

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:
wfinklea@usf.edu 813-974-0715

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



February 22 - April 25, 2020

Saturdays 1-4 PM

Fee: \$295

Ages 14 & Up

**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.

