

# 3D Fine & Performing Arts modeling & animation



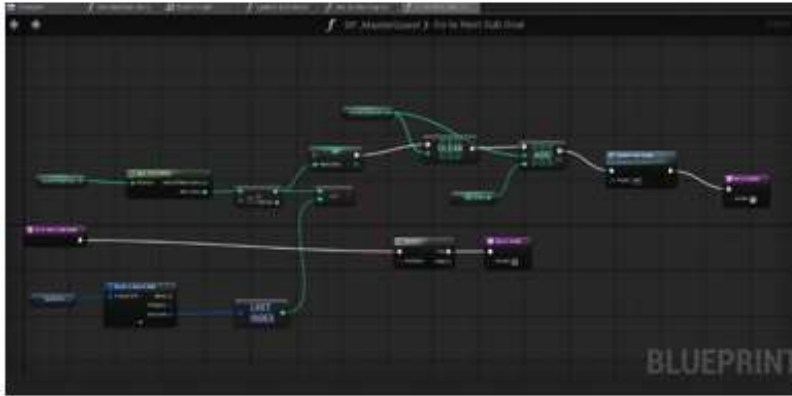
## Santa Ana College's 3D Modeling & Animation Certificate student-made game places as "Top Ten Finalist", again!

(Santa Ana, CA) - [Santa Ana College \(SAC\)](#) will compete at the seventh annual [IEEE GameSIG Intercollegiate Computer Game Showcase](#) on Saturday, May 5, 2018, at 12 p.m. SAC is the only community college to submit game entries. The other "Top Ten" student games were awarded to Chapman University, UCI, CSULB, Laguna College of Art & Design and USC.



*Game Team Class (June 2017) pose with board of director, Phyllis Marbach, from [The International Council on Systems Engineering \(INCOSE\)](#). SAC's game, "Battle on the Bridge", won "Best Engineered Game Project" for 2017. The game project was produced collectively, by the entire class and designed and directed by students Hoa Pham and Miguel Dualan. The award accompanied a cash prize to pay for expenses related to attending the [Game Developer's Conference](#), San Francisco 2018.*

This marks the fourth year for Santa Ana College to have ranked among the top ten, and it's the only student team that is comprised of art majors. (No programmers were a part of the team) This year, two of the four games in production were submitted in time for the spring deadline. Most of the game development takes place during class time, in the course, "Art169 Game Design & Development". This



*Example of interface shown above for one type of visual scripting utilized, known as, "Blueprint" by Unreal Engine*

student-centered course, allows students to work together in an arrangement similar to how game development companies work. With the help of visual scripting tools, (see image) interested art students also learn how to program computer games without traditional programming knowledge. During the course, each student is expected to do their personal best to bring value to the team by applying skills that they have learned in courses they have taken offered within the 3D

Modeling and Animation Certificate program and/or by volunteering to jump in and take on tasks that may be entirely new to them but important in order to ensure that the game gets completed.



*SAC Game Team presenting at the 2016 IEEE GameSIG Showcase with their game, Finite Tower, designed by students Hoa Pham and Miguel Dualan*

The annual IEEE GameSIG Intercollegiate Computer Game Showcase is an event designed to give college-level students the opportunity to showcase their game development projects and compete with other college-level students. Each year, 20 to 30 student games are submitted for the competition. Ten games are selected by a jury. The student developers are granted with the opportunity to present their games on stage to an audience and a panel of prestigious judges who work within the video game industry. (Additional student games are also chosen as "semi-finalists". The semi-finalists are also invited to attend the showcase, and show off their game during the reception.



Screen shot of SAC game, *Scrap RC*, led by student Kenneth Ramos  
[CLICK ON IMAGE TO SEE TRAILER OF SCRAP RC](#)

This year, at Santa Ana College, four different computer games were in development during the “Art169 Game Design and Development” course. Two of the four games were successfully completed in time and were entered. Both were accepted to show at this year’s event; *Scrap RC* and *Residuum*. *Scrap RC*, is a multi-player battle arena genre game, designed by student, Kenneth Ramos. *Residuum* is a post-apocalyptic PPG game, designed by student Peter Vega. *Residuum* was voted as a “Top Ten” game, and therefore will be presented on the main stage. *Scrap RC*, placed as a semi-finalist, will be shown and available for play, (along with *Residuum*) during the reception.



Screen shot of SAC game, *Residuum*, led by student Peter Vega  
[CLICK ON IMAGE TO SEE TRAILER OF RESIDIUUM](#)

#### WHAT TO EXPECT AT THE GAME SHOWCASE

On May 5<sup>th</sup>, during the main presentation, the top ten student teams will have 5 minutes to demo their game for the audience and the panel of professional game developer judges. The judges are associated with local game companies in the area, including [Blizzard Entertainment](#), and [Obsidian](#). After the presentation, the judges announce their selection for “Best Game for 2018”. During the reception, that follows, complimentary refreshments are served and attendees are invited to play any of the student-made video games and talk to the developers.

**The showcase is a guaranteed fun time for game enthusiasts and valuable for students interested in video game development, as a career pathway.**

**[THE IEEE GAMESIG SHOWCASE EVENT IS FREE AND IS OPEN TO THE PUBLIC \(18YRS AND UP ONLY\) SEATING IS LIMITED! RESERVE YOUR SEAT BY ORDERING A TICKET HERE.](#)**



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