

FIEA Prospective Student Chat: Florida Interactive Entertainment Academy Q&A Session	04/03/18 07:00 PM - 04/03/18 08:30 PM
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Username	Message
fieachat	fieachat(Todd_FIEA_Admissions): hey everyone
fieachat	fieachat(FIEA_Admissions_Sara): Hi everyone! We are so sorry for the delay!
fieachat	fieachat(Todd_FIEA_Admissions): sorry for the delay. please ask your questions.
Marshallscarp	Marshallscarp: Hey!
CharlesVasquez93	CharlesVasquez93: Hello how you all doing?
carterblalack	carterblalack: Woo!
fkhandadia	fkhandadia: Hi!
zachariah535	zachariah535: Great, how about you Charles?
je_dandeneau	je_dandeneau: Hello.
zachariah535	zachariah535: <---Current Production Student at FIEA
CharlesVasquez93	CharlesVasquez93: Doing pretty good thanks you
je_dandeneau	je_dandeneau: So we can ask our questions noq?
zachariah535	zachariah535: No complaints, ready to help!
je_dandeneau	je_dandeneau: Alright, I've heard about how we need to take the GRE to even be accpeted into FIEA. How do we go about this?
carterblalack	carterblalack: So I guess I'll start with a question: for the art portfolio, are there file size limits?
fieachat	fieachat(Todd_FIEA_Admissions): je
fieachat	fieachat(Todd_FIEA_Admissions): you go to the etstesting site
fieachat	fieachat(Todd_FIEA_Admissions): link coming
zachariah535	zachariah535: https://www.ets.org/

Marshallscarp	Marshallscarp: So, I was wondering, at this point I've already submitted all of my application materials. Transcripts just got mailed out today. All that said, when can I sort of expect a decision/news? PRD 3 obviously got pushed back to April 19th, so are all decisions made after then, when every PRD 3 applicant has submitted their materials? Or does it sort of work on a rolling basis? Thank you!
fieachat	fieachat(Todd_FIEA_Admissions): https://www.ets.org/gre
fieachat	fieachat(Todd_FIEA_Admissions): marshall
fieachat	fieachat(Todd_FIEA_Admissions): in general you will hear 3 to 4 weeks after you turn in your material.
fieachat	fieachat(Todd_FIEA_Admissions): if there is a pressing reason why you need to hear earlier we can talk and see if we can make that happen.
zachariah535	zachariah535: je_: For more steps, check out FIEA's 6 steps to enrollment, GRE has a section for Number 5.
zachariah535	zachariah535: https://fiea.ucf.edu/admissions/6-steps-to-enroll/
fieachat	fieachat(FIEA_Admissions_Sara): Hi, lol
fieachat	fieachat(FIEA_Art_NickZ): @ CarterBlalack - There is no real size limit. You can give .jpg files with little to no compression. For video file use decent compression and video quality, but we can handle fairly large file sizes.
je_dandeneau	je_dandeneau: alright then.
cgschatadmin	cgschatadmin(CGS George): Hey!
CharlesVasquez93	CharlesVasquez93: how Close would you like students to live at in regards to commuting to FIEA?

Marshallscarp	Marshallscarp: Great, thank you, Mr. Deery! There are no outstanding circumstances, I just wanted to know when to be on the lookout. Is it an email, or is there a physical letter?
fieachat	fieachat(Todd_FIEA_Admissions): charles
fieachat	fieachat(Todd_FIEA_Admissions): that's up to you. some live very close, others commute farther.
jacwb	jacwb: Silly question, but I couldn't find it on FIEA's site, what degree are students graduating with, i.e. MS? MFA??
je_dandeneau	je_dandeneau: I heard that the soonest i can try to enroll is my last semester at UCF. i'm working towards my bachelor's right now.
zachariah535	zachariah535: I live fifteen minutes away Charles, which is decent, some people live within walking distance
fieachat	fieachat(Todd_FIEA_Admissions): you will be keeping long hours most likely so hopefully traffic won't be an issue.
zachariah535	zachariah535: Master of Science in Interactive Entertainment
carterblalack	carterblalack: Good to know. I will be applying for the tech art specialization, and I was wondering if code samples count towards the 7-12 piece limit.
fieachat	fieachat(Todd_FIEA_Admissions): say it loud Zach!
zachariah535	zachariah535: WOOT WOOT, lol
fieachat	fieachat(FIEA_Prod_Rick): LOL
je_dandeneau	je_dandeneau: Is it possible to add games i've worked on? I mean I'm trying to head for the Art track.....
je_dandeneau	je_dandeneau: For the portfolio i mean...
fieachat	fieachat(Todd_FIEA_Admissions): je
fieachat	fieachat(Todd_FIEA_Admissions): yes.
fieachat	fieachat(Todd_FIEA_Admissions): Nick may want to provide more detail

fiachat	fiachat(Todd_FIEA_Admissions): carter you can submit code along with art. that wouldbe perfect mix.
jacwb	jacwb: I'm undecided between the programming track and tech art, how difficult would it be to switch from one to the other in the first semester??
fiachat	fiachat(Todd_FIEA_Admissions): and don't worry too much about limit if you have both. but remember quality over quantity
fiachat	fiachat(FIEA_Art_NickZ): @ carterblalack - Code can count toward your piece c
Knightess	Knightess: Hi Everyone! Sorry for being late! Production question, I read that there are four paths for the production track : Game Design, Project Management, Level Design and Tech Design. Is the level design path inclined towards art or game design?
carterblalack	carterblalack: Awesome!
fiachat	fiachat(Todd_FIEA_Admissions): Hey Knightess!
fiachat	fiachat(Todd_FIEA_Admissions): Welcome.
Marshallscarp	Marshallscarp: Hey Mr. Hall, not a question but thanks for all the advice you've given over my application process. It really helped a lot, and I'm hoping my analysis submission isn't too bad, haha
zachariah535	zachariah535: @Knightess, basically game design, unless you can create your own assets to use for making the levels.
fiachat	fiachat(FIEA_Admissions_Sara): No need to apologize Knightess :) The chat lasts til 8:30 and people come and go, and we had login difficulties ourselves :-/ Lol

fieachat	fieachat(FIEA_Art_NickZ): @ Je_dandeneau - yes you can include games you have worked on for sure, please ensure that you clearly label all the work that you produced in a group project. What helps is if you can have shots that put all the work that you specifically worked on in one area so we can see clearly what your contribution has been.
fieachat	fieachat(FIEA_Prod_Rick): Marschall, I'll look forward to it!
zachariah535	zachariah535: @Knightess: One of the level designers is creating all her own assets and designing her levels with this, for a bigger challenge, but that is not what everybody else is doing
je_dandeneau	je_dandeneau: OK....my ultimate goal is to be a designer/director of games. I want to be able to point at the game and go: "That's my game!" Y'know like Hideo Kojima, Tim Schafer, or Miyamoto.....so with that in mind, can I go for the Art track?
Marshallscarp	Marshallscarp: Thank you! And in case you read my written interview, I apologize in advance for how strange the second response might be haha
CharlesVasquez93	CharlesVasquez93: How long on average do you spend at Fiea? @any current Student
fieachat	fieachat(FIEA_Prod_Rick): LOL
je_dandeneau	je_dandeneau: I believe I was told that you have to have a specialty.
je_dandeneau	je_dandeneau: To get hired in the industry, and then you work your way up from that.
zachariah535	zachariah535: I am, on a given day usually here from 10am to midnight. That is this semester, but because we are such a close nit group, it's not always work, sometimes it's just chit chatting. The first semester I was here much more, lol

fiachat	fiachat(Todd_FIEA_Admissions): je
Knightess	Knightess: @zachariah535 Cool! I'm very interested in level design so that fits perfectly with my objectives. Thanks for the info!
carterblalack	carterblalack: Looking at the hypothetical schedule, it has Practicum/Internship or Practicum and Portfolio review slated for the last semester. What would you say is the ratio between the two, and do the Internships have to be in the Orlando area?
fiachat	fiachat(Todd_FIEA_Admissions): yes you to get admitted on a speicalty
Marshallscarp	Marshallscarp: Don't say I didn't warn you! Anyway, I'm done for now; I sincerely appreciate everybody's help along the way. I could not have imagined having such an opportunity this time last year, that's for sure. Bye everybody!
fiachat	fiachat(Todd_FIEA_Admissions): see you Marshall!
fiachat	fiachat(FIEA_Prod_Rick): Have a good one, Marshall
fiachat	fiachat(FIEA_Art_NickZ): @ Je_dandeneau - Yes you can go for art, but if you go for art, make sure that it is your first love. If it isn't then it will be very difficul
zachariah535	zachariah535: @ je: Hideo Kojima is a game designer, not an artist, so if that is your goal, I would say production for game design
je_dandeneau	je_dandeneau: So....does that mean that if i want to work my way up to that I SHOULDN'T go for the art track? I mean I do love to model and all that but I still am trying to build up to something greater.
jacwb	jacwb: FIEA sounds like a year-long slumber party with the amount of hours you guys stay on campus lol...

je_dandeneau	je_dandeneau: I always thought the idea was that I specialize in something i'm very good at to get my foot in the door....
zachariah535	zachariah535: I'm definitely not saying that, it's definitely possible to make lateral moves in the industry, right @Rick?
fieachat	fieachat(Todd_FIEA_Admissions): the hours are up to you and your teams.
fieachat	fieachat(Todd_FIEA_Admissions): some spend all day. some come in and work really hard and then can go home earlier if desired.
je_dandeneau	je_dandeneau: Well I mean is it a sound strategy to do it like that or is it a rarity? I mean I know some game directors that started either as debuggers, programmers, or music people....
zachariah535	zachariah535: @jacwb: I have pulled more all nighters than I care to admit to (especially with faculty on here, hahaha), but it just depends on how you work. I enjoyed the early hours with nobody here, and find I'm more productive when I'm here at school.
jacwb	jacwb: Group projects in undergrad have prepared me for sleepless nights I think... haha. I'm undecided between the programming track and tech art, but am leaning towards programming. How difficult would it be to switch over to the tech track ??
fieachat	fieachat(Todd_FIEA_Admissions): @nick or @tom can answer you jacwb
je_dandeneau	je_dandeneau: If i specialize in 2d/3d art and I'm aspiring to eventually design and direct games, is it a good idea to go for the Art track in FIEA?

fiachat	fiachat(FIEA_Prod_Rick): @je - I think your best bet is to get into the industry with your strengths. It's not all that hard to make lateral transfers once you get in the door
je_dandeneau	je_dandeneau: ok then, so I've got a decent strategy it looks like.
Knighthess	Knighthess: Any sketchy areas around FIEA that I should avoid for housing? Any recommended apartments that have a good reputation?
FGavila	FGavila: What is the cost of attending FIEA for out-of-state students?
je_dandeneau	je_dandeneau: Alright...so stuff like the Unreal Engine and Zbrush....do we have to know any of that before going to FIEA, or are we taught the basics?
fiachat	fiachat(Todd_FIEA_Admissions): Fgavila
fiachat	fiachat(FIEA_Programming_Tom): @jacwb - The programming HW is pretty challenging, so most students would have a hard time completing both TechArt and Programming assignments.
jacwb	jacwb: @nick or @tom please halppp. Also is the programming track as intense as it seems?? I talked to a professor(?) and he was telling me about how the current class is only ~12 people?
fiachat	fiachat(FIEA_Art_NickZ): @ Je_dandeneau - yes, we suggest that you specialize (highly specialize in the art track) I just want to ensure that if you do art, you have to be a bit obsessed with art. You could use art as a way to get into industry, but you will be in competition with artist that eat, breathe and sleep art. If that is use then I think art is where you should be.
fiachat	fiachat(Todd_FIEA_Admissions): what state are you a resident of?
FGavila	FGavila: I am a resident of Ohio.

fiachat	fiachat(FIEA_Programming_Tom): @jacwb - you're welcome to attend both classes, but programming is definitely hard to learn without actually doing the assignments.
fiachat	fiachat(Todd_FIEA_Admissions): ok. tuition is https://fiea.ucf.edu/admissions/tuition/
fiachat	fiachat(FIEA_Art_NickZ): @ Je_dandeneau - If you ultimately want to design games, then I would go design. That is my personal opinion. That is what I was saying, go where your true passion is.
fiachat	fiachat(Todd_FIEA_Admissions): we do have fellowships and financial aid as well.
carterblalack	carterblalack: Looking at the hypothetical schedule for artists, it has Internship or Practicum and Portfolio Review slated for the last semester. Do the Internships have to be in the Orlando area, and about when would I have to know if I got one by?
fiachat	fiachat(Todd_FIEA_Admissions): you can find out info on fa and fellowships here https://fiea.ucf.edu/admissions/financial-aid/
fiachat	fiachat(Todd_FIEA_Admissions): carter
fiachat	fiachat(Todd_FIEA_Admissions): internships can be anywhere.
je_dandeneau	je_dandeneau: I was told that we will learn about the basics of Zbrush and Unreal and what-not at FIEA. So...do we have to be familiar with either of these before hand?
fiachat	fiachat(Todd_FIEA_Admissions): you have to secure one a few weeks before class starts.

jacwb	jacwb: @Tom, I'm sure LOL. Do you guys have any recommended resources for polishing programming skills, particularly c++? I feel like I need better command of the lower-level aspects of the language <--- assuming these skills are what's being looked for in the portfolio
fieachat	fieachat(FIEA_Art_NickZ): @jacwb - Tech art is a lot of creative problem solving. Living in-between art and programming. Need some good coding skills but not as demanding as a hardcore programmer. You are mainly making code for tools and shaders.
FGavila	FGavila: What background would I need for the design track compared to the programming track?
fieachat	fieachat(FIEA_Programming_Tom): @jacwb - I base admission on three criteria. GRE score, Code portfolio, and GPA in CS classes
fieachat	fieachat(FIEA_Programming_Tom): @jacwb - so depending on how your other stuff looks, your portfolio can be pretty basic C++
fieachat	fieachat(FIEA_Art_NickZ): @carterblalack: Internships can be anywhere not just Orlando.
fieachat	fieachat(FIEA_Programming_Tom): @Todd - I think there's a link to books on the website, is that right?
fieachat	fieachat(FIEA_Prod_Rick): @Fgavila - Lots of different backgrounds are applicable to design. We've had people come from backgrounds like creative writing, philosophy, film, art, psychology, marketing, computer science and more
je_dandeneau	je_dandeneau: So wait if i ultimately want to design and direct games, do I have no choice but to go for that track at FIEA?

fiachat	fiachat(Todd_FIEA_Admissions): @tom, no but if he will email me I can send a doc with books.
fiachat	fiachat(FIEA_Art_NickZ): @ Je_dandeneau - You do not need to know Zbrush or unreal before hand, but it would be in your best interest to know as much as possible coming into the program.
fiachat	fiachat(Todd_FIEA_Admissions): @jacwb please email me at fieaadmisison@ucf.edu
zachariah535	zachariah535: @je: ultimately it's your decision. Rick is saying he has seen people make the lateral move from art to design, and Nick is saying his recommendation is to go for what you wanting to go into, so game design in the production track.
fiachat	fiachat(Todd_FIEA_Admissions): and i'll send you recommended books.
jacwb	jacwb: @Todd - Will do right now, thank you!!
zachariah535	zachariah535: @FGavila: what background do you currently have?
fiachat	fiachat(FIEA_Art_NickZ): Thanks Zachariah535! :)
je_dandeneau	je_dandeneau: any news on when the first portoflio date is for fall 2019?
fiachat	fiachat(Todd_FIEA_Admissions): je
fiachat	fiachat(Todd_FIEA_Admissions): we will set those in the summer. but expect them to be pretty close to what they were this year.
carterblalack	carterblalack: For the written interview, is there any specific formatting you want on the document? (font, size, spacing, etc.)
FGavila	FGavila: I studied computer science at Muskingum University. My background is mostly computer programming, mathematics, and physics.

zachariah535	<p>zachariah535: You welcome Nick! I personally agree on the side of going into what you are passionate about. I want to be in a more leadership role for game development, not necessarily game design, so I'm in Project Management. I also enjoy design, so I do level design on the side, and keep up on game design concepts and theory so I can be well versed in design in general.</p>
fieachat	<p>fieachat(Todd_FIEA_Admissions): Carter, not not really. Just make it readable.</p>
fieachat	<p>fieachat(FIEA_Art_NickZ): @ Carterblalack - That is up to you, On that one, we really just look at the content, not really so much the formatting!</p>
zachariah535	<p>zachariah535: @FGavila: there are a lot of tech designers in this cohort, and multiple of them have the same background.</p>
je_dandeneau	<p>je_dandeneau: hmm...so would it be a better idea for me personally to study design at FIEA if that's ultimately where I want to be? Or could I go to the Art track and study design on my own time?</p>
zachariah535	<p>zachariah535: @je: Let me give you an anecdote about my first day at FIEA last semester.</p>
zachariah535	<p>zachariah535: I was under the impression that I would have time to audit everything, because I'm interested in EVERYTHING. I even got a little frustrated coming into the program when I asked why it wasn't a good idea to try to do everything, and the answers were that I wouldn't have the time to do it. I was like, pft, I'll do it anyway, hahahaha. Three weeks into classes, I was like, nope, focusing on game design, hahaha.</p>

GANemogiannisada0e6	GANemogiannisada0e6: If I'm submitting UE4 projects as part of my programming portfolio, should I only pass along the source code or the entire project folder?
jacwb	jacwb: @je - I don't think they can really decide your life decisions for you lol. Best bet would be to maybe look up the kind of hiring opportunities for an artist vs designer, see which gives you a better foot in the door. But ultimately, I think it just depends. If you're really good at what you do, someone will notice? So pick the thing you think you'll work most passionately at
je_dandeneau	je_dandeneau: good point jacwb
fieachat	fieachat(FIEA_Prod_Rick): @je - The reason you're getting sort of different answers is because you're asking a question that only you can really answer. As Nick said, you have to follow your passion. It is possible to make a lateral transfer once you get into the industry, and some do that, but that's usually a case of them liking two things equally well
zachariah535	zachariah535: The best advice I got, from a Cohort 13'er (I am of 14), was to go look for positions I am interested, what they are wanting from those positions, and what I can expect in working that position. I recommend that.
je_dandeneau	je_dandeneau: hmm....well I have a feeling that companies would want artists more.....
fieachat	fieachat(FIEA_Programming_Tom): @Ganem... source code is fine, have a readme and a video of the executable if it's a game!

jacwb	jacwb: OK I got a real important question, if I impulse get a dog in the next few months, how expensive is pet-friendly housing by FIEA? LOL
je_dandeneau	je_dandeneau: i mean i don't think there's usually a lot of designers in one company.
GANemogiannisada0e6	GANemogiannisada0e6: Alrighty. Thank you!
zachariah535	zachariah535: @jacwb: hahaha
carterblalack	carterblalack: jacwb - asking the right questions haha
zachariah535	zachariah535: Places differ, but the one I'm at isn't too bad if I decide to get one now, while living there.
je_dandeneau	je_dandeneau: there's always multiple portfolio review dates for each year right?
fieachat	fieachat(Todd_FIEA_Admissions): jeyes.
fieachat	fieachat(Todd_FIEA_Admissions): we will have 4
fieachat	fieachat(FIEA_Art_NickZ): @jacwb - Cats need very little maintenance... justsayin! :)
zachariah535	zachariah535: When you get accepted to FIEA, you are invited to a FaceBook group that people talk about housing, introduce themselves, etc
fieachat	fieachat(Todd_FIEA_Admissions): goldfish or tortoise are good.
jacwb	jacwb: @zach, perfect xD thanks lol.
je_dandeneau	je_dandeneau: FIEA I believe has events thoroughout the year that connect you with potential employers...
fieachat	fieachat(FIEA_Art_NickZ): @ je - Yes multiple dates through the year.
jacwb	jacwb: @Nick - I'm allergic to cats... I don't think my cohort will like me if I'm dying/sneezing all over them
fieachat	fieachat(FIEA_Art_NickZ): Todd for the win!

je_dandeneau	je_dandeneau: So um.....where can i find safe property near FIEA to live at?
carterblalack	carterblalack: @Nick, do you teach any of the tech-art classes, or are those all taught by Chris Roda?
jacwb	jacwb: ^ the magical Facebook group! I think I remember seeing some recommendations on the website as well
fiachat	fiachat(Todd_FIEA_Admissions): je, w have a housing page on our site and there are lots of good living places north and east of fiea
fiachat	fiachat(Todd_FIEA_Admissions): https://fiea.ucf.edu/admissions/housing/
je_dandeneau	je_dandeneau: For our references to apply to FIEA, when we ask our game design professors to be references correct? And we can have at least one family member as a reference?
fiachat	fiachat(FIEA_Art_NickZ): @ carter - Chris teaches all of those, I teach the 2D/3D classes. I do get a little into blueprints in UE4. I really like to show things off in UE4. Love that engine!!
fiachat	fiachat(Todd_FIEA_Admissions): jewe recommend work or school references over family. but you can have family references.
fiachat	fiachat(Todd_FIEA_Admissions): remember they do not have to write a letter.
fiachat	fiachat(Todd_FIEA_Admissions): just be references.
carterblalack	carterblalack: UE is definitely fun once you get it up and running. And I was curious because I had met Chris at GDC last year and we seemed to hit it off, and I was wondering if classes would just be with him or if I would get that chance to have classes with you as well.

jacwb	jacwb: Another hard to answer question -- I'm planning on applying to FIEA and then also some UX/HCI programs, but am really just enamored with FIEA. If I were to go into the gaming industry, there's still opportunity to be doing UX anyways, right??
fiachat	fiachat(FIEA_Prod_Rick): @jacwb yes, there is
FGavila	FGavila: So for four years, FIEA would cost me \$138,000?
fiachat	fiachat(FIEA_Programming_Tom): @jacwb - Yes absolutely, many programmers work on UX
zachariah535	zachariah535: 16 months @FGavila
jacwb	jacwb: Also, for financial aid, does FAFSA still work the same way for grad school or is there less funding?
fiachat	fiachat(Todd_FIEA_Admissions): fgavila
fiachat	fiachat(Todd_FIEA_Admissions): No. the tuition page list total cost for the whole program. all in.,
jacwb	jacwb: So, the programming track would also be better than tech art if I wanted to also be working on UX?
carterblalack	carterblalack: Adding onto the money-question train, are there scholarships and/or work-study at FIEA?
fiachat	fiachat(FIEA_Programming_Tom): @jacwb - I agree with that statement although I know TAs who work on UX a lot
FGavila	FGavila: How long does the program last?
fiachat	fiachat(Todd_FIEA_Admissions): carter, yes there are here are fellowships. you apply after you have been accepted and they are merit based.
jacwb	jacwb: https://fiea.ucf.edu/admissions/financial-aid/

je_dandeneau	je_dandeneau: if i have additional queries, even though I took the FIEA tour, who can i contact that will provide answers in a timely manner?
fiachat	fiachat(Todd_FIEA_Admissions): fgavila
fiachat	fiachat(Todd_FIEA_Admissions): 16 months
fiachat	fiachat(Todd_FIEA_Admissions): 4 semesters.
FGavila	FGavila: So the cost for an out-of-state student would be \$69,000 in total. Is this correct?
fiachat	fiachat(Todd_FIEA_Admissions): no.
jacwb	jacwb: @Tom - were you the professor that visited at UF earlier this semester?? For the Diversity Fair/Meet-up
fiachat	fiachat(Todd_FIEA_Admissions): 57,500
je_dandeneau	je_dandeneau: if i have additional queries, even though I took the FIEA tour, who can i contact that will provide answers in a timely manner?
fiachat	fiachat(FIEA_Programming_Tom): @iacwb - no I didn't attend the career fair, that was Paul.
fiachat	fiachat(Todd_FIEA_Admissions): @jacwb I was there as well.
zachariah535	zachariah535: I am currently talking to another potential student on my own time, so if Todd wanted to approve more people to reach out to me, I wouldn't mind helping.
zachariah535	zachariah535: @je: but if you mean faculty, I can't help you there, lol
fiachat	fiachat(Todd_FIEA_Admissions): je
fiachat	fiachat(Todd_FIEA_Admissions): email me personally at todd.deery@ucf.edu
jacwb	jacwb: Neato! Was just curious ~ I remember talking to Todd, I think I told you I stalk FIEA's web pages in my free time

fieachat	fieachat(Todd_FIEA_Admissions): good pastime @jacwb!
zachariah535	zachariah535: ^^Ha
je_dandeneau	je_dandeneau: thank you for the e-mail Mr.Todd, will do.
fieachat	fieachat(Todd_FIEA_Admissions): we have only two minutes left. can i ask how everyone found out about the chat?
carterblalack	carterblalack: Saw the transcript from January
je_dandeneau	je_dandeneau: A FIEA representative guest lectured at Scheeb's Production class yesterday.
fieachat	fieachat(FIEA_Programming_Tom): From an email from you today
carterblalack	carterblalack: Also thank y'all so much for this! It was very informative.
FGavila	FGavila: I learned from an e-mail I received a couple of days ago.
fieachat	fieachat(Todd_FIEA_Admissions): great. Thanks. please stay in touch. @fiea on twitter. ucffiea everywhere else.
fieachat	fieachat(Todd_FIEA_Admissions): ucffiea
jacwb	jacwb: From an email & also facebook
Knightess	Knightess: I got an email from Todd
GANemogiannisada0e6	GANemogiannisada0e6: I also received an email from Todd.
fieachat	fieachat(Todd_FIEA_Admissions): hope to see your portfolios soon.
jacwb	jacwb: Thank you so much!
fieachat	fieachat(Todd_FIEA_Admissions): take care everyone.
fieachat	fieachat(Todd_FIEA_Admissions): we will post a chat transcript of this in the next few days.
carterblalack	carterblalack: Later! Hope to see y'all in the fall!
zachariah535	zachariah535: Have a good day everyone!
fieachat	fieachat(Todd_FIEA_Admissions): bye

fieachat	fieachat(FIEA_Art_NickZ): Good night everyone! :)
Knightess	Knightess: Bye! Thanks for the info!