

# An Evaluation of University Education as it Relates to the VFX, Animation and Game Industries

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## Abstract

This panel will discuss and assess how academia and industry can articulate their visions and develop a cohesive understanding of each others roles and responsibilities in the hopes of revealing mutually beneficial protocols and guidelines to elevate both academia and industry.

**CR Categories:** K.3.2 [Computers and Education]: Computer and Information Science Education—Computer Science Education  
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**Keywords:** Industry/Education Interaction, VFX, Animation, Games.

## 1 Introduction

This ever-changing digital age requires individuals with different perspectives to coalesce around ideas to create new techniques and paradigms that enable both academia and industry to thrive. This intelligent, spirited, creative, committed panel will examine how education and industry can work together to unite their visions with this profound change.

## 2 Overview

The interdependency between education and industry is important for the success of their mutual future relationships. With the continual evolvement of technology and work practices, it is imperative for each to understand and support each others respective roles and responsibilities.

Recent developments in industry have caused everyone to be vigilant of change. The opportunity for students to learn the skill set necessary to secure employment with VFX, animation and gaming industries is easily accessible, and competitive.

Maintaining a healthy relationship between education and industry is rooted in a strong understanding of each, specifically in regard to

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the roles and responsibilities present within their own constituencies. Together, we can move away from viewing each organization as separate pieces and view it as a holistic unit. Developing the strengths and talents of each will ultimately contribute to the common goals. First, we must examine the differing goals and values of both. For academics, goals may include research, whereas for industry priority may lie with aspects of production development.

## 3 Questions

We begin by posing certain questions: Should faculty to be more involved with industry, perhaps by completing an industry-based sabbatical? Can industry and education facilitate this? What is the separation between what is taught at schools and the skill set valued by studios looking to hire? Are job placement rates declining? Are traditional universities facing competition from trade or Internet schools? Are educational institutions preparing for these changes? If so, how? Does the educational studio structure help students achieve the basic foundational understanding of how industry functions?

This panel will enthusiastically facilitate audience participation to discuss and assess how academia and industry can articulate their visions and develop a cohesive understanding of each others roles and responsibilities in the hopes of revealing mutually beneficial protocols and guidelines to elevate both academia and industry.