Entertainment Art/Animation Report - Fall 2013

Fall 2013 proved to be a very active semester as the Entertainment Art/Animation concentration worked extensively with the Illustration Concentration in coordinating various events and class based opportunities. Students and faculty from both concentrations shared in the Pencil Mileage Club events, speakers, the Nickelodeon pitch and Master Class opportunities, as well as the DreamWorks Animation DreamCrit.

The semester began as summer was ending, with the faculty attending SIGGRAPH (the International Conference and Exhibition on Computer Graphics and Interactive Techniques) in Anaheim July 21-25. Professor and Coordinator for Entertainment Art/Animation, Chuck Grieb, co-chaired a SIGGRAPH panel discussion sponsored by the ASIFA Edu forum, about online animation education. Cliff Cramp, Larry Johnson, Dana Lamb, Andy Fedak, and Chuck Grieb attended the conference.

![ASIFA Edu Panel at SIGGRAPH](image)

The program grew as two, much needed, tenure track faculty, Wendy Grieb and Andy Fedak, joined the Entertainment Art/Animation concentration. Wendy and Andy jumped right into the mix; with Andy teaching the Art 355 Modeling and Texturing class, the Intro to 3D Art 255 Computer Imaging/Animation class, and Wendy responsible for teaching two Art 353A Animation Preproduction classes.

Interested in developing animation courses for digital delivery and expanding upon his innovative Wikki concept, Andy won an eFellows grant through the FDC to further develop the Art 355 Modeling/Texturing class as a hybrid online course. Andy also won an Art Matters grant through the Art Matters foundation in NYC and his work was accepted as part of a group show at Marymount College’s Arcade Gallery. Wade Ryer, a rigger from DreamWorks, visited Andy’s Modeling class to speak with the students about the Z-Brush modeling software.
Wendy saw her first children’s book, Monster Needs A Costume, published in September. Sales for the book exceeded expectations and the publisher has her hard at work on the second book in the series. Disney TV’s Phineas and Ferb TV show tapped Wendy to continue storyboarding on a freelance basis and numerous Phineas and Ferb productions to which she has contributed aired throughout the semester. The Nickelodeon Master class was integrated into Wendy’s Art 353A Preproduction class and students from Wendy’s classes also participated in the Nickelodeon Pitch Class. In support of the art department and the Internship Class, Wendy invited Michelle Robinson Director of Production at Disney TV Animation to take part in the Internship Portfolio review. Wendy was selected for an honorable mention in the SCBWI portfolio competition and Monster Needs A Costume was selected as a Mom’s Choice Award Gold Recipient.

Chuck continued his service as Entertainment Art Animation coordinator, the DreamCrit coordinator, Academic Senate IT Committee Chair, Academic Technology Center consultant, and as a member of the ASIFA Edu Forum Steering Committee. Chuck also served as a judge for the 2013 Annie Awards in the student film category.

In September, Tiffany Feeney, head of College Outreach at DreamWorks, visited the campus, speaking to Wendy Grieb’s Art 353A class about opportunities at the DreamWorks studio.
The DreamWorks Animation sponsored DreamCrit continued with a monthly schedule of studio visits and student critique by the DreamWorks artists. Students studying Visual Development, Storyboarding, and 3D Digital Modeling had the opportunity to have their work critiqued and learn about how DreamWorks Animation creates their animated films.

DreamCrit art by CSUF students Tyler Gregory and Alexandra Smyrniotis

The Pencil Mileage Club continued its regular life drawing workshops, the Bomb animation jam, and coordinated tours of studios such as Blizzard and Nickelodeon, as well as visits from speakers such as Bruce Smith, creator of *The Proud Family* and the lead Animator for Dr. Facilier in *The Princess and the Frog*.

Disney’s Bruce Smith speaking to a packed room in VA 113

Nickelodeon Animation studios participated directly in two classes offered at CSUF during the fall. Students were provided the opportunity to develop an idea for a short animated film to be produced by Nickelodeon in the pitch
contest, housed within the Art 483C Special Studies Illustration class. Four Master Classes were organized and held in conjunction with Wendy Grieb’s Art 353A Pre-production class. The Master Class structure revolves around the creation of a Nickelodeon TV show, featuring the long running hit *Fairly Odd Parents*. Show creator Butch Hartmann lead off the semester, with each succeeding class adding new and interesting perspectives on the creation of a Nickelodeon animated show.

*Nickelodeon Master Class*

The CTN eXpo in November was an exciting and demanding weekend. Faculty including Larry Johnson, Cliff Cramp, Andy Fedak, and Wendy and Chuck Grieb manned the CSUF booth each of the three days. We enjoyed the opportunity to see many of our current students as well as touch base with alumni. Connections with studios were made and Chuck and Andy attended an ASIFA Edu sponsored panel discussion.

*CTN Expo*
The semester ended with an inspiring visit from CSUF alum, Wayne Unten. Wayne, who just completed work as a supervising animator on Disney’s latest feature, Frozen, spent the morning talking with Chuck Grieb’s Art 487E Character Animation class about his career and work (including how he collaborated with another CSUF alum turned Disney artist, Joy Johnson, who served as a rigger on the character he animated). Joined by Dawn Rivera-Ernster, head of training and outreach at Disney Feature Animation, the students also learned about internship and apprenticeship opportunities at the Disney Studio. It is exciting to note that one of our May 2013 grads, Garret Eves, is currently a part of the training program, serving as an apprentice rigger at Disney Feature animation!