

# Animation & More: Essentials for Work for students with Autism and Related Disabilities with Doug Sutherland

Interested in the Animation and Gaming industry? This program is designed for the student who has participated in Animation Gets Real summer camp at USF or an equivalent beginning animation program and is ready for the next step toward developing marketable employment skills. Students will be taught the various pathways they might take to meet their career goals while exploring the writing, storyboarding, modeling and audio/sound in the animation and gaming industries.

## Prerequisites:

- Should be comfortable with Toon Boom Harmony and ready to discover Maya software
- Should be able to work independently and non-disruptively
- Should understand collaboration and be amicable to team projects.
- All applicants must submit a project representing skill level for review.

For more information and to register:

<https://arts4allflorida.org/Community%20Art%20Classes.html>



**February 22 - April 25, 2020**

**Saturdays 1-4 PM**

**Fee: \$295**

**Collaboratory at University of South Florida  
College of Education, EDU 150  
4110 USF Apple Dr.  
Tampa, FL 33620**

**Doug Sutherland** has

been teaching 3D Graphics and Animation for over two decades after receiving an MFA from Florida State University in 1979. Following graduation Doug moved to California and taught at California State Northridge, Ventura College and other schools throughout the state. He oversaw a grant in Animation and Gaming administered by Ventura College's Multimedia Program which afforded him the opportunity to train extensively with Alias Wavefront's education and training program on Maya 3D software. In 2003 Mr. Sutherland joined the Art Department faculty at the University of Tampa where he taught 3D Animation and related courses for 15 years. Currently he is working with 3D graphics and 3D printing to produce images and sculptural works for gallery exhibitions.

