-June 1, 2018) via real-time and video sessions **SIGGRAPH 2018** (August 12-16, 2018) virtual and live-stream **Faculty Development Conference** on Frisco Campus (August 16, 2018) **TEDxSantaBarbara** (September 8, 2018) in Santa Barbara, CA **Big Design Conference** (September 20-22, 2018) **Technical Adviser** for **Industry Giants 2018** (September 22, 2018) **DevFest Weekend** at Microsoft in Las Colinas, TX (October 13, 2018) **Unite 2018** (October 23-25, 2018) live-stream **Unity at GDC keynote** (Game Developers Conference) on March 18, 2019 live-stream **TEDxPlano** (April 6, 2019) in Plano, TX **TEDxSydney** (May 24, 2019) live-stream [https://tedxsydney.com/]	Programming and technical design Software proficiency in Adobe, Autodesk, Unity Engine, Unreal Engine Research and Industry Trends, Professional Networking, Training
	Pursuing Bachelor of Science in Computer Information Systems from **Friends University** in Wichita, KS (online) **Fall 2018** BMGT 330 Understanding the Business Environment BMGT 220 Business Ethics **Spring 2019** BMGT 210 Marketing Essentials FINC 320CP Principles of Finance	
Fall 2019 - Summer 2020	*Maintained training course memberships:* **Packt Pub** subscription and books **Pluralsight** subscription (courses) **Augmented World Expo 2019** (May 29-31) in Santa Clara, CA (Virtual Conference Pass)	Programming and technical design Software proficiency in Adobe, Autodesk, Unity Engine, Unreal Engine

	SIGGRAPH 2019 (Jul 28 – Aug 1) in Los Angeles, CA (Full Conference Pass) **Technical Adviser** for **Industry Giants 2019** (Sep 20-21) at Gilley's in Dallas, TX **TEDxPlanoSalon** with Dr Khimen Cooper (Oct 3, 2019) **TEDxSantaBarbara 2019** (Nov 16) in Santa Barbara, CA (virtual pass) **CIP Workshop** (Jan 24) at Collin Higher Education Center	Connected with Unity, Autodesk, Adobe, and other Company Representatives
	Hosted monthly meetings *of* ***A Bunch of Short Guys*** *(Animation, Game, and VFX group):* "Digital Concept to Physical Reality" with Brett Briley (Jun 22, 2019) at Plano Campus "Environmental Art" with Keegan Keene of GameTextures.com (Jul 20, 2019) at Plano Campus "Using 3D Skills for VR Design" with Preston McCauley (Jan 18, 2020) at Plano Campus "Texturing: Theory and Techniques" with JJ Bigley (Feb 15) at Plano Campus "How to Stay Creative During COVID" with J. Schuh (May 30) online Zoom, Facebook, YouTube	Students access industry professionals
	Pursuing Bachelor of Science in Computer Information Systems from **Friends University** in Wichita, KS (online) *Fall 2019* HRMT 310 Managing Human Resources from a Strategic Perspective	
	Maintained training course memberships: **Packt Pub** subscription and books **Pluralsight** subscription (courses)	Programming and technical design Software proficiency in Adobe, Autodesk, Unity Engine, Unreal Engine
Fall 2020 - Summer 2021	**Produced motion graphics** for "Making Waves" TEDxSantaBarbara Conversations https://tedxsantabarbara.com/ **Augmented World Expo** online (May 26 – 28, 2020) (Virtual Conference Pass) **SIGGRAPH 2020** Virtual Conference (August 11 – 26, 2020) (Full Conference Pass) **LightBox Expo** Online (September 11-13th, 2020) **Faculty Development Conference** online (January 7, 8, 9, 2021) **"Applying the QM Rubric" workshop badge** from Quality Matters	Research and Industry Trends, Professional Networking, Training
	Hosted monthly (Zoom) meetings of **A Bunch of Short Guys**: June 27, 2020 An Interview with David Lesperance (3D Artist with Valve, Blizzard) July 25, 2020 "One man's journey into Houdini with VFX" with Nelson Lim (freelancer) Sept 26, 2020 "Real-time Transformation with Epic Games" with David Weir-McCall Nov 7, 2020 "The Modern Concept Artist: A Life in Pictures" with Cameron Witt	Students access industry professionals
	Maintained training course memberships: **Packt Pub** subscription and books **Pluralsight** subscription (courses) **Udemy** courses and subscription **LearningModular** Patreon subscription (courses and blog)	Programming and technical design Software proficiency in Adobe, Autodesk, Unity Engine, Unreal Engine Programming and software proficiency Electronic hardware and interfaces for electronic music

Fall 2021 - Summer 2022	**SIGGRAPH 2021** Virtual Conference (August 9-13, 2021) (Full Conference Pass)	Maintaining industry connections and up-to-date technology knowledge at the premiere conference for computer graphics and interactive techniques.
	LightBox Expo Online (September 7-12th, 2021)	
	Facebook Connect online (October 8, 2021)	Virtual Reality technology and trends
	Augmented World Expo online (Nov 9-11, 2021) (Virtual Conference Pass)	Mixed and Augmented Reality technology and trends
	Global Game Jam 2022 at Frisco Campus (January 28-30, 2022)	
	Texas Community College Teachers Association Conference in Frisco, Texas (March 4, 2022)	Adobe Educators discussion, Community College trends
	Metaverse 2.0 online (March 9-10)	Virtual Reality technology and trends
	TEDxPlano in Plano, Texas (April 23, 2022)	Local community cultural connections
	Maintained training course memberships:	
	The Art of Aaron Blaise subscription	Drawing and animation
	Packt Pub subscription and books	Programming and technical design
	Pluralsight subscription (courses)	Software proficiency in Adobe, Autodesk, Unity Engine, Unreal Engine
	Udemy courses and subscription	Programming and software proficiency
	LearningModular Patreon subscription (courses and blog)	Electronic hardware and interfaces for electronic music

Russell Smith	as Adjunct Professor	
Fall 2017 - Spring 2018	**Learning Houdini Certification**	cont. ed for VFX
Fall 2018 - Spring 2019	Taught **2D Animation & Motion Graphic**s at UTA	
	Co-Faculty Coordinator: UTA Film & Video Fall Film Festival	college service to students in the program
	Lead Visual Communication: Voluteer for Brandy Chambers Campaign	
	Associate Faculty Conference	
	Associate Faculty Academy	
Fall 2019 - Spring 2020	Worked at BILT Instructional Designer / Animator	worked on the Home Depot projects (largest client)
Summer 2020	Directed/Produced/Edited UTD Student Short - "Long Distance"	Local community cultural connections
Fall 2020 - Spring 2021	**Aaron Blaise Animation Live Animation Workshop**	continue education in traditional Animation
	How To Develop, Pitch And Sell An Animated Series For A Streamer Or Network - Stage 32	cont. ed for animation
	Learn Acting with Samuel L. Jackson Course - MasterClass	cont. ed for animation
Summer 2021	**06/28/21 Foundaation of User Experience Design Certification -** Coursera	cont. ed for UI/UX certification
	08/02/21 Start the UX Design Process: Empatize, Define, and Ideat Certification - Coursera	cont. ed for UI/UX certification
	08/27/21 Build Wireframes and Low-Fidelity Prototypes Certification - Coursera	cont. ed for UI/UX certification
Fall 2021 - Spring 2022	**LIghtBox Expo - (virtual conference pass)**	conference on animation & art
	09/19/21 Conduct UX Research and Test Early Concepts Certification - Coursera	cont. ed for UI/UX certification
	Art Instructor for Junior Players after school programs (contract)	Local community cultural connections
	04/18/22 Create High-Fidelity Designs and Prototyping Certification - Coursera	cont. ed for UI/UX certification
	Coursera courses and subscriptions	software and concept proficienvy
	Social Emotional Learning Training with Junior Players - 09/28/21	
Ethan Wilder	Adjunct Professor	
Fall 2017 - Spring 2018	**Industry Giants 2017 -** Technical Director	Students access industry professionals
	Retail Hack-a-thon - Exploring Digital to Retail experiences	Professional experience
Fall 2018 - Spring 2019	**Industry Giants 2018 -** Technical Director	Students access industry professionals
Fall 2019 - Spring 2020	**Industry Giants 2019 -** Technical Director	Students access industry professionals