DigiPen students continue to garner awards in national competitions. Designed and produced by the team of Steve Chaivelli, John Jensen, Zach Paterson, Brad Rasmussen, and Ben Smith, Toblo has been chosen as a finalist in both the Independent Games Festival (IGF) and the Slamdance Guerilla Game-maker competition. Selected as a finalist in the Game Design Innovation category for IGF, Toblo is a capture-the-flag, first-person shooter set in an entirely destructible world of blocks that act as both terrain pieces and weapons. Toblo, Gelatin Joe, and Base Invaders have also been announced as 3 of the 10 Student Showcase games for the IGF this year.

In addition to its inclusion in the IGF Student Showcase, Base Invaders — created by the “Seventh Sigma” team of Stefan Beyer, Kyle Foley, Steve Joseph, Matt Miner, Chris Peters, Josh Sterling, Jeff Weber, and Drew Swenson — has placed as a finalist in the Slamdance competition. Base Invaders is a cartoon-style, action-oriented strategy game where players utilize physics-based traps against hordes of invaders to complete missions.

All of these competitions are tough. For example, the Guerilla Gamemaker competition is part of the prestigious Sundance Film Festival and highlights the connection between gaming and filmmaking as means of visual storytelling. As an organization looking to foster new and innovative ways to assist emerging and independent artists, Slamdance is using this competition to support developers by helping them make industry connections, by providing them with an environment for peer interaction, and by presenting them an opportunity for national exposure. For the IGF, 141 games were submitted to the professional-level Main Competition. Toblo is the fourth DigiPen game to place as a finalist at this level. Previous finalists in this competition include Rumble Box (2006), Kisses (2005), and Bontago, which won the Game Design Innovation award in 2004. Historically, DigiPen students have always done well in the Student Showcase category of the IGF, having placed 18 games in the past 7 years.

The winners will be announced soon. Guerilla Gamemaker finalists will have their games showcased during the Slamdance Film Festival this January in Park City, Utah, where finalists will compete for multiple awards. IGF will award the winners at the Game Developers Conference this March in San Francisco, California. The three DigiPen student games will compete with seven others recognized in the Student Showcase for the $2,500 Best Student Game Award. Good luck to all finalists!
Adam Crespi
Art Department

As a child, Adam Crespi, one of DigiPen’s newest instructors, built many models from a massive collection of Legos. He credits these formative Lego years with developing and sharpening his ability to understand complex assemblies and designs from spatial and compositional perspectives. Adam eventually traded in his Legos for a computer, which provided him with the tools to render accurate 3D models of buildings as diverse as Prada stores, city libraries, and convention centers.

Before becoming DigiPen’s full-time CG faculty member, Adam accumulated a wealth of experience in the world of architecture. After receiving his Bachelor of Architecture from the University of Southern California in 1994, he first worked for Ormonde Presentations, constructing virtual homes and apartments. By the time he left four years later, he had risen to the Director of Special Projects and gained experience with numerous CG programs, including the original version of *Photshop*. After Ormonde, he worked his way through several more architecture firms. Adam built visualizations for many notable buildings, including the San Jose Convention Center and the Seattle Central Library. On this last project, he met and worked with Rem Koolhaas, the Dutch architect and winner of the prestigious Pritzker Architecture Prize, the “Nobel Prize of Architecture.” Other career highlights include having met and worked with Sir Norman Foster (another Pritzker Prize winner) and Miriam Tate, from whom he learned “immeasurably about the subtlety of color on buildings.” Six years ago, Adam started his own business, Suddenly Scenery, which provides architectural visualizations and illustrations to architects, interior designers, developers, and builders.

His appointment as Associate Professor of Art at DigiPen is not his first teaching job. Concurrent with beginning his own business, Adam taught courses on 3ds Max, *Photoshop*, *Illustrator*, and compositing using *Autodesk Combustion* at the Art Institute of California in Orange County. He also ran the Portfolio II class for animation students. His efforts greatly raised the standard and polish of the graduates’ demo reels. In addition to giving guest lectures at various institutes, Adam also became an Autodesk Certified Trainer in 3ds Max and an Adobe Certified Expert in *Photoshop* and *Illustrator*.

After wrapping up his final quarter at the Art Institute on September 22nd, he and his wife threw everything from their house into a moving truck and drove up to Seattle, where he started at DigiPen on the 25th, three weeks into the semester. Adam identifies coming to DigiPen as the highlight of his teaching career to date. He says, “I am finally able to teach the high-end tools I have been wanting to, to an audience that is hungry to learn and extremely dedicated.” His specialties include material and lighting, compositing and post effects, and high-end rendering tools. “I have tried to expose my student to as much of this as I can,” he states. For example, in his Projects classes, students make extensive use of Cloth, Hair and Fur, and Mental Ray in 3ds Max, as well as learning *After Effects* and *Combustion* for compositing in a production workflow. Additionally, Adam has had a major hand in planning the senior team projects for the animation students, and he will have a large role in these classes as a technical resource and research-and-design supervisor.

In addition to teaching at DigiPen, Adam is working on several other projects. He is finishing his first book, *Achieving Invisibility: The Art of Architectural Visualization in 3ds Max*, which Fairchild Publications will publish soon. He also has several models in progress for a restaurant, a clothing store, and a retail center for various clients. In his spare time, he longs for the Southern California waves—he was an avid surfer—and bakes bread for his family, a profession he would be happy doing if he could ever drag himself away from the computer. If he looks tired, it is not from grading too many DigiPen student projects but from his and his wife Michelle’s efforts at trying to keep up with their two daughters, Keilani (three-and-a-half years old) and Makena (six months old).

With his Lego skills, architectural and teaching background, and certifications in numerous CG programs, Adam brings a high amount of experience to an already impressive Art Department.

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2007 NACAC Fairs

<table>
<thead>
<tr>
<th>Event</th>
<th>Date</th>
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<tbody>
<tr>
<td>Bayside Expo Center, Boston, MA</td>
<td>Tuesday, April 10, 9:00 A.M. – Noon &amp; 6:00 P.M. – 9:00 P.M. Wednesday, April 11, 9:00 A.M. – Noon</td>
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<tr>
<td>Wolstein Center at Cleveland State University, Cleveland, OH</td>
<td>Sunday, April 15, 1:00 P.M. – 4:00 P.M.</td>
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<tr>
<td>George R. Brown Convention Center, Houston, TX</td>
<td>Sunday, April 15, 1:00 P.M. – 4:00 P.M.</td>
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<tr>
<td>San Diego Convention Center, San Diego, CA</td>
<td>Wednesday, April 18, 9:00 A.M. – Noon &amp; 5:30 P.M. – 8:30 P.M.</td>
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<tr>
<td>Los Angeles Convention Center, Los Angeles, CA</td>
<td>Monday, April 23, 6:00 P.M. – 9:00 P.M. Tuesday, April 24, 9:00 A.M. – Noon</td>
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<tr>
<td>New Jersey Convention and Exposition Center, Edison, NJ</td>
<td>Wednesday, May 2, 9:00 A.M. – 12:30 P.M. &amp; 6:00 P.M. – 9:00 P.M. Thursday, May 3, 9:00 A.M. – 12:30 P.M.</td>
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<tr>
<td>Jacob K. Javits Convention Center, New York, NY</td>
<td>Saturday, May 12, Noon – 4:00 P.M.</td>
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Industry Events

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<th>Event</th>
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<tr>
<td>Game Developers Conference 2007, Moscone Convention Center, San Francisco, CA</td>
<td>Monday, March 5 – Friday, March 9</td>
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<tr>
<td>Vancouver International Game Summit, Sheraton Vancouver Wall Centre Hotel, Vancouver, British Columbia</td>
<td>Thursday, May 3 – Friday, May 4</td>
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<tr>
<td>ComicCon 2007, San Diego Convention Center, San Diego, CA</td>
<td>Thursday, July 26 – Sunday, July 29</td>
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<tr>
<td>SIGGRAPH 2007, San Diego Convention Center, San Diego, CA</td>
<td>Tuesday, August 7 – Thursday, August 9</td>
</tr>
<tr>
<td>Austin Game Conference 2007, Austin Convention Center, Austin, TX</td>
<td>Wednesday, September 5 – Friday, September 7</td>
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College Goal Sunday

On January 28, the first annual College Goal Sunday in Washington State kicks off in seven cities. This three-hour workshop is a free, on-site program that helps students and families complete the Free Application for Federal Student Aid (FAFSA), the form that is required to apply for federal financial aid for higher education. College Goal Sunday starts at 2:00 P.M. on January 28 and takes place at locations in Seattle, Spokane, Tacoma, Everett, Olympia/Lacey, Tri-Cities/Pasco, and Yakima.

Students should bring along their Social Security Number and drivers license (if any), as well as any financial records related to income (for example, parents’ most recent income tax returns and/or last pay stub). Parents are strongly encouraged to attend with their children. But even with no paperwork at all, students and families can get help completing part of the FAFSA. During the week of January 15, the DigiPen Financial Aid Office will have a table in the lobby with financial aid and College Goal Sunday materials as well as staff on hand to answer any questions you may have.

Please help us spread the word! Financial barriers, including the lack of funds and the lack of understanding about how to access funding, are deterring too many students and families from applying for college. Although 87% of high school students say they want a college degree, only 30% will actually succeed. This first-annual event will help families overcome this barrier.

If you have any questions, please contact Natalie Carr at ncarr@digipen.edu or by phone at (425) 629-5021. You also can learn more about College Goal Sunday at www.collegegoalsundaywa.org. This website provides the exact addresses for the seven locations across the state.

Important Dates: Spring Calendar

<table>
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<tr>
<th>Date</th>
<th>Event Description</th>
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<tr>
<td>Jan. 2-7</td>
<td>Intersession – no classes</td>
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<tr>
<td>Jan. 7</td>
<td>Withdrawal deadline for 100% refund</td>
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<tr>
<td>Jan. 8</td>
<td>Classes begin – Spring Semester</td>
</tr>
<tr>
<td>Jan. 15</td>
<td>M.L. King Day – no classes</td>
</tr>
<tr>
<td>Jan. 15</td>
<td>Last day to add classes for Spring Semester; withdrawal deadline for 90% refund</td>
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<tr>
<td>Jan. 19</td>
<td>Final day to drop class without academic penalty</td>
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<tr>
<td>Feb. 3</td>
<td>Withdrawal deadline for 75% refund</td>
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<tr>
<td>Feb. 3</td>
<td>Founder’s Day – no classes</td>
</tr>
<tr>
<td>Feb. 15</td>
<td>Tuition deposit for Summer Session due</td>
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<tr>
<td>Feb. 19</td>
<td>Presidents Day – no classes</td>
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<tr>
<td>Mar. 1</td>
<td>Final day to receive a “W” on transcript for Spring Semester withdrawals; 50% refund; withdrawals from institute after this date will receive “F” grades on transcript; final day to drop a class</td>
</tr>
<tr>
<td>Mar. 5-9</td>
<td>Spring Break – no classes</td>
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Please remember to read the SRS Bulletin Board!

Announcements

DigiPen Is Hiring for ProjectFUN Summer Workshops!

Need a summer job? Want to gain real-world experience and have fun? DigiPen is looking for a few good teachers, teaching assistants, and after-school coordinators for the ProjectFUN Summer Workshops.

An informational session about the available positions will be held in the Plato Auditorium on Friday, January 19, from 3:30-4:30 PM.

The ProjectFUN Summer Workshops provide students in Grades 5 and above an opportunity to gain a taste of what it may be like to have a career in the game industry. Workshops offered include:

- Video Game Programming, Levels One through Three
- Animation, Levels One and Two
- Junior Game Programming, Level One
- Robotics, Level One

Working with junior high and high school students offers unique challenges and opportunities that call for leadership, teamwork, management, and coordination. To help you successfully perform your job, DigiPen will provide mandatory training prior to the start of the workshops.

These job opportunities are a great way to expand your professional skills while allowing you to focus on the game industry! To apply, please provide a cover letter, resume, and application form to the main office by Thursday, March 1.

Graduate Preview Day

On Wednesday, February 7, DigiPen will host its first annual Graduate Preview Day for the Master of Science in Computer Science degree program. The Master’s degree in Computer Science extends education in areas of 3D computer graphics, animation and modeling techniques, artificial intelligence algorithms, image processing, real-time rendering, math, and physics.

This event will take place from 2:00 – 7:00 P.M. and will provide guests with information about our school, the degree program, application tips, and financial aid. Guests also will have the opportunity to preview a graduate-level computer science class and to speak with current graduate students and faculty.

The schedule of events will proceed as follows:

- 2:00-3:00 Check-in and welcome speech
- 3:00-3:30 Tour of the school
- 3:30-4:50 CS 510 – Class Shadow
- 5:00-6:00 Graduate program information, admission tips, and financial aid information
- 6:00-7:00 Complimentary dinner and mingling with current graduate students and faculty

The event is open to interested students both in and outside DigiPen; however, space is limited, so participants should RSVP online by Friday, February 2nd at www.digipen.edu/main/Grad_Preview_Day.

For questions or more information, please contact Angela Kugler at akugler@digipen.edu or by phone at (425) 895-4438.

Workshop Summer Sublet

Are you leaving town this summer? Consider subletting your room to a ProjectFUN Summer Workshop participant. DigiPen’s Outreach team is providing students the opportunity to submit their sublet listings for distribution to summer workshop students. Summer Workshops run from June 11 - August 17th, 2007. In order to participate, please email Diann Strom, Outreach Coordinator, dstrom@digipen.edu your “advertisement” outlining the cost and amenities of your space and any services you will be offering.
If you or your parent(s) have any questions or concerns about any financial aid matters, please contact the Financial Aid Office at (425) 895-4427.

2007-08 Financial Aid

It’s that time of the year again. If you are interested in financial aid for the 2007-08 academic year, you must fill out a Free Application for Federal Student Aid (FAFSA). Please visit www.fafsa.ed.gov and click on “Fill Out a Renewal FAFSA” under the second category if you already have financial aid here at DigiPen and have filled out a FAFSA for the current academic year. If this is your first time applying for financial aid, please click “Fill Out a FAFSA” instead. You also will need to fill out a separate DigiPen Financial Aid Application, which can be found at www.digipen.edu/main/Financial_Aid. Once we get these two items, we will then be able to determine your eligibility. Many financial aid programs will be on a first-come, first-serve basis. It is important that you begin and complete the financial aid process as soon as possible.

The Financial Aid Office will be advising students during the second week of the Spring Semester. We will have a desk set up outside the main office for any students who are interested in applying for financial aid. We will be handing out DigiPen Financial Aid Applications and advising/encouraging students to go online to fill out the FAFSA. For many students, this will require the attention and cooperation of their parent(s) to fill out their portion of the FAFSA.

Loans and Disbursement Dates for Spring 2007 Semester

3. Pell grants, AC grants, and SMART grants will be ordered by the Financial Aid Office on 1/22/2007. These typically take three to five business days for the money to appear in your student account.
4. Washington State Need Grants will also be ordered by the Financial Aid Office on 1/22/2007. These typically take the state two weeks after the 22nd to process and issue checks to DigiPen.

Please note that disbursements dates are important in calculating student living expenses for the month of January. Once the money disburse/appears in your student account, it can take up to 14 business days to issue students (Stafford Loan, Grad PLUS) and parents (PLUS Loan) any excess funds for living expenses (if any). The PLUS Loan excess funds will be sent to the parents if the parents elect this option; they will then have to coordinate with their son/daughter to transfer funds for living expenses. It is a good idea to plan ahead for living expenses, as loan funds will not be immediately available to release to you.

New Scholarships at DigiPen

DigiPen Institute of Technology has three new scholarships on the horizon. These scholarships will be available beginning in the 2007-08 award year. Contact the Financial Aid Office at (425) 895-4427 for more information. You also can visit www.digipen.edu/main/Scholarships for more details regarding these scholarships and to download the applications. Please note that all of the following scholarships are tuition credit only and have no cash value. As a result, they cannot be redeemed for cash expenses, as loan funds will not be immediately available to release to you.

Imagine America’s Military Award Program

The Military Award Program (MAP) is a national aid program that the Imagine America Foundation established in 2004. This $1,000 career education award is available to any active-duty member or honorably discharged veteran of a United States military service branch for attendance at DigiPen. This scholarship can help those with military service receive a career education and make the transition from military to civilian life. Scholarship recipients will receive the $1,000 scholarship over four semesters ($250/semester). Interested students should visit www.imagine-america.org/02-about-scholarship-map.asp for more information and to apply for the MAP.

DigiPen Women’s Scholarship

DigiPen will offer five $2,000 scholarships to female students. Applicants must meet all of the following qualifications to be eligible for the scholarship:
1. Must be female.
2. Must meet the standard admission requirements for the program for which they are applying to at DigiPen.
3. Must have a cumulative GPA of 3.0 or greater in their most recent educational history.
4. Must be a student entering any of DigiPen’s full-time degree programs.
5. Must be a United States citizen or permanent resident.
6. Must be a confirmed, enrolled student for the Fall 2007/08 academic year before the scholarship is awarded.
7. Must maintain a 2.5 overall GPA while attending DigiPen.

DigiPen AP Scholarship

DigiPen will offer scholarships to high school students who meet DigiPen’s enrollment requirements and have obtained high scores on at least one of the exams. Eligible applicants must have at least a 4 on one of the exams and a 5 on one of the other exams. The AP subject tests to be considered for this scholarship are:
1. Any Calculus AP Exam (AB/BC) and
2. Computer Science (A/AB) or Physics C (Mechanical)

These scholarships will cover 30 percent of total tuition costs at DigiPen for a four-year program. A maximum of 10 scholarships will be available this next academic year, and this scholarship is limited to a first-come, first-served basis. Applicants must be a confirmed, enrolled student for the Fall 2007/08 academic year before the scholarship is awarded. Applicants must also maintain a 2.5 overall GPA while attending DigiPen.

Check out more DigiPen News online at:
www.digipen.edu
After weeks of record-breaking storms in the Pacific Northwest, the sun finally broke through and bathed the inaugural 2D or not 2D Animation Festival in a glorious warm and golden glow. The festival began with career-spanning presentations by Nancy Beiman of the Rochester Institute of Technology and Tony White. DigiPen instructor and president of the Animaticus Foundation, White screened “Endangered Species,” his latest animated homage to the history of classical animation. He concluded with his vision for the future ambitions of the foundation: to provide opportunities for 2D animation students to study in an academic environment while working as apprentices to master animators. The first evening closed with a screening of competition entries.

Day two of the festival opened with a screening of amazing Disney cartoon shorts. In addition to the films, White introduced the young audience to the magic of making flipbooks.

White also launched the Animaticus Foundation’s flipbook competition, which invited young people to submit their own original flipbooks by the end of 2006. Winning flipbooks will be screened at the next 2D or not 2D Animation Festival in November 2007.

Internationally syndicated cartoonist Tom Wilson next presented the Emmy Award-winning television special “Ziggy’s Gift.” The screening of the film enchanted all those who saw it and begs the question why the film has never been screened on television, beyond its original launch showing. Afterwards, White introduced a showcase of the award-winning work of John Halas and Joy Batchelor. Their studio pushed the envelope of animation and offered an alternative to the traditional “Hollywood” style.

The appearance of Roy E. Disney, the nephew of Walt Disney, was the highlight of the festival. He showcased the artistic and groundbreaking moments of Disney production, from “Steamboat Willie” to “Lorenzo.” A special moment in his presentation was the screening of a full version of the yet-unavailable film “Destino,” a 60-year collaboration between Disney and Salvador Dali. Roy also announced that 2D animation was back on the slate of Disney studio production. The first full-length movie will be The Frog Princess, and several shorts are in progress. The audience greeted this news with a standing ovation that Roy received when accepting the inaugural Roy E. Disney Achievement Award.

After the award presentation, the captivated audience viewed several films, including the restored and re-mastered Animal Farm. Produced and directed by the Halas & Batchelor Studio in 1954, this first-ever, British animated film still stands up to a close inspection and was much appreciated by the late-night audience.

The final day of the festival began with the festival director, Ken Rowe, introducing the local schools of animation. These schools introduced their degree programs and whether they would like to pursue game programming is for them by focusing more on the practical requirements for making games rather than the theoretical concepts.

Everyone involved in this outreach program has been pleased with the outcomes. The response from the students has been overwhelmingly positive. Martin Culbert, who oversees the program, noted, “Almost all the students are very enthusiastic about what we are teaching, and some have already decided that they will be programmers, no matter what it takes.” Johnson credits his experience as an instructor in this program with helping him to improve his own communication skills while giving him the opportunity to “show some youths the door I chose to walk through.” He has found it exciting to open to these students a world that they did not know existed. The success of this outreach program should lead to more similar types of collaborative programs between DigiPen and organizations like the National Urban League. Culbert expects these teaching opportunities for DigiPen students to continue to expand in the years ahead.
After my last newsletter submission (the heartfelt welcome to a new semester that was given during midterms), I have decided to go for a less time-sensitive topic. I would like to rant a bit on the process of change.

Change can come on both a micro and macro scale, and currently very few students involve themselves in either. A few examples of micro changes would be fixing a computer, a soda machine, or even a stapler. These changes can be accomplished by submitting a ticket to helpdesk, submitting a ticket to facilities, or saying to Lindsey, “Hey, this dang contraption is out of those little things that hold my papers so neatly together. Could you please fill ‘er up?”

I know that we are creative people, and we like to come up with innovative solutions such as taking a dollar bill, putting it into the snack dispenser, hitting the change button and taking the change that was dispensed to buy a soda. I am just saying that once you are done with inventing a new way to buy this soda, please email facilities that the dollar bill slot is broken. This will ensure that even a person with the weakest problem-solving abilities will be able to quench his or her thirst.

On the macro level, we have issues with which the Student Association is dealing. These are issues such as communication between students and faculty. Without the student body getting involved and giving us input about the school and their experiences at DigiPen, we start flying blind as an organization. Once we receive this input, we can then go and make change happen. Sometimes this change is swift, while at other times it can be glacial; but change does happen, and the more backing we have from the students, the faster that change happens.

You may be asking yourself now, “Self, how can I get involved?” This is a good question, and you are a smart person for asking it. The best way for your voice to be heard is at the Student Association Open Forums. These allow us to get a large sample from the student body and immediately bring that to the administration. Most of our actions that month are determined by what is brought up during these discussions. If you have an opinion to voice or a statement to make, it is my promise that it will have the opportunity to be heard at the open forum.

If you cannot make it to an open forum, you still can make your voice heard. Go ahead and talk to any SA member by finding us in the hallways or by emailing us. If you do not know who we are, the list of current members is available on the Student Association Wiki. All members are open and willing to take in your suggestions and comments, so it is up to you to give them to us!

That’s it. I’m done with my rant, so you can now go on with your day. Hopefully, though, the next time the toaster is broken, and you just finished making your waffles in the microwave, you will think about the poor person who will have to eat cold waffles because he or she does not know how to operate a microwave. You will do the right thing.

Zach Peterson
Student Association President

DigiPen PodClass

In the eighth issue this year, December’s PodClass focused on the role of “serious games” in the defense industry and corporate sector. Host Omaha Sternberg spoke with Doug Whatley of Breakaway Games, Jerry Henegen of Virtual Heroes, and Mark Conger of Northrup/Grumman. In January’s PodClass, Sternberg talks with Matt Rapelje of Zombie Entertainment about the process of communication between artists and engineers. His guests also include Kevin Stephens of Monolith Productions on their engineering process and DigiPen faculty member Jen Sward on project management.

Listeners can subscribe to the podcast via iTunes or can go to DigiPen’s website. If you have a topic you would like to hear about on the podcast, please email your suggestions to podclass@digipen.edu.

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