Zachary Hanitz
07:00:06 PM
Hello!

Taylor Welling
07:00:10 PM
Hi!

Adam Gothard
07:00:11 PM
Hello

Claudia Morell
07:00:16 PM
Hey!

Corbin Barney
07:00:16 PM
Hello

Nathan Beals
07:00:17 PM
Hello

Grace Perry
07:00:18 PM
Hey!

Rodrigo Farinango
07:00:20 PM
Hey

Samuel Roberts
07:00:22 PM
Hello

Julian Braha
07:00:23 PM
Hi!

Gina Levy
07:00:23 PM
Hello

Michael Braddy
07:00:23 PM
Heya

Pratik Chougule
07:00:25 PM
Hi Everyone!

Mohammad Mustafa
07:00:27 PM
Hi

Kenny Gerhart
07:00:29 PM
Hey

Sean Micheal Thompson
07:00:30 PM
Hello

Corbin Barney
07:00:30 PM
Hi Emma =P

Carter Blalack
07:00:30 PM

Hey y'all

Teandre Roberts
07:00:30 PM
Hello!

Karan Ganesh
07:00:32 PM
Hey

Kelby Martin
07:00:32 PM
Well, well...! Hi, everyone! Looks like we're live.

Marcus Ford
07:00:35 PM
Hello!

Jacqueline Bornstein
07:00:37 PM
Supppppppp

Emma Condie
07:00:37 PM
Hi!

Lianna Carter-Jackson
07:00:52 PM
Hello everyone!

Gina Levy
07:00:59 PM
^__^

Ross Lara
07:01:49 PM
Hello all!

Lianna Carter-Jackson
07:01:53 PM
Please feel free to click on the slides to see who's in the chat with us and to learn more about our NEW housing options

Chris Roda
07:02:05 PM
Greetings Everyone - Art Faculty Checking in!

Joshua Navarro
07:02:17 PM
Hello everyone!

Carter Blalack
07:02:25 PM
I didn't know you were gonna be in here too Chris

Chris Roda
07:02:39 PM
Yep - Nick or Myself!

Michael Braddy
07:02:51 PM
so what's the format of this event like?

Emma Tumlin
07:02:53 PM
Hello!

Lianna Carter-Jackson
07:02:57 PM
In addition to our wonderful faculty we also have some current students here as well

Zhisheng Xu
07:03:15 PM
Hi guys.

Chris Roda
07:03:17 PM
Answer questions to the best of your ability!

Zachary Hanitz
07:03:35 PM
Can the FIEA faculty get a color highlight over their names to distinguish text from applicants/students?

Taylor Welling
07:03:46 PM
Do we just start asking questions then?

Lianna Carter-Jackson
07:03:57 PM
Unfortunately, the system doesn't allow us to do that Zach

Jacqueline Bornstein
07:03:58 PM
SOOO... As shnazzy as UnionWest looks, I just want the cheapest option that's close to class lol. I've been browsing through all the links on FIEA's housing page, but advice would be awesome too

Zachary Hanitz
07:04:08 PM
Ah, ok

Lianna Carter-Jackson
07:04:12 PM
Yes, Taylor

Paul Varcholik
07:04:21 PM
I'm one the Programming faculty.

Rohit Thakre
07:04:21 PM
Hi! I wanted to know if the cost of housing is included in the total tuition or is it separate? If separate, how much does it cost?

Karan Ganesh
07:04:28 PM
What are the maximum number of students admitted in each track?

Rick Hall
07:04:31 PM
I'm Production Faculty

Zachary Hanitz
07:04:34 PM
We'll all have to follow responses along very closely then, haha

Kelby Martin
07:04:37 PM
A pass for parking is included in tuition, correct? I don't exactly live downtown, and will most likely continue to commute

Joshua Navarro
07:04:54 PM
I'm a current student in the Production track if anyone has any questions.

Lianna Carter-Jackson
07:04:59 PM
Jacqueline, there are other housing options nearby, however they are not UCF or FIEA affiliated

Carter Blalack
07:05:05 PM
I'm a student in the Art track

Lianna Carter-Jackson
07:05:10 PM
Kelby, no the pass is not included in tuition

Taylor Welling
07:05:14 PM
Jacqueline Bornstein, I was looking around myself. I found this place called The Quad. It's not associated with UCF, but it's a form of student housing. It's a little over $700 a month

Marcus Ford
07:05:16 PM
If you are majoring in computer science while personally learning animation on the side, would it be safe to go down the Tech Artist path?

Corbin Barney
07:05:17 PM
How many slots are still available for production track?

Zachary Hanitz
07:05:18 PM
How many artists/producers/programmers are accepted per year/cohort? (I think I heard in an FIEA video that it was 25 of each, or 75 total? I wasn't sure if any of the role/track numbers have grown since then.

Emma Condie
07:05:21 PM
Who may we contact to find out more about financial aid?

Karan Ganesh
07:05:23 PM
Hey Joshua, I have applied for the production track

Pratik Chougule
07:05:26 PM
Hi everyone! I am current student in Programming track. Feel free to ask any questions

Lianna Carter-Jackson
07:05:35 PM
Karan, about 75 students per cohort

Karan Ganesh
07:05:43 PM
Thank you!

Emma Tumlin
07:05:47 PM
Will there be parking for FIEA students only or will it be first come first serve for all UCF downtown students?

Rick Hall
07:05:53 PM
Corbin: We don't have a set in stone number, but probably in the neighborhood of 10-15 slots left

Julian Braha
07:06:03 PM
What is the acceptance rate like?

Joshua Navarro
07:06:05 PM
Karan, that's great! It's been a great experience so far.

Chris Roda
07:06:05 PM
Marcus - I am Tech Art Director, I love working with CS grads!

Lianna Carter-Jackson
07:06:25 PM
Corbin, there is no set number

Desiree Vargas
07:06:26 PM

Hey I am a student in the character animation program currently and I am debating between animation (art) and production, mainly because I heard in production it is coding heavy, could someone go over a bit more what the production track entails please?

Marcus Ford
07:06:30 PM
Oh that makes me feel so much better

Carter Blalack
07:06:35 PM
@Jacqueline - so there's a bit of an issue: since FIEA is so close to/in the heart of downtown, close to FIEA is gonna be on the pricier side. There is a train and a bus station very close to campus so even without a car commuting is possible.

Paul Varcholik
07:06:38 PM
@Marcus Ford, it all depends on what you are most interested in. Tech Art is that wonderful mix of art and programming.

Zachary Hanitz
07:06:50 PM
What are the mid-terms and final-exams like, if any, for Production students? Are they mostly comprised of individual & team projects, or are there standardized tests on class material, too?

Kelby Martin
07:06:54 PM
@Josh -> As a producer, how can I can be the best I can be when coordinating actions between other programmers? In addition, I'm learning C# over this spring. Know any good resources?

Chris Roda
07:06:59 PM
@We focus on getting artists and technical people up to the same level in both areas as quickly as possible

Kenny Gerhart
07:07:08 PM
When making a game for the Programming Portfolio, how detailed should a typical game be? Does it have a be overly in depth, or can it just show some simple mechanics and progress through a single level?

Lianna Carter-Jackson
07:07:15 PM
Emma, first come first serve

Emma Tumlin
07:07:25 PM
Thank you!

Erica Winfrey
07:07:40 PM
How often and how late is the shuttle going to run to the main campus?

Michael Braddy
07:07:45 PM
Is Tom Carbone here yet?

Rick Hall
07:07:51 PM
@Zach - Midterms or finals are on a class by class basis. But in general, it's team-project based assessment. In certain instances, like tech design, there can also be individual projects

Lianna Carter-Jackson
07:08:01 PM
Emma, feel free to email me about financial aid lianna.carter@ucf.edu

Gina Levy
07:08:06 PM
For current students, who applied for Grad Plus loan, if you have a few medical bills in collection does it hurt your chance of getting Grad plus loan? Even if you have good credit score?

Marcus Ford

07:08:15 PM
Would freshmen year be a good time to build up a portfolio then?

Zachary Hanitz
07:08:18 PM
Got it, thanks @Rick

Taylor Welling
07:08:20 PM
I've been accepted for this fall. I also applied for one of the fellowships. When will decisions be made about those?

Joshua Navarro
07:08:24 PM
@Kelby, I'm a technical designer and the first semester at FIEA you start out in C#. I didn't come in with a ton of experience with C# so I relied on watching videos online and I took a couple courses on Udemy to get a better understanding before coming to FIEA.

Karan Ganesh
07:08:28 PM
What is the typical day in the life of a production student @Joshua?

Dylan Breitner
07:08:31 PM
How many students get into the fellowship opportunities?

Kelby Martin
07:08:35 PM
@Rick - What qualities and skills do you find in producers that make them most geared for success?

Emma Condie
07:08:38 PM
Thank you Lianna, I will send an email shortly!

Rohit Thakre
07:08:40 PM
How much does housing cost at FIEA?

Kelby Martin
07:08:53 PM
@Josh -> Thanks! I actually have a C# with Unity course on Udemy sitting there. I should get back to it.

Grace Perry
07:08:55 PM
If you're a currently a major that isn't really affiliated with any of these, but I've got a bit of experience in art and I'm learning the basics of game making atm. Would it be advisable to even consider FIEA as an option?

Paul Varcholik
07:09:07 PM
@Michael Braddy, Tom Carbone will not be joining us this evening. I am his partner in crime... err.. programming. I am happy to answer any questions you might have.

Chris Roda
07:09:16 PM
@Marcus Ford, Freshman is a good time to start thinking about this, especially if you maintain correspondence since you will have 3 more years to refine your portfolio

Rick Hall
07:09:19 PM
programming = crime

Corbin Barney
07:09:29 PM
Does a low GPA say 2.5 automatically DQ you from applying, or does experience, recommendations, GRE scores, etc. weigh more?

Kelby Martin
07:09:30 PM
same thing, really

Zachary Hanitz

07:09:31 PM
Can FIEA Admissions / Production detail what it places the most emphasis on for Production applicants, or what applicants who don't get in failed to show in their application? Or is it as simple as a clean split equal between one's Portfolio submission, undergraduate GPA, and GRE score?

Joshua Navarro
07:09:42 PM
@Kelby that's a great resource!

Carter Blalack
07:10:04 PM
@Rohit it depends greatly on what part of town you live in. The closer you are to FIEA campus, the more expensive it will be since you will be closer to downtown.

Paul Varcholik
07:10:07 PM
@Kenny Gerhart, you do not need to make games for a programming portfolio. We're looking for your C/C++ coding skills. Have a game where you've used C/C++, great! If not, that is not a requirement.

Lianna Carter-Jackson
07:10:13 PM
Erica the shuttle times have not yet been determined for Fall 2019 however the latest shuttle now is about 8:15 pm

Michael Braddy
07:10:14 PM
@Paul I'm graduating from UCF with CS Bach at the end of summer and am looking to get into FIEA for the fall class but have no clue where to start with my portfolio, any tips?

Pratik Chougule
07:10:15 PM
@Rohit are you asking about UnionWest or Off-campus housing?

Kelby Martin
07:10:22 PM
@Lianna -> When can future students learn more about options for getting student loans set up?

Samuel Roberts
07:10:39 PM
I'm looking at the production track, and I've just recently graduated. My GPA is just under a 3.0, but I graduated with two bachelor's degrees. Does having the second undergrad degree help outweigh the lower GPA or do you guys take the two degrees into consideration?

Rohit Thakre
07:10:47 PM
Both, as I'm looking to narrow down the overall cost of going to FIEA

Desiree Vargas
07:10:57 PM
I am a student in the character animation program currently and I am debating between animation (art) and production, mainly because I heard in production it is coding heavy, could someone go over a bit more what the production track entails please?

Rick Hall
07:11:00 PM
@Zach the application process considers GPR, GRE, the written interview, and the assignment in more-or-less equal proportions. If you put a gun to my head and forced me to choose which carries the most weight, it's the assignment. That said, really low GPAs or GREs do create higher expectations for the assignment to make up the difference

Lianna Carter-Jackson
07:11:06 PM
Gina we do not know what type of algorithm the Department of Education uses to calculate eligibility.

Julian Braha
07:11:07 PM
@Paul Have any FIEA alumni worked for Nintendo?

Kelby Martin

07:11:28 PM
@Julian -> I believe a FIEA'n worked at Retro, but I could be wrong

Zachary Hanitz
07:11:35 PM
Okay, thanks @Rick.

Rick Hall
07:11:42 PM
@Samuel two majors isn't really a plus or a minus. I'd be more interested depending on what the extra degree was in

Zachary Hanitz
07:11:47 PM
Ok, thanks @Rick! I had a great GPA (FGCU bachelors) and I think I have a great portfolio (resume, business plan, game design docs, short stories, and other projects), but I did not bother to spend hundreds of dollars on expensive GRE test-prep to inflate my GRE score.

Claudia Morell
07:11:55 PM
Hey, how does parking work? Do we need a specific pass?

Lianna Carter-Jackson
07:12:09 PM
Taylor fellowship decisions should be out in a week or so

Karan Ganesh
07:12:09 PM
@Rick do students who graduate in the production track work as producers from the first or do they start with another role?

Samuel Roberts
07:12:22 PM
@Rick my first major was in economics and my second major was in History. One was a BS the other was a BA. Does that help show some kind of diversity in my studies?

Taylor Welling
07:12:25 PM
Thanks, Lianna :)

Gabriela Borregales
07:12:26 PM
Can you submit an animated film that you worked on as part of your art portfolio?

Zachary Hanitz
07:12:26 PM
Can Production students use our own pre-existing Business Plans and Game Design Documents for the FIEA Venture track class?

Lianna Carter-Jackson
07:12:32 PM
Dylan there is no set number for fellowship offers

Julian Braha
07:12:34 PM
@Lianna What is the acceptance rate like?

Gina Levy
07:12:42 PM
@Rick, for production is there any good resources we can learn especially for C# things and learn from before school starts?

Rick Hall
07:13:03 PM
@Karan - 'Production' is a broad label. For us, it encompasses designers, scripters, managers, level builders, mostly. The graduates usually do get jobs in those areas, yes

Grace Perry
07:13:06 PM

What does the average portfolio for students accepted into the art track look like?

Paul Varcholik
07:13:13 PM
@Michael Braddy, C/C++ is what we are interested in. In particular, something that is fairly in-depth, but it need not be a game. If you've done something technically challenging, that you are proud of -- that's a good start.

Corbin Barney
07:13:15 PM
Do you need GRE scores with your application submission for production track or is it like the art where it can be done later?

Rick Hall
07:13:33 PM
@Zach Sure, but you might want to reserve judgement, as you don't have to make that sort of decision until late in the process

Taylor Welling
07:13:37 PM
@Rick, I was accepted for Project Management in the Production track. What things should I read/study before this fall?

Paul Varcholik
07:13:38 PM
@Julian Braha, Yes.

Emma Condie
07:13:44 PM
Do artists need to reach a certain score on the GRE? Would the graduate studies department require this score to be fully admitted?

Tyler Kass
07:13:47 PM
I'm going to be admitted into UCF in the Fall with a Computer Science major and I was wondering, is it better to get a general computer science masters and then apply to game development companies, or is it better to get a game design masters and still apply to other places as a fallback?

Lianna Carter-Jackson
07:13:47 PM
Rohit you can find more info on cost here: https://www.housing.ucf.edu/costs/rates/

Rick Hall
07:13:55 PM
@Corbin - I'd really rather see it with the application

Paul Varcholik
07:14:04 PM
@Julian Braha, yes, a number of alumni are or were at Retro

Pratik Chougule
07:14:21 PM
@Rohit UnionWest is actually going to be really convenient for FIEA students because of its proximity. Also it depends upon how much you're willing to pay. Living in downtown = higher rent... but you'll be in the vicinity of FIEA. If you decided to live bit away from campus, you can save a lot in housing cost. Fortunately, Orlando have decent Lynx bus system which is free for UCF students

Chris Roda
07:14:24 PM
@Emma - the University requires the GRE although Nick and I do not consider them when evaluating artists

Michael Braddy
07:14:29 PM
@Paul How competitive are the spots for the programming track? Obviously I want to put forth really good work but I'm trying to determine how anxious I'll be while coming up with a portfolio

Zachary Hanitz
07:14:35 PM

Within the Production track, is a focus of both Game Design and Project Management common? My background is a bachelor's degree in Business Management with minors in Entrepreneurship and Creative Writing (all from FGCU, SW-FL). I enjoy the business-side (writing professional documents like business plans, visions, product designs & monetization strategies, etc.) equally as much as the creative/narrative side (world-building characters, stories, game mechanics, etc.) So, would I have to choose between the two or would I be able to pursue both?

Adam Gothard
07:14:39 PM
Are there any specific kinds of pieces that are particularly helpful for art students to have in their portfolio?

Lianna Carter-Jackson
07:14:41 PM
Grace, of course FIEA is still an option :)

Rick Hall
07:14:45 PM
@Taylor - Try looking at visual basic for excel, and excel in general. If you want to look into other things, maybe learn about Jira and Scrum

Kelby Martin
07:15:05 PM
@Anyone -> Does LYNX travel to FIEA?

Michael Braddy
07:15:21 PM
@Kelby there's a bus stop near it for sure

Jacqueline Bornstein
07:15:30 PM
@Carter - yea I figured it was expensive downtown but trying to calculate if it's MORE expensive than union west was tricky... I'd be cool with being 15-20min away too, but then adding gas and decal to the costs... are there any favorites of current/past students for housing? or places anyone absolutely hated?

Lianna Carter-Jackson
07:15:31 PM
Corbin, is does not automatically DQ you, we do consider everything including portfolio

Carter Blalack
07:15:34 PM
@Grace @Adam, from what I've seen from the other students in the cohort, there really isn't an "average" portfolio, it's driven more by your desires and what you think your best pieces would be

Kelby Martin
07:15:34 PM
@Michael - Excellent.

Taylor Welling
07:15:42 PM
Thanks, Rick

Kelby Martin
07:15:45 PM
@Lianna - When can future students expect information about applying for loans?

Kenny Gerhart
07:15:46 PM
Thanks @Paul Varcholik. Also I know there's not really a minimum amount of items needed for a portfolio, but what skills should we focus on showcasing that FIEA particularly looks for?

Joshua Navarro
07:15:46 PM
@Zachary, my undergrad degree was also in Business and I am specializing in Technical Design at FIEA. It's common to attend classes outside of your specialization though so I go to the Project Management and Level Design classes as well.

Rick Hall
07:15:52 PM

@Zach - You are required to choose a specialization focus, but can sit in on any of the classes. We schedule them to overlap as little as possible. Students often sit in on that sort of thing to broaden their experience and open extra opportunities

Emma Condie
07:15:57 PM
Thanks Chris!

Zachary Hanitz
07:16:20 PM
Cool, thanks @Joshua & @Rick

Carter Blalack
07:16:21 PM
For example, my portfolio had a mix of shader code and game-res 3D models, but one of my friends had a bunch of animations for hers

Rick Hall
07:16:23 PM
@Joshua - Thanks. Text was flying pretty fast there. :)

Lianna Carter-Jackson
07:16:28 PM
Kelby, I'd say now is a good time to start looking at getting loans set up

Kelby Martin
07:16:47 PM
@Lianna - Understood. Do you know where I can start that process asap?

Ross Lara
07:16:58 PM
@Paul Varcholik: for the portfolio, you mentioned C & C++, what about C#?

Lianna Carter-Jackson
07:17:21 PM
Claudia, yes you will need a pass. You can find out more information about that here: https://parking.ucf.edu/permits/

Karan Ganesh
07:17:21 PM
is anyone aware of how the loans work for international students?

Paul Varcholik
07:17:31 PM
@Michael Braddy My advice is not to worry about how hard it is to get into FIEA. Time and again I see students fret about this, or _worse_ not apply because they think they can't get in. Just put your best foot forward. And if you want to speak with any of us directly, you are welcome to do that.

Zachary Hanitz
07:17:34 PM
I've been following the development of Creative Village/UnionWest throughout the past year, UCF's new Downtown on-campus housing project near FIEA; but, what off-campus housing options are available and also nearby FIEA (preferably a short-commute)? If accepted into the program, my girlfriend and I plan on moving to Orlando, but she won't be attending UCF; so the new on-campus housing wouldn't work for me, unfortunately.

Adam Gothard
07:17:44 PM
Is sitting in on classes outside your specialization common for other tracks besides production, like art? How difficult is it to do?

Samuel Roberts
07:18:00 PM
@Rick Hall, what kind of things do you consider when looking at the second degree that I mentioned above? Are you looking for diversity in what I studied or are you looking for more of a technical degree relating to one of the other programs other than production?

Michael Braddy
07:18:06 PM

@Paul I appreciate the advice, I'll see you on the last possible portfolio review day for fall :)

Zachary Hanitz
07:18:19 PM
Unless UCF/Creative Village allows non-student roommates coupled with students, but I doubt so?

Paul Varcholik
07:18:26 PM
@Kelby Martin, the main Lynx downtown station is just 2 blocks from FIEA.

Taylor Welling
07:18:43 PM
@Zachary It doesn't. I checked with them.

Lianna Carter-Jackson
07:18:48 PM
Kelby shoot me an email

Carter Blalack
07:18:49 PM
@Jacqueline - I know some ones for people near campus are Steelhouse (where I live), Camden Orange Court, and Skyhouse. As for further from campus, the options are much wider ranging from main-campus-apartments to a couple people renting a small house (which actually ended up being cheaper for them than the apartment they were looking at).

Rick Hall
07:18:55 PM
@Samuel - it doesn't have to be technical, but it's helpful if it's applicable. Often things like art, writing, marketing, cinematography, etc. have application in video games. But, for instance, Criminal Justice isn't a great match

Zachary Hanitz
07:19:01 PM
Oh, really? Ok, thanks @Taylor

Kelby Martin
07:19:15 PM
@Lianna - Expect it right after this chat is finished. I'll be at my desk all day tomorrow. :)

Joshua Navarro
07:19:35 PM
@Adam, I can't speak for the other tracks but even as a Production student I have attended classes in other tracks. And I have seen programmers and artists in the production classes as well.

Paul Varcholik
07:19:43 PM
@Kenny Gerhart for a programming portfolio, we want to see that you have some C/C++ chops. If you have anything deeper you've dove into during undergrad -- AI, graphics, databases, web services, games, vision, etc. -- emphasize that.

Gina Levy
07:19:47 PM
If you are doing the new UnionWest housing, do we need a student permit or a parking permit from them?

Carter Blalack
07:19:52 PM
@Adam, I know people have tried to do it, but as the first semester ramps up people begin to drop to focus on the classes they actually get graded on. But nothing is stopping you from sitting in and trying.

Zachary Hanitz
07:20:21 PM
What is the tech-specs of the "high-end laptop that you get to keep after you graduate FIEA"? Also, is it possible to supplement one's own gaming-laptop in place of FIEA's, in order to lower the total Tuition cost?

Samuel Roberts
07:20:22 PM
@Rick Hall, my two degrees are in History and Economics (A bachelor's of Arts and a bachelor's of science). Do those make me more competitive for this program?

Lianna Carter-Jackson

07:20:43 PM
Karan, find more info on international students and fin aid here https://finaid.ucf.edu/applying/international/

Lianna Carter-Jackson
07:20:55 PM
Gina, yes you would still need a parking pass

Kelby Martin
07:21:06 PM
@Zachary -> I know it's within the Alienware family. You can probably use your own laptop, but the laptops given at admission are to ensure no tech gaps between members of your dev team

Zachary Hanitz
07:21:21 PM
Gotcha, thanks @Kelby

Carter Blalack
07:21:25 PM
@Zachary, I don't know about not having it (since it also comes with a bunch of software), but I know the basic specs are i7, 1070, 2-1TB drives

Kelby Martin
07:21:28 PM
Frankly, you're going to get the laptop anyway, I'd just separate as a "work laptop" and a "personal" laptop

Kelby Martin
07:21:31 PM
That's what I plan on something

Rick Hall
07:21:31 PM
@Samuel - They don't disqualify you. Surprisingly, economics has some interesting application in a number of ways. You'd love our guest lecture series from Matt Laurnce, where he talks about Economy Design

Kelby Martin
07:21:34 PM
Er, doing

Kenny Gerhart
07:21:36 PM
Okay @Paul Varcholik thanks

Zachary Hanitz
07:21:43 PM
Sounds good

Alberto Negron
07:21:44 PM
Portal from Hades opens Sorry I'm late my laptop blue-screened. I'm in the production track for level design and I'm here to answer any questions I can.

Gabriela Borregales
07:21:47 PM
@Chris, for the art track, can you include an animated short film as part of your portfolio?

Karan Ganesh
07:21:49 PM
Are the same laptops provided to all students for the production, art and programming?

Julian Braha
07:21:57 PM
@Lianna What is the number one reason applicants don't get admitted?

Kelby Martin
07:21:58 PM
@Samuel - economics is PERFECT for in-game currencies and financial systems

Carter Blalack
07:22:00 PM
@Karan - yes

Zachary Hanitz
07:22:01 PM
Welcome, @Alberto :)

Lianna Carter-Jackson
07:22:02 PM
Karan, yes :)

Alberto Negron
07:22:03 PM
all tracks get the same laptop

Zachary Hanitz
07:22:20 PM
Ok, cool, same playing field for everyone then, makes it easy

Kelby Martin
07:22:20 PM
Hi, @Alberto!

Joshua Navarro
07:22:25 PM
A wild @Alberto appears.

Lianna Carter-Jackson
07:22:27 PM
Any of the faculty want to chime in on Julian's question?

Taylor Welling
07:22:32 PM
@Samuel I got accepted and my bachelor's is in liberal arts, so...

Karan Ganesh
07:22:33 PM
Thank you!

Alberto Negron
07:22:34 PM
@Kelby. hey stranger!

Zachary Hanitz
07:22:35 PM
@Joshua LOL

Mohammad Mustafa
07:22:44 PM
I have applied to the production track and waiting for my PRD date on 15 February, I have achieved a bachelor degree in CS and a Master's Degree in Software Engineering. On my Master's degree I have achieved a GPA of 3.56 but on my bachelor I got a GPA below 3.0. Do you consider the latest degree achieved or will I still be evaluated according to my bachelor degree?

Paul Varcholik
07:22:48 PM
@Ross Lara While personally I am a _huge_ C# fan, that is not what we're looking for in a programming portfolio. Tech Design yes, Programming no. In particular, I recommend that you avoid Unity games in your Programming portfolio. Indeed, we're not super keen on engine-backed work. We are more interested in C/C++ programming against the STL, or C/C++ work against a framework where there's a good opportunity for you to write C/C++ code (i.e. not UE4 blueprints)

Carter Blalack
07:22:57 PM
Everyone has the same hardware and software, like someone said before, to make it so there is no power gap between people's machines once you start getting into group projects like RPP or capstone.

Gina Levy
07:22:57 PM
@Alberto, what is Level Designer like?

Chris Roda

07:23:10 PM
@Gabriela - Yes - We love to see animated films/shorts. The only thing we would need is a shot by shot breakdown of each of your contributions

Zachary Hanitz
07:23:11 PM
On that note, does FIEA or FIEA students/tracks have their own Discord server or anything of the like?

Samuel Roberts
07:23:12 PM
@Rick Hall, I am sure I would have loved that. With those two majors in mind, would it be more beneficial for me to tackle a portfolio assignment that relates more closely to my major? (Such as the game analysis) Or would it be better to turn in something like the game design document? To show I can branch out of economics

Rick Hall
07:23:16 PM
@Mohammad - You're fine with those numbers. I look at both

Rick Hall
07:23:46 PM
@Samuel - Go with your strength. Yes, Game Analysis sounds right

Samuel Roberts
07:23:57 PM
Okay thank you! @Rick

Taylor Welling
07:24:22 PM
Are producers able to change their focus once they're in the program?

Adam Gothard
07:24:23 PM
Is there anything in particular that seems key to success at FIEA?

Kelby Martin
07:24:26 PM
@Rick and other producers -> What qualities do you feel make a producer best able to succeed in the industry? What qualities should I avoid?

Karan Ganesh
07:24:28 PM
@Joshua, how does the day for a production student look like?

Rick Hall
07:24:38 PM
@Taylor - Yes. Up until the end of the first semester

Taylor Welling
07:24:50 PM
Thanks @Rick

Claudia Morell
07:25:00 PM
For the scholarships and fellowships listed in the financial aid section, around how much should we write?

Rick Hall
07:25:07 PM
@Kelby Initiative and work ethic trump everything for me

Alberto Negron
07:25:15 PM
@Gina Level designer is a unique track because most companies have a different job description for them. Some are worried about functionality (like blueprinting level progression) and some are more about taking art assets and making the play space feel alive with things like set dressing. The Best do a mix of both B)

Carter Blalack
07:25:21 PM
@Adam - personal experience, being able to work with others and ask for help. So much of your time will be spent in group projects that you can't be a one-person army.

Charles Vasquez
07:25:30 PM
@Zachary Hanitz We do have a discord server that was made by one of the students for our cohort

Samuel Roberts
07:25:49 PM
I'm sorry if this has already been asked, but how many spots are available in the production track as of now? If I am allowed to ask that

Gina Levy
07:25:52 PM
@Alberto, thanks

Zachary Hanitz
07:26:08 PM
Oh, cool @Charles

Rick Hall
07:26:09 PM
@Samuel there's no set number, but I'd estimate 10-15 spots left

Kelby Martin
07:26:14 PM
@Rick - Thanks! I hope I can live up to your expectations. >:)

Samuel Roberts
07:26:18 PM
Thank you!

Paul Varcholik
07:26:21 PM
@Adam Gothard Being nice to your colleagues -- that cannot be overstated.

Lianna Carter-Jackson
07:26:38 PM
Claudia, are you asking how much to write for the fellowship application?

Rodrigo Farinango
07:26:39 PM
For the programming track what kind of portfolio do applicants submit? What are the best portfolios FIEA gets and what percentage of those get in?

Taylor Welling
07:26:40 PM
So, semester 4, where it's the internship or the start-up. Which one of those is more popular among the students?

Joshua Navarro
07:26:43 PM
@Karan, currently my classes start in the afternoon, so I usually get to my desk in the morning and work on homework/capstone or just hang out for a bit. Depending on the day I may need to meet with people on my team and work with them. Then of course we have classes and lectures that I attend as well. You really need to be able to manage your time well because it's quite a heavy course load at times.

Mohammad Mustafa
07:26:54 PM
that is reassuring thanks @Rick

Ross Lara
07:26:57 PM
@Paul Varcholik: Thanks Paul - That helps me out with my approach a lot.

Zachary Hanitz
07:27:02 PM
Would love to be a part of something like that, to get more inside knowledge about the program @Charles

Marcus Ford
07:27:07 PM
How busy would the scheduling be at FIEA, how many classes is advised per week?

Paul Varcholik

07:27:10 PM
@Taylor Welling about 50% of the total cohort goes on internship

Carter Blalack
07:27:23 PM
@Taylor - internship generally, but I have seen a few people who are very gung-ho about having a startup

Claudia Morell
07:27:26 PM
@Lianna Yes.

Taylor Welling
07:27:40 PM
Thanks @Carter

Taylor Welling
07:27:52 PM
and @Paul!

Gina Levy
07:27:53 PM
For the last semester 4, do we pay for both classes or just one?

Zachary Hanitz
07:28:11 PM
What is the acceptance rate for applicants applying to the Production track? And does track-specific focus/concentration affect that rate? (E.g. do you need more game designers, level designers, and/or scripters than project management team leaders, or any combination of vice-versa?) TL; DR, is there a quota for each specific track focus?

Grace Perry
07:28:13 PM
Two questions, this time actually. If you're set to graduate undergrad in the next fall2019 semester, I understand that there's a wait time between being able to apply for FIEA then, but would it just be the fall of next year then? And also, for out of state students, are there other scholarships or fellowships that they can apply to lessen the load of tuition?

Lianna Carter-Jackson
07:28:17 PM
Gina you only pay for 1

Alberto Negron
07:28:23 PM
@Kelby take initiative and set up workshops with other producers early. All of you will have different skills that can help one another and being selfless with your knowledge goes a long way with people

Kelby Martin
07:28:37 PM
@Any Faculty -- I know FIEA is definitely about the work you put in, but what is available for FIEA'ns to let off steam? :)

Lianna Carter-Jackson
07:28:43 PM
Marcus you can find more info on our scheduling here: https://fiea.ucf.edu/curriculum/course-descriptions/

Gabriela Borregales
07:28:51 PM
@Chris, Do the GRE scores weigh heavily on the decision for the art track?

Kenny Gerhart
07:28:52 PM
Any tips from students about studying for the GRE?

Paul Varcholik
07:29:01 PM
@Rodrigo Farinango We're primarily interested in C/C++ projects. These do not have to be games. It's not 1 single element of your application that makes or breaks an admission. We look at your undergrad GPA (especially for in-major courses), your GRE and your portfolio. It's good to have 2 out of those 3 elements shine.

Kelby Martin
07:29:03 PM
@Alberto - Could you elaborate a bit more on what you mean? And if you've had experience doing so?

Lianna Carter-Jackson
07:29:08 PM
Claudia there is no cap on the writing portion :)

Kelby Martin
07:29:08 PM
Feel free to PM me, if necessary

Claudia Morell
07:29:29 PM
Thank you @Lianna

Alberto Negron
07:29:31 PM
Nah I'll write something here cuz everyone could benefit from this. hang on

Carter Blalack
07:29:32 PM
@Kelby - not faculty, but I know people here have been having small Overwatch parties, or going out to eat together, or just sitting around talking about not-classes.

Taylor Welling
07:29:35 PM
@Kenny. I only studied for a month, but I used the Ready 4 GRE app.

Rick Hall
07:29:39 PM
@Zach I'd guess somewhere around 35% - 505 acceptance rate, depending on the number of applicants. Yes, the track specific thing does have an effect. If I'm accepting 30 students, I don't want all leaders and no tech designers, for instance. I try to keep a relative balance between the specializations, although these things can change once the students start

Paul Varcholik
07:29:49 PM
@Rodrigo Farinango My advice is not to avoid applying because you are afraid you won't get.

Chris Roda
07:30:02 PM
@Gabriela - While the University requires all grads to take the GRE, the art faculty does not take them into consideration when evaluating students

Rick Hall
07:30:09 PM
50%, not 505

Zachary Hanitz
07:30:14 PM
Of course. Gotcha, thanks @Rick

Rodrigo Farinango
07:30:17 PM
@Paul Varcholik Thanks

Kenny Gerhart
07:30:21 PM
@Taylor Ah okay. I didn't know there was an app

Kelby Martin
07:30:34 PM
@Any Faculty -> How do you feel FIEA distinguishes itself from other schools? I am drawn to its industry-based curriculum and facilities, much like SMU Guildhall.

Lianna Carter-Jackson
07:30:38 PM

Grace, depending on where you live, you might be eligible for ACM (email me) and yes, you would then apply for Fall 2020

Kelby Martin
07:30:58 PM
Not to mention the awesome alumni I know and have worked with :)

Marcus Ford
07:31:23 PM
What is the acceptance rate for students going into the tech art field?

Taylor Welling
07:31:25 PM
@Kenny There are about 5 billion services ready to take your money to help you with the GRE. I bought a Kaplan book that I hated and paid like $10 a month for Ready 4. I much preferred the Ready 4.

Rick Hall
07:31:28 PM
@Kelby one big differentiator is the alumni network, which is extremely strong and constantly growing

Jacqueline Bornstein
07:31:41 PM
When will we hear about fellowship rewards?

Zachary Hanitz
07:32:10 PM
@Rick with 10-15 Production applicant spots remaining, is there a focus that you are currently looking for in particular, or is it still a bit of everything, in order to keep the production roles/focuses balanced?

Lianna Carter-Jackson
07:32:27 PM
Jacqueline in about a week or so

Jacqueline Bornstein
07:32:39 PM
Nice, thank you!

Chris Roda
07:32:40 PM
@Marcus - Typically any students with some creative skills and some programming experience gets in to the program. I do emphasize the art/creativity aspects and the problem solving skills

Kelby Martin
07:32:46 PM
@Any - Does FIEA sponsor any trips to GDC? I will be attending GDC 2019 as a CA and was curious

Rick Hall
07:32:49 PM
@Zach level Designers and scripters are always good

Grace Perry
07:32:57 PM
@Liana thank you!!!

Marcus Ford
07:33:00 PM
oh ok

Adam Gothard
07:33:06 PM
Does storytelling and world building factor into the art track much, or is that largely confined to production?

Carter Blalack
07:33:17 PM
@Kenny - I didn't really use any resources to prep for the GRE, and I did pretty well on it. IMO it's structured similarly to the SAT, so how you did on that and prepped for that will inform you on how to prep for the GRE.

Grace Perry
07:33:36 PM
(*Lianna, autocorrect why)

Lianna Carter-Jackson
07:33:44 PM
haha its ok :)

Alberto Negron
07:33:48 PM
@Kelby. so what I started doing this semester was that I got a bunch of level designers (and even some tech designers) and the goal is to take the job description for our dream company and over the course of the semester, iterating on a portfolio piece specifically tailored for that company. Though in the first semester I'd recommend doing something more for helping each other learn or master unreal engine or unity. Some producers have no back ground in those hard skills but everyone needs them so helping each other with that will make rpps smoother for everyone.

Chris Roda
07:33:51 PM
@Marcus - TAs come in as artists. So we need to evaluate your creative side along with your problem solving side

Gina Levy
07:33:56 PM
I know they have free, online timed GRE practice tests when you register on their site.

Rick Hall
07:34:08 PM
@Zach - meaning, I can always use more level designers and scripters. I realized my answer was ambiguous

Kenny Gerhart
07:34:16 PM
Okay thanks @Carter

Carter Blalack
07:34:35 PM
@Adam it's a bit of a balancing act between the two, and it's hard to say outright. I am art lead on my capstone, and I know that the balance I have with my design lead is very different from the one my friend has with his design lead.

Pratik Chougule
07:34:45 PM
@Kenny You can use ETS's Power Prep software which comes with 3 free mock tests for GRE

Alberto Negron
07:34:47 PM
Bring ALL the Level Designers!!

Carter Blalack
07:34:47 PM
To a degree, it depends on the needs of the game.

Paul Varcholik
07:34:54 PM
@Kelby Martin We have a large group that heads to GDC every year --and we often (though not always) have expo passes that we share around. We also have an alumni party, at GDC, that we sponsor. Last year I think we had around 200 alumni attend.

Kelby Martin
07:34:55 PM
@Alberto - Sounds like a lot of work! But so is the school itself. Thank you.

Jacqueline Bornstein
07:35:04 PM
^^check your local library for GRE books ~ mine had tons

Kelby Martin
07:35:15 PM
@Paul - Oh, wow! That's awesome. Sounds like fun.

Samuel Roberts
07:35:35 PM
@Rick Hall, what kind of prerequisites are ideal for level designers to have when applying to FIEA in the production track?

Lianna Carter-Jackson

07:35:36 PM

KAPLAN GRE books are great!

Marcus Ford
07:35:40 PM
I am currently a freshman majoring in CS, and I have done a few projects in blender. I hope to animate more pretty soon, and more programming projects as well

Rodrigo Farinango
07:35:43 PM
How many spots left for the programming track?

Zachary Hanitz
07:35:56 PM
For example, in the future, say I get admitted in Production and eventually go on to take the FIEA Ventures class and start up an interactive entertainment studio company, are there situations / possibilities to partner with the FIEA Industry Relations team for artists/programmers for prototype development of a project and the funding for it?

Emma Tumlin
07:35:56 PM
I used a Kaplan book and got the score I needed

Taylor Welling
07:36:03 PM
This feels like a silly question, but what are production classes at FIEA like?

Lianna Carter-Jackson
07:36:17 PM
Rodrigo there is no set number

Paul Varcholik
07:36:20 PM
@Rodrigo Farinango there is always (and I do mean always) more seats available for the programming track.

Alberto Negron
07:36:37 PM
@Kelby That's exactly why it's useful. With all your classes (especially once capstone starts) you'll get very busy and personal work will go by the way side, but havi9ng structure to it gives you a reason to prevent putting off portfolio work.

Chris Roda
07:36:47 PM
@Marcus - It sounds like you are off to a great start. If you ever need any advice along your progression, please feel free to drop me a note and I'll take a look at your curriculum

Peter Hanson
07:36:49 PM
@Chris Roda I apply next month in for Feb PRD. I'm applying as an 3D artist. What are some tips that makes for a successful portfolio that could land me in the program?

Julian Braha
07:36:50 PM
@Paul what would be a good GRE score to apply with?

Paul Varcholik
07:36:53 PM
@Rodrigo Farinango The programming track has historically been the smallest of the 3 tracks.

Rick Hall
07:37:04 PM
@Samuel - experience in things like graphic design can be helpful. But so can certain specializations from film, let set design. Those aren't required, but I've seen them be helpful to people. With that said, understanding the tech, at least to the degree of using Blueprints, can be helpful in other ways

Marcus Ford
07:37:23 PM
@Chris Roda ok

Chris Roda

07:38:06 PM
@Peter - we look for strong fundamental art skills first and if you have any 3D skills those are well appreciated. Include code samples or problem solving if you are interested in being a Tech Arts

Gina Levy
07:38:06 PM
When can we expect our Welcome packets?

Jacqueline Bornstein
07:38:08 PM
are tech designers able to apply to the EA scholarship too? or ONLY programming track...?

Kelby Martin
07:38:22 PM
@Alberto - I'd love to chat more about this in detail after the chat, if you're up to it

Samuel Roberts
07:38:29 PM
@Rick Okay thank you! Is there anywhere I can learn about the tech you guys use for blueprinting and level design to teach myself beforehand?

Lianna Carter-Jackson
07:38:59 PM
Gina, in a few weeks as we are still finalizing things from PRD 1

Kelby Martin
07:39:08 PM
@Samuel - Honestly Epic's tutorials for Blueprints are a great start

Joshua Navarro
07:39:15 PM
@Taylor, it really depends on which specialization in the Production track you're interested in. Each class is different generally due to who teaches it and the material they're covering. In Level Design you'll be in the engine learning how to white box levels, tech design focuses on design of the game but also writing good code, and project management teaches you how lead a time and some of the management ideologies that are used in the industry.

Gina Levy
07:39:22 PM
@Lianna awesome, thanks

Zachary Hanitz
07:39:26 PM
@Rick a Bachelor's in Business Management/Entrepreneurship would be great starting background for the FIEA Production Team Leadership/Project Management role, correct?

Rick Hall
07:39:26 PM
@Samuel - if you want to spend $100, there are a pretty good series of tutorials at WorldOfLevelDesign. But you can also pick up a lot from the UE4 community, and there are tons of tutorial videos on YouTube

Alberto Negron
07:39:29 PM
@Kelby. Can do! any other aspiring lds wanna jump in on it let me know. I'd be happy to send my email

Kelby Martin
07:39:34 PM
As for level design, I'm kinda self-taught but I recommend WorldofLeveldsign.com

Carter Blalack
07:39:35 PM
@Marcus - as an extra note, I would do some experimentation with Python as well. Even just a little bit of knowledge of how it works helps tremendously when making the transition from C-based languages.

Peter Hanson
07:39:37 PM
Also, how much does GPA play into the application for artist? I'm gonna be honest, I had my GPA drop below a 3.0 on my last 60 credit hours due to some circumstances outside of my classwork.

Rick Hall

07:39:37 PM
@Zach yes

Kelby Martin
07:39:40 PM
*WorldofLevelDesign.com

Lianna Carter-Jackson
07:39:45 PM
Jacqueline its only for programming :)

Zachary Hanitz
07:39:53 PM
Ok, great! Thanks @Rick

Alberto Negron
07:40:04 PM
@Samuel. I can send a ton of links to the YouTube tutorials that got me started

Rodrigo Farinango
07:40:18 PM
@Paul Varcholik Oh, I see. And what is usually the acceptance percentage for the programming track?

Taylor Welling
07:40:22 PM
@Rick So I should expect to buy text books and whatnot, correct?

Rick Hall
07:40:28 PM
@Samuel definitely Take Alberto up on that. He's awesome

Samuel Roberts
07:40:28 PM
@Rick I'll check those things out! Thank you

Adam Gothard
07:40:30 PM
What organizations have students partnered with for the GameLab course?

Charles Vasquez
07:40:38 PM
@Zachary Venture allows you to continue to work on Capstone Games or start a new project. FIEA provides the work space so you will be able to work on your project rent free but that will be about it in regards to finance.

Alberto Negron
07:40:46 PM
@Rick you're making me blush

Paul Varcholik
07:40:50 PM
@Julian Braha I hesitate to give you an exact answer because I don't wish to discourage you from applying. We look at your GPA, GRE and portfolio -- have 2 out of 3 of these in good shape. Kaplan's GRE score site has a nice outline of scores -- Above to Below average. It is common for programmers to have a higher math than verbal or writing.

Rick Hall
07:41:03 PM
@Taylor - I don't require any textbooks for my classes. But there are lots of books that are helpful if you want to buy them

Lianna Carter-Jackson
07:41:11 PM
Adam I've seen Florida Hospital and Universal Studios recently :)

Chris Roda
07:41:19 PM
@Peter - Honestly we rely mostly on the strength of your portfolio and your coding samples, if you have any. We really don't focus too much on your grades. Know what you want to do before coming to FIEA will really help you get in.

Samuel Roberts

07:41:20 PM
@Alberto I'd love those links

Samuel Roberts
07:41:33 PM
What's the best way for me to get them?

Taylor Welling
07:41:36 PM
@Rick Awesome. Thank you

Joshua Navarro
07:41:43 PM
Can confirm, @Alberto is great.

Paul Varcholik
07:41:48 PM
@Rodrigo Farinango, I don't have those numbers off-hand. Lianna?

Carter Blalack
07:41:51 PM
@Adam - the ones I remember from this year are the VA, the language dept. at UCF, a psychologist at FSU, a drone company, and a couple others

Alberto Negron
07:42:00 PM
I'll just get this on the record then. My email is alberto.huffman@ucf.edu hit me up! :)

Peter Hanson
07:42:00 PM
Thanks @Chris Roda

Zachary Hanitz
07:42:24 PM
Is there a limit to how many 'optional/additional' portfolio submissions for the Production Application Portfolio? Obviously, show one's best work, but my background is both in business and creative/narrative, so can I equally show off both areas? (Production is like a jack-of-all trades, after all)

Charles Vasquez
07:42:28 PM
@Julian Braha I did not have the best GRE but I put in a lot of work into my portfolio and I felt like it helped me get in. Put your best foot forward regardless.

Peter Hanson
07:42:30 PM
Also, isn't there an event happening at FIEA this Friday at 1pm?

Taylor Welling
07:42:38 PM
@Alberto Can I bother you for some links too?

Grace Perry
07:42:40 PM
Would any creative writing or other writing samples be a good option to include for the art track portfolio, or is that exclusive to the production track?

Alberto Negron
07:43:04 PM
@Taylor Absolutely! anyone is welcome!

Grace Perry
07:43:06 PM
Also excuse me if someone's already asked this, but are there any events scheduled for interested applicants to visit the campus this year?

Zachary Hanitz
07:43:18 PM
@Charles same here on the GRE / Portfolio bit

Rick Hall

07:43:29 PM
@Zach - there isn't a limit, but if it feels like a complete avalanche, I will probably limit myself to the things that directly apply to your declared specialization and a less detailed look at the extras

Lianna Carter-Jackson
07:43:48 PM
Rodrigo, I don't have the exact numbers, however the percentage is pretty high for programmers :)

Samuel Roberts
07:43:55 PM
@Alberto I sent you an email!

Zachary Hanitz
07:44:01 PM
Ok, thanks @Rick

Julian Braha
07:44:13 PM
@Paul Thank you! As an FYI, I'm only a sophomore right now, so I haven't yet taken the GRE yet, and would just like some ballpark to shoot for when I prepare for it. FIEA is my goal, and I won't be discouraged :)

Charles Vasquez
07:44:24 PM
@Zachary :)

Alberto Negron
07:44:45 PM
@Samuel Okay! ill gather my stuff when I'm done with the chat.

Rodrigo Farinango
07:44:50 PM
Thanks @Paul @Lianna

Peter Hanson
07:44:54 PM
Any alumni landed a job at ID software?

Peter Hanson
07:45:03 PM
That's what I'm aiming for

Lianna Carter-Jackson
07:45:14 PM
Grace I can't think of any scheduled events however you're always welcome to come tour :)

Peter Hanson
07:45:16 PM
Want to work on DOOM

Samuel Roberts
07:45:42 PM
If I end up making some stuff using these tutorial videos provided as well as looking at some of the other recommendations Rick gave me, would it be worth it to showcase what I've done in the portfolio? If so, how could I implement that in a portfolio for a production tract application?

Taylor Welling
07:45:44 PM
What types of jobs do Producers (project management) end up with when leaving FIEA?

Zachary Hanitz
07:45:59 PM
Everything (Production-Portfolio-wise) is due by the Feb 15, the PRD, but is there any bonus for submitting all Portfolio materials earlier than that, or do we have to wait 3-4 weeks after the PRD to hear back?

Kelby Martin
07:45:59 PM
I know a girl who works at iD :o

Rick Hall
07:46:06 PM

@Peter - none at ID, but we do have three at Blizzard

Chris Roda
07:46:16 PM
@Peter - I don't know of anyone off hand but that doesn't seem out of the question

Paul Varcholik
07:46:19 PM
@Julian Braha https://www.kaptest.com/study/gre/whats-a-good-gre-score/

Kelby Martin
07:46:25 PM
My friend Desiree's supervisor at Zynga was from Cohort 1

Kelby Martin
07:46:31 PM
Wonder how that must've been like

Adam Gothard
07:46:42 PM
Where are some places that students have done internships during semester 4?

Paul Varcholik
07:47:23 PM
@Julian Braha competitive GRE scores are in the high 150+ range.

Rick Hall
07:47:26 PM
@Taylor - Associate producer, sub leads, external producers, and DDs (an EA label for an organizational specialist)

Taylor Welling
07:47:41 PM
@Rick Thank you

Julian Braha
07:47:55 PM
@Paul Thank you!

Kelby Martin
07:48:17 PM
@Rick - Just curious: what does DD stand for?

Gina Levy
07:48:25 PM
I love Blizzard, that would be awesome to work with them.

Rick Hall
07:48:40 PM
Director of Development. They have a similar title called DM, which is for Development Manager.

Alberto Negron
07:48:40 PM
@Gina SAME

Grace Perry
07:48:55 PM
@Gina @Alberto Big Mood

Charles Vasquez
07:49:21 PM
@Adam EA, Iron Galaxy, Naughty Dog, and many others

Kelby Martin
07:49:32 PM
@Faculty - Does the on-site industry relations coordinator and faculty also help with resumes and cover letters (the bane of my existence) when it comes time to apply for internships?

Gina Levy
07:49:40 PM
I also love Naughty Dog. The Last of us I'm waiting for to come out.

Peter Hanson
07:49:43 PM
My goal is to advanced my illustrations as well as digital modeling, focusing on weapon and character designs. I want to be the first to get a job at ID software after graduating from FIEA

Rick Hall
07:49:44 PM
@Kelby Absolutely

Marcus Ford
07:49:51 PM
In order to keep in contact after the admissions chat, would LinkedIn be a good source?

Paul Varcholik
07:50:04 PM
@Peter Hanson Not sure about ID proper, but we have folks at Zenimax if I'm not mistaken.

Kelby Martin
07:50:06 PM
@Rick - That's reassuring. Thanks.

Rick Hall
07:50:21 PM
@Kelby faculty will also help with mock interview practice, and will offer opinions on job application materials as well

Kelby Martin
07:50:55 PM
@Rick - That sounds incredibly helpful. Interviews are definitely something that become easier with time, so that's a great resource to have.

Rick Hall
07:50:56 PM
@Kelby the students will tell you I have a limitless supply of opinions on those things

Gina Levy
07:51:06 PM
Do we need to have an online game portfolio or will we be taught home to make one as well?

Zachary Hanitz
07:51:07 PM
I have all FIEA Admission requirements submitted (undergraduate transcripts/GPA, GRE score, 3 professional references, and the UCF application fee) all are done except for the written-interview portion and the Portfolio assignment(s). I am currently over half-way done with the Game Analysis assignment paper, (3 out of 5 pages) at the moment.

Kelby Martin
07:51:09 PM
I'd love to hear them. Haha.

Peter Hanson
07:51:15 PM
@Paul Varcholik that's great to hear. I'm looking forward in submitting my portfolio next month. Regardless if I get in or not, it's still a big step for me making it this far. Thanks for everyone taking the time to answer these questions.

Paul Varcholik
07:51:17 PM
@Adam Gothard The list is quite large. Very common in Orlando is EA - Tiburon and Iron Galaxy Studios. Overall we have alumni at over 140 studios worldwide.

Zachary Hanitz
07:51:24 PM
I keep finding the Game Analysis assignment instructions tell me more what not to do than what to do

Rick Hall
07:51:33 PM
@Kelby don't get me up on my soapbox. :)

Charles Vasquez
07:52:04 PM

@Peter Good Luck Peter and keep putting in work for your portfolio until submission!

Jacqueline Bornstein
07:52:05 PM
I did some light stalking of the alumni page and on LinkedIn, and have yet to come across anyone working at Niantic... I was able to message a couple engineers working there now, but do you guys have other suggestions for networking in a case like this? LinkedIn is nice and all, but I don't feel like messages give much of an impression?

Alberto Negron
07:52:05 PM
@Kelby he has even more anecdotes about them!

Joshua Navarro
07:52:05 PM
@Rick is full of information. He lives down the rabbit hole. It's pretty great.

Rick Hall
07:52:08 PM
@Zachary - drop me a note at rmhall@ucf.edu I can answer more detailed questions about the do's and don'ts there, but it's too long for this venue

Zachary Hanitz
07:52:22 PM
Ok, will do @Rick

Taylor Welling
07:52:41 PM
Does anyone have any suggestions for scholarships/grants, etc.?

Chris Roda
07:52:47 PM
@Peter - If working for a AAA Game company right out of FIEAQ is your goal then it really helps to take part in the company's intern program. AAA Game companies always favor their interns

Rick Hall
07:52:56 PM
Anybody who wants to be cc'd on that email to Zachary, let me know and I'll add you to it

Kelby Martin
07:53:22 PM
@Josh - I see myself as a student for the rest of my life, even if/when I get a job in the industry

Kelby Martin
07:53:32 PM
So I don't mind listening. : P

Kelby Martin
07:53:36 PM
Even if he babbles a bit LOL

Paul Varcholik
07:53:43 PM
@Jacqueline Bornstein During the 3rd semester you get added to the FIEA Alumni Facebook page. Not a week goes by that there isn't a looking for guild post (oh, not WoW) -- I mean looking to hire post.

Rick Hall
07:53:49 PM
I do tend to babble

Zachary Hanitz
07:53:54 PM
Will there be a text transcript of this live chat posted sometime later on @Rick @Lianna?

Kelby Martin
07:54:02 PM
@Zachary - There will be

Kelby Martin
07:54:08 PM
The last chat had one, and it is emailed out, I believe

Zachary Hanitz
07:54:08 PM
Ok, great

Lianna Carter-Jackson
07:54:11 PM
Absolutely!

Joshua Navarro
07:54:17 PM
@Kelby and that's a great way to think of it. I like listening to all the professors, they have a well of knowledge and it's smart to listen to their advice!

Kelby Martin
07:54:30 PM
And for what it's worth, this chat distracts me from looking up KHIII spoilers

Adam Gothard
07:54:30 PM
Is there an archive of previous live chats anywhere?

Zachary Hanitz
07:54:35 PM
Good, this is a lot to read and follow while live, haha

Kelby Martin
07:54:39 PM
So, I'm glad for any and all info

Jacqueline Bornstein
07:54:43 PM
@Paul LOL great.

Paul Varcholik
07:55:21 PM
@Jacqueline Bornstein That Facebook page is also the go to place for people calling out to alumni at a particular studio. To my thinking, that should be your very first step in job seeking. Leverage the alumni network, its value cannot be overstated.

Kelby Martin
07:55:27 PM
@Josh - Honestly, in an industry like this, even senior producers and engineers and art directors get schooled

Kelby Martin
07:55:31 PM
We're all learning, all the time

Lianna Carter-Jackson
07:55:32 PM
Adam email me :)

Alberto Negron
07:55:50 PM
@Kelby here's a spoiler. the game is 97 percent grinding

Gabriela Borregales
07:55:52 PM
@Chris, do you prefer a portfolio that has a lot of work\, say like 7 pieces, or would it be okay to submit a 4 or 5-piece portfolio and still perhaps have a chance at getting in?

Jacqueline Bornstein
07:55:55 PM
@Adam, if you google, you can also find some of the pages

Joshua Navarro
07:56:02 PM
@Kelby very true. You constantly have to be learning something new.

Adam Gothard
07:56:03 PM

@Lianna Will do.

Kelby Martin
07:56:05 PM
@Alberto - I legit wake up in a cold sweat thinking "but what if this game is bad"

Peter Hanson
07:56:08 PM
@Chris thanks for informing me. I've looked extensively and talked to the art team at ID Software. I believe this is the best route for me to take going to FIEA and while continue to network and work on my port.

Kelby Martin
07:56:09 PM
But that's off-topic

Zachary Hanitz
07:56:19 PM
What is FIEA's Summer-session classes like? I tried visiting/touring the FIEA campus back in early June 2018 (I happened to be in town for a conference), but FIEA was closed and Downtown was a ghost town due to all of the construction, lol.

Marcus Ford
07:56:46 PM
Which is more preferable, email or linked, for keeping in contact with faculty after this admissions chat?

Carter Blalack
07:56:54 PM
@Zachary - do you mean the 3rd semester ones?

Kelby Martin
07:57:01 PM
@Programmers - as a producer wanting to understand scripting more (C# and Blueprints), are there any good exercises you can recommend?

Zachary Hanitz
07:57:03 PM
Yeah, I suppose

Paul Varcholik
07:57:07 PM
@Zachary Hanitz It's very busy actually. It's a shorter semester 12-weeks, and mostly focused on finishing the capstones.

Kelby Martin
07:57:12 PM
I've always wanted to take something and recreate it; I have a lot of fun doing that

Zachary Hanitz
07:57:22 PM
It goes Fall > Spring > Summer > Fall for the 16-month program, according to the website

Kelby Martin
07:57:39 PM
@Programmers - another question: do you feel the jump from C# to C++ is big?

Joshua Navarro
07:57:41 PM
If anyone wants to reach out to me after the chat with any more questions, feel free to email me: joshua.navarro@ucf.edu

Chris Roda
07:57:49 PM
@Marcus - Contact Lianna and she'll give you my FIEA email address. She knows that's the best way to contact me :)

Jacqueline Bornstein
07:57:52 PM
@Kelby, check out Udemy. they have a couple awesome unity courses you can get for like $10

Paul Varcholik
07:57:58 PM

@Kelby Martin, Yes the jump from C# to C++ is big.

Zachary Hanitz
07:58:00 PM
Will do @Joshua

Samuel Roberts
07:58:03 PM
@Rick Hall, I just emailed you on the request for more information regarding the online portfolio! Thank you!

Paul Varcholik
07:58:13 PM
@Kelby Martin but it's not something I would discourage

Rick Hall
07:58:30 PM
Got it, Sam

Kelby Martin
07:58:36 PM
@Paul - Would it be wise to gain a foundation in the (simpler in my opinion) C# and then slowly trying to pick up the other?

Lianna Carter-Jackson
07:58:40 PM
lol @Chris

Kelby Martin
07:58:45 PM
It's not my intention to be a programmer, but it's something I want to invest time and effort into.

Pratik Chougule
07:58:55 PM
@Kelby There are some nice tutorials on Udemy & Pluralsight which will guide you through Blueprints & C#.

Marcus Ford
07:59:11 PM
Well Ok then

Kelby Martin
07:59:12 PM
I'm definitely going to hop back into my Udemy C# unity course after finishing this Maya course I'm doing

Jacqueline Bornstein
07:59:28 PM
@Kelby I'll pm you stuff lol

Paul Varcholik
07:59:36 PM
@Kelby Martin Depends on what you want to do. Since you don't want to be a programmer, I think C# is a wonderful choice. Frankly (even though I spend most of my time in C++) C# is my favorite language.

Kelby Martin
07:59:37 PM
@Jackie - Please do

Samuel Roberts
07:59:45 PM
I noticed there is a deadline for the production portfolio, but I could not find anywhere what the timeframe on that is. Can anyone enlighten me on the timed assignment for the production portfolio and how much time we have to work on it?

Gina Levy
07:59:45 PM
I have several Udemy classes that I have to start this weekend

Kelby Martin
07:59:52 PM
@Paul - C# makes me think of Python in its simplicity :)

Kelby Martin
07:59:56 PM
At least, in Syntax

Taylor Welling
07:59:58 PM
@ Samuel Two weeks

Kelby Martin
08:00:00 PM
From what little I know

Samuel Roberts
08:00:02 PM
Thank you!

Gabriela Borregales
08:00:15 PM
@Chris, do you prefer a portfolio that has a lot of work\, say like 7 pieces, or would it be okay to submit a 4 or 5-piece portfolio and still perhaps have a chance at getting in?

Paul Varcholik
08:00:42 PM
@Kelby Martin I teach Tech Design 1 in the first semester and use C# as the language.

Marcus Ford
08:00:55 PM
@Lianna so would it be the fieaadmissions email or another email to contact you for information?

Kelby Martin
08:00:58 PM
@Paul - Fantastic! I can't wait to meet you and learn. :)

Lianna Carter-Jackson
08:01:20 PM
Marcus you can reach me at lianna.carter@ucf.edu

Samuel Roberts
08:01:36 PM
If I end up making some stuff using these tutorial videos provided as well as looking at some of the other recommendations Rick gave me, would it be worth it to showcase what I've done in the portfolio? If so, how could I implement that in a portfolio for a production tract application?

Chris Roda
08:01:48 PM
@Gabriela - Quality is more valuable than quantity. Once again however, the pieces you have should demonstrate strong traditional art skills and some 3D work with texturing.

Zachary Hanitz
08:01:58 PM
@Rick / @Joshua, for Production, if my focus is management/leadership and/or narrative/game design, will I be required to do and/or learn scripting & programming? (I would be eager to learn it and contribute to the team projects as a whole, but my initial background coming into Production is business management/entrepreneurship and creative writing)

Rick Hall
08:01:58 PM
@Samuel - Couldn't hurt.

Rick Hall
08:02:23 PM
@Zach - not required, but certainly encouraged

Zachary Hanitz
08:02:26 PM
Very little programming/scripting unless basic html/web-building counts, from information systems undergrad class projects

Kelby Martin

08:02:33 PM
@Rick - What's the biggest mistake you've seen producers make?

Joshua Navarro
08:02:55 PM
@Zachary, every Producer takes at least 10 weeks of Paul's tech design class in the first semester, that's about all that is required. From there you can choose another specialization.

Samuel Roberts
08:03:03 PM
@Rick Hall, how could I implement that in my portfolio?

Rick Hall
08:03:08 PM
@Kelby thinking they're smarter than they really are

Kelby Martin
08:03:41 PM
@Rick - I'll be careful to remain cognizant of that. Thanks.

Paul Varcholik
08:03:59 PM
@Josh and @Zachary -- it's actually 6 weeks (switch on the 7th) but it might _feel_ longer :)

Zachary Hanitz
08:04:11 PM
Do FIEA students and/or faculty get any kind of special access or discounts to industry events/conferences/keynotes/game jams or that kind of thing?

Jacqueline Bornstein
08:04:11 PM
@Rick LOL coming from a bunch of programming classes, I'd say that's a problem for programmers too

Gabriela Borregales
08:04:17 PM
@Chris, Thank you very much!

Lianna Carter-Jackson
08:04:21 PM
Sam, feel free to email me for some helpful portfolio recommendations

Adam Gothard
08:04:26 PM
What sort of format is the improv course in? Is it more theatrical or creative exercise focused (or a mix of both)?

Joshua Navarro
08:04:29 PM
@Paul, ah my apologies. It all ran together since I liked it so much I just stayed in it haha

Rick Hall
08:04:32 PM
@Samuel - depends what you implemented. Different things can be visualized in different ways. I can't answer a question like that generically

Kelby Martin
08:04:52 PM
@Faculty - What is the point of the improv course? I come from a theatre background, so I'm definitely a fan, but I'm curious as to the rationale of its inclusion

Jacqueline Bornstein
08:05:08 PM
is there a detailed schedule/course description somewhere?? From this conversation I'm feeling like there's more to it than the ones posted on FIEA's site?

Samuel Roberts
08:05:12 PM
@Rick that is understandable thank you!

Taylor Welling
08:05:14 PM

Problem solving and teamwork

Paul Varcholik
08:05:15 PM
@Josh :) That's something to point out -- you can stay in the tech design course the whole 15-week semester. Auditing if not officially

Zachary Hanitz
08:05:23 PM
@Joshua thanks again for the info

Carter Blalack
08:05:27 PM
@Kelby - I'm not Rick, but another big one from my perspective is to be cognizant of the projects and pipelines of the other tracks. If the artists are all in the heart of boot camp, putting extra work on them for RPP is going to get you on their bad side really quick.

Rick Hall
08:05:28 PM
@Kelby it's about overcoming social barriers, getting to know people, and learning communication, among other things

Joshua Navarro
08:05:34 PM
@Zachary, anytime!

Kelby Martin
08:05:45 PM
@Carter and Rick - Thanks!

Lianna Carter-Jackson
08:05:49 PM
Jacquiline you can find that here: https://fiea.ucf.edu/curriculum/

Rick Hall
08:06:02 PM
@carter Absolutely. I could make a long list, and yours is up there too

Kelby Martin
08:06:08 PM
@Carter - Yeah, I've been thinking about that a bit already. Artists have it really tough during boot camp, for sure

Lianna Carter-Jackson
08:06:12 PM
Jacqueline*

Peter Hanson
08:06:20 PM
@faculty is there a guess speaker coming this Friday?

Lianna Carter-Jackson
08:06:39 PM
Peter, no

Charles Vasquez
08:06:44 PM
@Adam the improve classes contain multiple small activities like acting a scene out, playing a social game, and others. Nothing to serious but a lot of fun. It is meant to teach you certain aspect in regards to team building, communication, and what you make of it

Peter Hanson
08:07:16 PM
What about the 2nd of Feb?

Peter Hanson
08:07:33 PM
Alex Eligon

Zachary Hanitz
08:07:46 PM

@FIEA current students, what is your off-campus housing / commute-time situation like?

Lianna Carter-Jackson
08:07:48 PM
Peter, no, that is a Saturday

Pratik Chougule
08:07:49 PM
@Adam Improv is about doing group activities. Making yourself confident about communication and overcoming barriers. Believe me, it's one of the most memorable class you'll have at FIEA. I thoroughly enjoyed it

Kelby Martin
08:07:56 PM
@Peter - Guest speakers are usually posted on Facebook

Jacqueline Bornstein
08:08:05 PM
@Lianna, yes! But for ex, if you only have to take tech design for 10 weeks, what are you taking if you choose not to continue after the 10 weeks??

Peter Hanson
08:08:06 PM
Oh my apologies

Jacqueline Bornstein
08:08:20 PM
I'm planning on doing tech design, but just curious

Lianna Carter-Jackson
08:08:27 PM
No problem Peter! :)

Samuel Roberts
08:08:32 PM
@Lianna just sent you an email! Thank you very much!

Carter Blalack
08:08:35 PM
@Zachary - 5 minutes, maybe 3-4 blocks north-east

Zachary Hanitz
08:08:49 PM
Ok, nice

Adam Gothard
08:08:55 PM
Does prior improv experience reflect well on an application?

Carter Blalack
08:08:57 PM
most people are about 5-15 away, not counting traffic

Zachary Hanitz
08:09:06 PM
So, walking/biking distance, if you wanted

Joshua Navarro
08:09:13 PM
@Jacqueline, so Tech Design is required for 6 weeks, and on the 7th week you have the option to switch to either Project Management or Level Design. You can also stay in tech design if you would like.

Carter Blalack
08:09:16 PM
Yeah, plus public transport

Peter Hanson
08:09:19 PM
Is there somebody from EA coming this sat?

Pratik Chougule

08:09:29 PM
@Zachary I live about 15 mins away from campus. I commute daily by bus.

Joshua Navarro
08:09:32 PM
And of course you have the option to audit any or all of those classes even if you don't take it for your actual grade.

Alberto Negron
08:09:34 PM
@Jacqueline. If I remember right it was only seven weeks, but if you don't wanna do tech design anymore then you just choose level design, or project management as your specialty

Lianna Carter-Jackson
08:09:39 PM
No Peter, we are closed on weekends :)

Peter Hanson
08:09:42 PM
I'm looking at the events page on the FIEA website

Kelby Martin
08:09:45 PM
@Josh - I applied as a level designer, but have interests in Tech design and Tech art, as well. I want to self-teach myself Project mgmt. stuff through experience and exposure

Peter Hanson
08:09:46 PM
oh ok

Alberto Negron
08:09:48 PM
@josh beast me to it lol

Kelby Martin
08:09:50 PM
Can I still attend the boot camp?

Kelby Martin
08:09:57 PM
The "First 6 weeks" classes?

Carter Blalack
08:09:59 PM
@Kelby - like, art boot camp?

Kelby Martin
08:10:24 PM
@Carter - I'm talking about the tech design boot camp

Peter Hanson
08:10:28 PM
Are there any guest speakers coming soon?

Alberto Negron
08:10:40 PM
you're required to take it for the first seven weeks

Alberto Negron
08:10:48 PM
all producers

Joshua Navarro
08:10:51 PM
@Kelby, the first 6 weeks of tech design is required for all Producers. You don't technically declare a "specialization" until after that period. All that does it dictate which class you would like to receive your grade from.

Kelby Martin
08:10:53 PM
@Peter - I'm pretty sure that question has already been answered, but definitely check on the website and the Facebook pages

Zachary Hanitz
08:11:05 PM
How many narrative-design focused classes are there within the Production track? (World-building and story-boarding, that kind of thing?)

Kelby Martin
08:11:09 PM
@Josh - Ahh, so all producers start as one at the beginning.

Kelby Martin
08:11:11 PM
Gotcha.

Peter Hanson
08:11:11 PM
Oh, my apologies. I looked at the events from last year and I didn't realize it.

Jacqueline Bornstein
08:11:18 PM
@Joshua @Alberto, ah my b, I thought I saw someone say 10 weeks earlier. But ok cool, I didn't realize the classes were that specialized from the website

Kelby Martin
08:11:18 PM
@Peter - No sweat, my dude. :)

Zachary Hanitz
08:11:20 PM
Or is narrative purely an elective?

Lianna Carter-Jackson
08:11:22 PM
It's ok Peter :)

Joshua Navarro
08:11:29 PM
@Kelby, correct.

Chris Roda
08:11:30 PM
@Kelby - the artist boot camp is open for all students. We especially encourage those in the production track :)

Kelby Martin
08:11:47 PM
@Chris - Would it be too much for me to do both boot camps at the same time?

Joshua Navarro
08:11:52 PM
@Jacqueline, I said it earlier and then I was reminded of the 6 weeks by Paul. Sorry for the confusion!

Alberto Negron
08:12:00 PM
@Zachary no classes like that, but the production for the media class teaches things like designing iconic characters and stuff like that

Kelby Martin
08:12:04 PM
I'm definitely interested in poking my head into the art boot camp periodically to learn and better understand my fellow artists

Paul Varcholik
08:12:07 PM
@Kelby Martin That's correct. All producers also take Game Design for the whole semester. And there's an option for Project Management, Level Design and Tech Design after the first 6 weeks

Rick Hall
08:12:23 PM
@Paul. heh. You type faster than me. Programmer

Kelby Martin

08:12:23 PM
@Paul - Gotcha. Thank you.

Paul Varcholik
08:12:30 PM
:)

Zachary Hanitz
08:12:36 PM
Ok, that's close to what I was getting at, thanks @Alberto

Chris Roda
08:12:40 PM
@Kelby - It will be challenging to do the work for both but participation is always encouraged

Alberto Negron
08:12:40 PM
@Kelby it's a good thought, but a lot of art classes happen at the same time as producer classes

Kelby Martin
08:12:42 PM
@Rick - I'm not a programmer, and I've got fingers fast like the wind. No excuses.

Joshua Navarro
08:12:42 PM
@Kelby learning what the other tracks are doing is extremely beneficial. It's always best to know that they're doing as to not overload anyone

Kelby Martin
08:13:09 PM
I might as well throw myself to the fire and do both then

Carter Blalack
08:13:13 PM
@Kelby - nothing stopping you but your own schedule. That being said, you may be better served to learn what artists are doing by talking to them directly (at times when they aren't trying to work, of course).

Kelby Martin
08:13:17 PM
I'm here to learn, anyway

Rick Hall
08:13:19 PM
@Kelby I top out at about 60 words per minute. Not exactly receptionist speed

Kelby Martin
08:13:28 PM
@Carter - Very good point.

Zachary Hanitz
08:13:35 PM
@FIEA students, what has been your favorite class so far? And/or favorite FIEA memory or project

Kelby Martin
08:13:41 PM
Perhaps a combination of attending these boot camp sessions and speaking with them would be most beneficial.

Paul Varcholik
08:13:43 PM
Paul's classes...

Paul Varcholik
08:13:49 PM
:)

Jacqueline Bornstein
08:13:50 PM
all the boot camps! yesssssss

Joshua Navarro

08:13:52 PM
@Kelby just be careful to not overload yourself as can be common with some. Make sure your classwork that is actually graded is taken care of first is my advice.

Rick Hall
08:13:57 PM
Paul's Classes. For sure

Kelby Martin
08:14:07 PM
@Josh - Production class comes first and foremost. Got it.

Kelby Martin
08:14:15 PM
I'll think of the other stuff as...educational extracurricular.

Paul Varcholik
08:14:15 PM
Ha!

Carter Blalack
08:14:42 PM
@Zachary - tech art w Chris, easily. As for favorite project, either the Art core project from last semester, or my capstone.

Taylor Welling
08:14:45 PM
When are orientation and the first day of classes?

Samuel Roberts
08:15:05 PM
Where can I find out more about the boot camps?

Marcus Ford
08:15:09 PM
Are there any internships the faculty at FIEA would like to recommend before entering the school?

Zachary Hanitz
08:15:24 PM
Are class grading-systems a traditional GPA / A-F grading scale, the same as under-grad?

Alberto Negron
08:15:25 PM
@Kelby treat artists well. boot camp is intense and they have industry reviews. protect at all costs

Carter Blalack
08:15:44 PM
^

Lianna Carter-Jackson
08:15:45 PM
Taylor these dates will be in your welcome packet :)

Jacqueline Bornstein
08:16:03 PM
Art classes are probably the most time-consuming work heavy courses I've ever taken

Carter Blalack
08:16:13 PM
@Zachary - as far as the classes I have been in, they're all A-F

Zachary Hanitz
08:16:20 PM
Kk

Rick Hall
08:16:24 PM
@Jacqueline. You've never taken Paul's Prog 2 class

Kelby Martin

08:16:37 PM
Good producers protecc, not just atacc

Taylor Welling
08:16:37 PM
@Lianna Thanks. I didn't even know that Welcome Packets were a thing until this chat. Lol

Adam Gothard
08:16:44 PM
Is there any info in particular I should advise my references to have prepared?

Lianna Carter-Jackson
08:16:45 PM
Haha!

Mohammad Mustafa
08:16:54 PM
are there any exams or all grading is based on projects?

Jacqueline Bornstein
08:16:55 PM
My last programming class was OS and I think I left a little bit of my soul behind with that one T...T

Rick Hall
08:17:09 PM
@Jacqueline LOL

Paul Varcholik
08:17:16 PM
@Marcus Ford I don't have anything in particular. Any professional experience you can gain (in any discipline) is good. But I don't wouldn't say you had to have any internship before attending FIEA. Most of our students come straight from undergrad.

Chris Roda
08:17:16 PM
@Samuel - Right here. Art boot camp is intro to 3D, Animation, Tech Art and 2D for the first 8 weeks of Fall semester. The work is not particularly challenging but there is a lot of it. The primary goal is to teach a fundamental understanding of the art pipeline and give the artists a chance to "change their minds" before selectin an art specialization of 3D, Animation or Tech Art

Christopher Moskal
08:17:17 PM
I've been playing games my whole life, but I haven't played any recently released game from the past few years. Would I need to have knowledge or experience with more recent releases?

Jacqueline Bornstein
08:17:28 PM
but I know, @Paul with his make_an_engine_from_scratch fun

Paul Varcholik
08:17:37 PM
@Mohammad Mustafa This is course specific.

Rick Hall
08:17:37 PM
@mohammad some classes, like capstone, are completely project based. Others have tests. Depends on the class

Zachary Hanitz
08:18:04 PM
I know the fellowships are merit-based financial aid that is applied for after being admitted to the program, and gradford/student+ loans are loans, but are there any UCF/FIEA-approved outside sources for need-based financial aid, as well as merit-based?

Samuel Roberts
08:18:06 PM
@Chris Roda, and that is the first six weeks of classes? And any student can attend these even if they are not in the art program?

Carter Blalack

08:18:20 PM
First 8 weeks for art boot camp

Samuel Roberts
08:18:30 PM
Ah okay thank you~

Samuel Roberts
08:18:38 PM
you! *

Peter Hanson
08:19:03 PM
Final question: anybody went on to work on mortal kombat after graduating from FIEA?

Paul Varcholik
08:19:06 PM
@Jacqueline Bornstein Yep, that's the second semester programming -- you make a C++ engine from scratch. It's my absolute favorite thing!

Pratik Chougule
08:19:10 PM
@Zachary Although being in Programming track, I tried to attend most of the producer's classes during first semester and I really enjoyed auditing Prof. Paul & Prof. Rick's classes along with Prof. Tom's regular programming classes :) Every teacher has his unique teaching style.

Kelby Martin
08:19:15 PM
@Chris Moskal - In the industry, you'll be developing for game design and platforms of the modern age. I highly recommend you take a look into games that can nail what you want to go to FIEA for and study them

Peter Hanson
08:19:17 PM
I had to ask

Peter Hanson
08:19:25 PM
MK 11 is looking great

Lianna Carter-Jackson
08:19:26 PM
Zachary, no

Kelby Martin
08:19:27 PM
For example - Deus Ex and Dishonored have great level design

Chris Roda
08:19:37 PM
@Samuel - Yes participation is always encouraged, especially for producers. But you should focus on getting your production work done first

Alberto Negron
08:20:04 PM
@Christopher the more games you know the better, but honestly Breath of the Wild alone checks off pretty much all the boxes of what you want to accomplish in a game. it's the cliché answer to "What's a game that employs this technique well?" in game design class

Jacqueline Bornstein
08:20:07 PM
@Paul C++ makes me sad... I had to back out to tech design LOL

Paul Varcholik
08:20:08 PM
@Peter Hanson Not sure about MK. But Killer Instinct is made by Iron Galaxy, and we have around 70 alumni there between their studios in Chicago and Orlando.

Peter Hanson
08:20:26 PM

Love killer instinct

Kelby Martin
08:20:34 PM
Iron Galaxy...that's Dave Lang's studio, if I'm not mistaken

Kelby Martin
08:20:38 PM
Oh, Dave Lang...hahahaha

Rick Hall
08:20:51 PM
@Kelby yep

Kelby Martin
08:21:30 PM
Isn't there a list of Alumni projects on the FIEA website?

Kelby Martin
08:21:41 PM
That may settle a few peoples' curiosity

Jacqueline Bornstein
08:21:47 PM
Is it possible... to have not played enough video games...?

Paul Varcholik
08:21:52 PM
@Jacqueline Bornstein C++ makes me sad too. In so very many ways. But, it's what the game industry uses, so that's why we teach it. Mayhap someday we'll move to C# or Rust. Unity 3D has a new endeavor called High Performance C# (HPC#) that looks amazing

Zachary Hanitz
08:21:57 PM
@Rick @Lianna I think I may have asked earlier, but not sure if I saw a reply -- when I have all of my Production Portfolio completely done, should I submit it right away (we are a few weeks from the Feb 15th PRD), or should I wait and continue to add/edit/refine it until the due date?

Taylor Welling
08:21:59 PM
Are any FIEA Capstone projects out and about anywhere for us to play?

Lianna Carter-Jackson
08:22:13 PM
Kelby yes, it can be found here: https://fiea.ucf.edu/alumni/

Kelby Martin
08:22:15 PM
@Paul - if Epic added C# support to Unreal, I would never touch unity

Joshua Navarro
08:22:17 PM
@Taylor I know Hollowed is on Steam,

Kelby Martin
08:22:21 PM
I'm a big UE4 fan boy, sadly

Taylor Welling
08:22:30 PM
Ooooh. Hollowed looks so lovely

Rick Hall
08:22:31 PM
@Zach if you're done, submit. Spaces fill up. Sometimes there's not much room left in PRD 4

Kelby Martin
08:22:45 PM
@Zach can vouch for applying as soon as possible

Kelby Martin
08:22:54 PM
PRD 4 gets hyper-competitive

Rick Hall
08:22:55 PM
@Kelby :)

Lianna Carter-Jackson
08:23:01 PM
Yea, what Rick said :)

Kelby Martin
08:23:04 PM
@Rick Ssssssshhhhh

Paul Varcholik
08:23:12 PM
@Taylor Welling Yes, absolutely. Many on Steam now.

Zachary Hanitz
08:23:21 PM
Ok, so would I hear back 3-4 weeks after I submit it (say tomorrow) or would I hear back 3-4 weeks after the Feb 15th PRD?

Kelby Martin
08:23:31 PM
Not only that, but if you apply for a fellowship, they are less competitive earlier in the PRDs

Kelby Martin
08:23:37 PM
After the PRD, Zach

Gabriela Borregales
08:23:38 PM
@any, applying for the April PRD would decrease your chances in getting in?

Zachary Hanitz
08:23:42 PM
Ok

Taylor Welling
08:23:42 PM
@Paul which would you recommend the most?

Jacqueline Bornstein
08:23:53 PM
HPC#?? That's interesting... how's it different??

Kelby Martin
08:23:58 PM
@Gabi - Most likely. But not because of your own work or merit, but because of availability

Rick Hall
08:24:09 PM
@ Gabriela That's mostly for Producers, because we get a lot of applicants

Kelby Martin
08:24:10 PM
As @Rick told me, you can't just un-accept people once you have accepted them

Kelby Martin
08:24:19 PM
Ahhh

Kelby Martin
08:24:21 PM
I see

Rick Hall

08:24:43 PM
and Kelby is absolutely right

Lianna Carter-Jackson
08:25:15 PM
He sure is!

Adam Gothard
08:25:15 PM
Is there anything my references should have prepared for when FIEA contacts them?

Peter Hanson
08:25:20 PM
Wish everyone luck in their submissions.

Lianna Carter-Jackson
08:25:30 PM
No Adam

Peter Hanson
08:25:37 PM
Had a friend who graduated last semester and now works for ubisoft

Marcus Ford
08:25:39 PM
@Lianna Welp I have your contact, I will begin emailing soon

Taylor Welling
08:25:40 PM
@Adam Tell them to say good things

Paul Varcholik
08:25:59 PM
https://store.steampowered.com/app/942510/Scamp_High_Hat_Havoc/

Kelby Martin
08:26:00 PM
I worked alongside multiple FIEA'n

Kelby Martin
08:26:04 PM
A tech designer and two artists

Zachary Hanitz
08:26:13 PM
If someone applies to FIEA and gets rejected, and re-applies the following year/admission term, what would the re-application process look like? (E.g. FIEA would already have that person's scores, material, portfolio, etc.)

Paul Varcholik
08:26:19 PM
I think that cut off my link -- Scamp: High Hat Havoc

Paul Varcholik
08:26:24 PM
That was from last cohort

Kelby Martin
08:26:29 PM
I can assure y'all they were some of the nicest, most talented folks I've ever worked with

Taylor Welling
08:26:34 PM
Thanks Paul!

Lianna Carter-Jackson
08:26:53 PM
Marcus Great!

Kelby Martin
08:27:02 PM

@Zach I can speak on this.

Rick Hall
08:27:13 PM
Heh. I'll let Kelby answer

Rick Hall
08:27:24 PM
He knows of what he speaks

Kelby Martin
08:27:25 PM
@Zach - FIEA/UCF would have your transcripts and scores, but you would have to re-submit your portfolio piece, as you'll most likely be making a completely new one

Kelby Martin
08:27:41 PM
In addition, you'll have to do a new general FIEA app and written interview

Paul Varcholik
08:27:51 PM
@Jacqueline Bornstein HPC# it's still C#, but is a constrained version -- avoids the garbage collector

Mohammad Mustafa
08:28:02 PM
@Kelby you can find a lot of students work on YouTube, and Final presentations, I will leave you a link below ;)
https://www.youtube.com/watch?v=jkUqhO7sGuM

Christopher Moskal
08:28:09 PM
What advice would you all have for someone interested in writing/scripting for video games?

Kelby Martin
08:28:13 PM
I'll take a look, Mohammad! Thanks :P

Lianna Carter-Jackson
08:28:24 PM
Great answer Kelby!

Kelby Martin
08:28:31 PM
@Lianna Aw, shucks!

Zachary Hanitz
08:28:38 PM
For what it's worth, FIEA has been on my career road-map since October 2009, when I discovered FIEA back in high school. Here I am, a decade later, days away from submitting my application. Super excited! \(^_^)/

Lianna Carter-Jackson
08:28:55 PM
WOW!

Rick Hall
08:28:58 PM
@Zach Good luck!

Paul Varcholik
08:28:58 PM
@Zachary That's awesome!

Zachary Hanitz
08:29:00 PM
Thank you for all of the information, students/faculty!

Kelby Martin
08:29:05 PM
@Zach Hey man, I've been trying to break into the industry for almost 4 years now. It's been an incredible journey full of success, failure, and great friends and experiences along the way

Kelby Martin
08:29:08 PM
But you got this, man.

Kelby Martin
08:29:09 PM
You do.

Joshua Navarro
08:29:10 PM
@Zach best of luck to you!

Kelby Martin
08:29:11 PM
:)

Paul Varcholik
08:29:13 PM
Any final thoughts or questions?

Peter Hanson
08:29:28 PM
Good luck to all of you

Peter Hanson
08:29:31 PM
Let's rock

Zachary Hanitz
08:29:37 PM
Feel free to connect with me on LinkedIn: Zachary Hanitz

Peter Hanson
08:29:38 PM
Rip and tear

Chris Roda
08:29:51 PM
Gotta go! Wifey is calling!

Kelby Martin
08:29:54 PM
Best of luck in your submissions! Take as much time as possible with them, and aim for the highest quality you can muster.

Samuel Roberts
08:29:56 PM
Thank you for the time!

Adam Gothard
08:29:58 PM
Thanks FIEA'ns for answering our questions!

Grace Perry
08:29:58 PM
Thank you all so much!

Joshua Navarro
08:30:01 PM
Good luck everyone and again if anyone has any more questions or thoughts feel free to contact me.

Paul Varcholik
08:30:03 PM
Our contact info is on the FIEA page -- feel free to reach out

Claudia Morell
08:30:07 PM
Thank you!!

Rick Hall

08:30:14 PM
Rick, out. Luck to all of you!

Carter Blalack
08:30:17 PM
Later y'all! Good luck with the PRD

Zachary Hanitz
08:30:17 PM
Founder and Director-of-Ensuring-the-Future, AVEN Games, my start-up company. :)

Taylor Welling
08:30:19 PM
Thank you all!

Kelby Martin
08:30:22 PM
Do your best!????

Paul Varcholik
08:30:23 PM
Or, more directly: paul.varcholik@ucf.edu

Charles Vasquez
08:30:29 PM
Good luck everyone!

Kelby Martin
08:30:30 PM
Oh, I see the chat doesn't like kanji

Pratik Chougule
08:30:34 PM
Good Luck everyone!

Kelby Martin
08:30:34 PM
that's fine :(

Alberto Negron
08:30:35 PM
May the force be with y'all. Y'all got my email. peace!!

Kelby Martin
08:30:48 PM
Bye, everyone!

Joshua Navarro
08:30:52 PM
email one more time: joshua.navarro@ucf.edu

Zachary Hanitz
08:30:57 PM
Thanks, again, everyone!

Paul Varcholik
08:31:03 PM
Good night all.

Alberto Negron
08:31:08 PM
alberto.huffman@ucf.edu

Lianna Carter-Jackson
08:31:10 PM
Thanks everyone! Good night! :)

Adam Gothard
08:31:17 PM
Good night.

Carter Blalack
08:31:48 PM
Night y'all.

Marcus Ford
08:32:02 PM
Night