

ASIFA-HOLLYWOOD'S

ANIMATION EDUCATORS *forum*

<http://animationeducatorsforum.org>

Birds of a Feather Discussion: How is Virtual Reality Changing the Way We Teach?

July 25, 2016 from 1:00 - 2:00 PM at the SIGGRAPH 2016 International Conference and Exhibition
Room 201 D - Anaheim Convention Center, 800 West Katella Avenue, Anaheim, CA 92802

Welcome and Introduction

Lee Crowe, *AEF Steering Committee Member & Adjunct Professor at California State University Northridge and College of the Canyons*
Aubry Mintz, *AEF Steering Committee Co-Chair & Professor / Head of Animation at California State University Long Beach*

ASIFA-Hollywood's Animation Educators Forum Asks: How is Virtual Reality Changing the Way We Teach?

Virtual Reality has a valid application to the gaming and theme park industries, but how will it be used in the area of entertainment filmmaking? Other areas for its use will also be explored, such as Archeology (e.g. recreating an Egyptian tomb), Architectural/Urban design, Therapy (e.g. helping a patient overcome phobias), as well as VR as a Fine Art medium.

Discussion Contributors



Shannon Tindle, *Director, Producer, Story Artist & Designer*

Emmy® award-winning artist and 4 time Annie Award nominee, Shannon Tindle began working in the film industry in 2000 after attending the California Institute of the Arts. Tindle has served as a designer, story artist and director for both television and feature films, collaborating with Dreamworks, Disney, Cartoon Network, and Universal Studios on a wide range of projects including *Foster's Home For Imaginary Friends*, *The Croods* and *Coraline*. Most recently, Tindle's interactive short film, *On Ice* was the first VR film ever nominated for an Annie award. He is currently developing several TV and feature projects for Disney and Sony Pictures Animation, and his original story *Kubo and the Two Strings* will be released by Laika Entertainment on August 19, 2016.



Caleb Owens, *Assistant Professor of Art, Mike Curb College of Arts, Media and Communication, California State University Northridge*

Caleb is an Assistant Professor of Art at California State University Northridge with an emphasis in Game Development, Virtual Reality and Visual Effects. Professor Owens is currently pursuing research in VR with a specific focus on cognitive learning and neurophysiology. An industry veteran with a professional career that spans 25 years, Caleb has worked as a visual effects artist, game artist, animator and educator. Throughout his career he has lectured, taught and presented at professional conferences, seminars, distinguished universities and studios. Owens is published in several books, magazines, and online media. He has held senior positions at Digital Domain, Disney's Dream Quest Images, Sony ImageWorks, Electronic Arts, Square Enix, and other visual effects and game studios. His many published credits range from games such as *James Bond* and *Final Fantasy* to more than forty films including The Academy Award Winning film *Twelve Years a Slave* and hundreds of commercial credits. In 1993 Owens completed his BFA at Florida Atlantic University, one of the first Computer Animation Art programs in the country, and later studied in the MFA program. While working professionally, Caleb was an important adviser that helped shape FAU's MFA in Computer Art program.



Eloi Champagne, *Technical Director, National Film Board of Canada Animation Studio, English Program*

Before he became Technical Director at the NFB Animation Studio, Eloi spent nearly two decades helping advertising agencies and corporations go beyond their creative limits. Drawing on his VFX expertise and creative problem-solving skills, Eloi has worked on many award-winning productions, including a number of stereoscopic films. Currently, he is working on a variety of linear and interactive productions using 3D printers, projections, different types of sensors, game engines and head-mounted displays for Virtual Reality/Augmented Reality projects and experiments.